
Subject: Re: Returning A Variable Length struct to IDL from C
Posted by [Richard Younger](#) on Tue, 06 Nov 2001 16:27:21 GMT
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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.

> No, no, no! You're missing the entire purpose of DLMs.
> It's the realm of DLMs to do those things which are too complicated to do
> in IDL. ;-)

Well, complicated DLM's are part of the fun, but I think Craig's point is that it's a little easier to manipulate IDL structures in, um, IDL. ;-)
Though that code you posted should give anyone a good head start on passing structures with arrays of strings.

Best,
Rich

--
Richard Younger
