
Subject: Re: objects and call external

Posted by [Mark Rivers](#) on Wed, 13 Feb 2002 04:12:31 GMT

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Gert <gert.van.de.wouwer@NO_SPAMpandora.be> wrote in message
news:SJea8.136468\$rt4.12914@afrodite.telenet-ops.be...

> hi,

>

> I try to use a call_external in an object method like this:

> pro MCP2000__DEFINE

> struct = {MCP2000, hComm: 0l, status: 0l}

> end

> function MCP2000::Init

> self.hComm = 0l

> return, 1

> end

> function MCP2000::InitPort

>

self.status=call_external('D:\Cpp\SerCommDll\Debug\SerCommDll.dll','InitPort
Dll',\$

> /PORTABLE,'COM1',self.hComm ,/UNLOAD)

> return, self.status

> end

>

> the idea is here that self.hComm contains a valid handle, but it doesnt -
it stays zero.

Your problem has nothing to do with CALL_EXTERNAL or the fact that you are using an object method. The problem is that when you pass self.hComm (to any routine) IDL views that as an "expression" and passes a copy of self.hComm, not the address of self.hComm. Thus you cannot modify self.hComm in the called routine. It is analogous to C passing integers by value - the called routine can write into the function parameter, but the calling routine does not see the resulting change. Your second way of doing it is correct, pass "temp" and copy "temp" to self.hComm on the return.

Mark Rivers
