Subject: Re: call_external (IDL5.5)
Posted by Mark Rivers on Tue, 26 Feb 2002 04:03:24 GMT

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James Kuyper <kuyper@gscmail.gsfc.nasa.gov> wrote in message
news:3C7A5831.8030306@gscmail.gsfc.nasa.gov...
> 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 he importance of using "#include export.h" to create
> the typedef, rather than copying the typedef into your own code.

This would not solve the problem that the original poster had, which is that
DLLs that work with IDL 5.4 no longer work with IDL 5.5. I want to
distribute a single DLL that will work with "all" IDL versions, and there is
no longer any way to do that if strings are passed to CALL_EXTERNAL. By
using byte arrays one can work around this problem.

Mark Rivers