Subject: Re: CALL_EXTERNAL simple problem ?
Posted by Randall Skelton on Wed, 14 Nov 2001 13:17:22 GMT
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A few important suggestions:

1) Put away all sharp objects (scissors, pencils, etc.)
2) Read through the entire external development guide.
3) Read through the entire external development guide (again!).
4) Send RSI a feature request for providing asking for C API
   documentation for heap variable access (ok, so this is one is for my
   own personal benefit).
5) Buy Ronn's book on calling C from IDL using DLMs.

If you are convinced that call_external is what you want, try:

```
-- test.c --
void test(int argc, void* argv[])
{
  float* f;
  f = argv[0];
  f[0] = 0.0;
}
--
```

compile with something like: 'gcc -fpic -shared -o test.so test.c'

```
-- test.pro --
PRO test
 f=[1.0,1.0]
 PRINT,f
 s=call_external('test.so','test',f)
 PRINT,f
END
--
```

On 14 Nov 2001, trouble wrote:

> Hi,
>
> OK - I've finally bitten the bullet and am calling C from IDL. So far,
> it hurts a lot. I have the following simple code which gives a seg.
> fault and I'm really hoping someone can help !
>
> C code
> ------
> void test(float f[])

> {
> f[0]=0.0;
> }
>
>
> IDL code
> --------
> PRO test
> f=[1.0,1.0]
> s=call_external('image.so','test',f)
> PRINT,f
> END
>
>
>
> The C code compiles alright using the same flags as in the
> CALL_EXTERNAL examples, which incidentaly work fine. I'm using IDL5.4
> under Linux on Alpha.
>
> Thanks,
> Ciao.
>
