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Subject: Re: Shared memory and IDL

Posted by [Gert Van de Wouwer](#) on Tue, 12 Feb 2002 10:33:21 GMT

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"Jean-Claude Maitre" <jeanclaudio.maitre@med.ge.com> wrote in message news:b1857f9.0202110331.428b6f46@posting.google.com...

> I would like to use shared memory in order to pass images from an  
> application written in C and IDL. Does anybody know how to retrieve in  
> IDL a segment of shared memory allocated in C ?  
>  
> Thanks

Hi,

the answers to my post 'Matrox Framegrabber Interface' may also be of interest to you.

I think that if you want to allocate memory in C and continue to use this in IDL, you need to use something like IDL\_MakeTempArray. This doesn't work if you use call\_external (correct me if I am wrong), so you need the linkimage-method. The documentation in edg.pdf isn't too complete...

I use the call external way in the following way:

in IDL:

```
image = bytarr(512,512)
call_external(mydll,...,image)
```

in C++

```
IDL_LONG IDL_CDECL myDll( int argc, void* argv[])
{
    BYTE* pBlmIn = (BYTE*)argv[0];
    /* use pBlmIn to process, or fill image */
    ...
}
```

regards,

Gert

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