
Subject: Re: IDL 5.5 call_external passing strings
Posted by [mikef](#) on Mon, 05 Nov 2001 23:03:45 GMT
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In article <3BE7178F.851EE28@facstaff.wisc.edu>,
Paul Probert <pprobert@facstaff.wisc.edu> wrote:
> Folks,
> Under IDL 5.5, if I call into my dll with call_external, passing a
> string
> into the C program as an IDL_STRING structure (as per the documentation,
> and which
> worked fine in 5.3) the pointer to the string, the "s" member of the
> structure,
> now points to invalid memory (address of 0x00000001 in my case), even
> though the slen
> member is right (21 bytes in my case). Is this a bug in 5.5, or what?
> Anybody else
> have this problem?
>
> Paul Probert
> University of Wisconsin

The problem is that RSI has once again redefined the IDL_STRING structure,
this time to increase the maximum length. Now it's using a 32 bit integer.
You will need to recompile your dll to use the external.h from IDL 5.5

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