

---

Subject: Re: call\_external (IDL5.5)

Posted by [Mark Rivers](#) on Mon, 25 Feb 2002 14:56:51 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Reimar Bauer <r.bauer@fz-juelich.de> wrote in message  
news:3C7A252F.F64A3633@fz-juelich.de...

> Hi,

>

> I have found a difference between CALL\_EXTERNAL for IDL5.4.1 and

> IDL5.5. One of my routines crashes in idl5.5.

> Why? I don't know at the moment!

>

> I don't find a hint about changes for call\_external.

>

> What is your experience?

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;  
*****
```

Note that "slen" is of type "int". In previous versions it was of type "short". Thus, if your external C code is being passed strings it needs to be changed for IDL 5.5.

I worked around this problem, making a single DLL that will work for any IDL version, by changing my IDL wrapper routines and C code to never pass strings, but convert everything to byte arrays before CALL\_EXTERNAL, and back to strings after CALL\_EXTERNAL.

Mark Rivers

---