
Subject: Re: call_external (IDL5.5)
Posted by [R.Bauer](#) on Tue, 26 Feb 2002 16:58:51 GMT
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James Kuyper wrote:

>
> Mark Rivers wrote:
> ...
>
>> There is one very important difference between CALL_EXTERNAL in IDL 5.5 and
>> previous versions, which has to do with how IDL strings are passed. The
>> following code is from "export.h" in IDL 5.5.

>> *****
>> typedef int IDL_STRING_SLEN_T;
>> #define IDL_STRING_MAX_SLEN 2147483647
>>
>>
>> typedef struct { /* Define string descriptor */
>> IDL_STRING_SLEN_T slen; /* Length of string, 0 for null */
>> short stype; /* type of string, static or dynamic */
>> char *s; /* Addr of string */
>> } IDL_STRING;
>

> Which points out the importance of using "#include export.h" to create
> the typedef, rather than copying the typedef into your own code.

I agree to this and sure this was the main problem.

The second problem comes from these two lines.

```
strcpy(buf,path.s);  
buf[path.slen]='\0';
```

I have learned that I have to do:

```
buf[path.slen]='\0';  
strcpy(buf,path.s);
```

regards
Reimar

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a IDL library at ForschungsZentrum Juelich
http://www.fz-juelich.de/icg/icg1/idl_icglib/idl_lib_intro.html

<http://www.fz-juelich.de/zb/text/publikation/juel3786.html>

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