Subject: Re: dynamic memory in dll
Posted by ronn on Tue, 04 Jun 2002 01:04:44 GMT

in article 3cfb8997.0@news.ruca.ua.ac.be, Gert Van de Wouwer at
Gert.VandeWouwer@NOSPAMua.ac.be wrote on 6/3/02 11:21 AM:

> Hi,
>
> I want to use C++ code through a dll with call_external. Is it possible to
> allocate IDL memory for a variable that is alive after the dll unloads? I
> mean:
>
Hello Gert,

Do you really want to pass in a pointer or do you just want to create an
array in the dll and pass it back to IDL? i.e.

;a does not exist yet
call external (name, function, a, b, c,d ,...)
a now contains something (not fixed size)

I avoid call_external at all costs. It is so much easier to write your own
dlm/dll even if you have to call another dll. If you choose this route then
you want to use the IDL_MakeTempArray in your dll and pass back the IDL_VPTR
it creates. That way you can use it in your IDL code just like a normal
variable.

-Ronn

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"Application Development with IDL"ï¿½ programming book updated for IDL5.5!
"Calling C from IDL, Using DLM's to extend your IDL code"
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