
Subject: Re: Returning A Variable Length struct to IDL from C
Posted by [Nigel Wade](#) on Wed, 07 Nov 2001 10:00:37 GMT
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Richard Younger wrote:

> Nigel Wade wrote:

>>

>> Really?. I run code which calls IDL_ImportArray many 1000s of times

>> within a session, all with malloc'd data and have not had any

>> problems.

>>

>> Why do you think it can only be used once per session, with static

>> data?

>

> It could be that IDL handles malloc() and free() just fine, but not

> new[] and delete[], which is what K. seems to be using (though I'm not

> sure about delete[]). I am not at all familiar with how new[] is

> implemented, but it could use malloc() or include garbage collection, or

> be radically different. From what I remember, I don't think it's in the

> C++ spec and so would depend on your compiler.

>

Could be. I'm a C programmer (mostly) and used to using malloc/free, so no garbage collection, constructors or destructors to worry about.

I quite happily malloc memory, and use ImportArray to add it to an IDL variable. Then free it in the callback when the IDL variable is destroyed. I'm more comfortable with doing the clean up for myself - I'm never convinced in Java that all the objects I create are going to get cleaned up by the GC.

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