
Subject: dynamic memory in dll

Posted by [Gert Van de Wouwer](#) on Mon, 03 Jun 2002 15:21:49 GMT

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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:

```
a= PTR_NEW(/ALLOCATE_HEAP) (???)  
call external (name, function, a, b, c,d ,...)  
a now contains something (not fixed size)
```

Is this possible without going through the hassle of learning to cope with DLM's?

thx

Gert
