
Subject: Re: call_external (IDL5.5)

Posted by [James Kuyper](#) on Mon, 25 Feb 2002 15:28:49 GMT

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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.
