
Subject: ActiveX

Posted by [Aaron Powers](#) on Wed, 22 May 2002 19:38:37 GMT

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I'm using the 2.0 version of the ActiveX control and calling it from VC++.

If I create a new VARIANT 2D array, image, where

```
image.parray->rgsabound[0].lLbound = 640
```

and

```
image.parray->rgsabound[1].lLbound = 480,
```

when I call

```
ActiveXObject.SetNamedArray("image", image, FALSE)
```

followed by

```
VARIANT result = ActiveXObject.CopyNamedArray("image")
```

I now find that

```
image.parray->rgsabound[0].lLbound = 480
```

and

```
image.parray->rgsabound[1].lLbound = 640
```

, i.e., the dimensions seem reversed. Furthermore, when I try to

```
SetDIBitsToDevice(pDC->m_hDC,0,0,640,480,0,0,0,480,  
(BYTE *) image.parray->pvData,lpBitmapInfo,DIB_RGB_COLORS);
```

the image is incorrect. It looks similar, but not exactly the same, to what you get if you try to `tv, reform(image, 480, 640)`.

Also, if I display the original image or if I use the ActiveX control to read a TIFF through IDL and then use `CopyNamedArray` to get the image data, it looks fine, so I'm pretty sure the problem is with `SetNamedArray`.

Any ideas? Reforming the image once its in IDL doesn't work.

Also:

Does `CopyNamedArray` copy the data or just the VARIANT and/or SAFEARRAY structures?

Why does the manual say that the VARIANT returned by `CopyNamedArray` is local to the calling function only? So in order to use it elsewhere I need to call `VariantCopy(&image)` ? Seems wasteful for large images.

The manual goes out of its way to state that when `SetNamedArray` is used, the data is shared and the same array exists in VC++ and IDL. As far as I can figure anything more complicated than `image = image*3` results in IDL creating a new variable. The VC++ VARIANT still exists but it still refers to the old data. I would like to get something like

```
ActiveXObject.ExecuteStr("image = byte(abs(fft(image,-1)))")
```

to put its result in the original array so that I don't have to use `CopyNamedArray` which seems too time consuming. Any way to do it?

Thanks,

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