Subject: re:Large Arrays to DLL?
Posted by harmer on Thu, 08 Sep 1994 11:11:47 GMT

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Hi
Thanks to all the people who emailed suggestions to me. I was told
that the problem was that I should be using huge instead of far
pointers. With huge instead of far I was able to write to 64k sections of
data instead of just one byte under 32k that I was getting with far. I can
only think that I am not able to write to the full 262k array because IDL
is allocating it in memory in some strange way that my DLL can't write to.

I've had to work around it by dividing the 262k array into four sections,
it seems to work without any problem.
I've been told that under Win32 and Chicago etc.. all this near far and huge
stuff will be a thing of the past - having done a bit of C under Unix and
OS2, where it never was a thing, I can't wait. However I am stuck now
because the code I'll writing is specifically for a PC running windows (
capturing images off a video camera), and although I haven't tried it, I'm
sure that our version of IDL won't run in a Win32 environment.

Thanks again,

Don't you just love windows when it holds you down,

Mark