
Subject: Re: Passing file LUN to C routine
Posted by [Nigel Wade](#) on Wed, 07 May 2003 09:56:49 GMT
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Ben Tupper wrote:

> Hello,
>
> I have IDL interfaced (via DLM in C) with a frame grabber for collecting
> video. I want to pass a file's LUN to C (repeatedly) so that the C
> routine can write the most recent frame to the file. My idea is to
> place IDL in an interruptable loop (widget timer); in each iteration the
> C routine is passed the LUN, writes the image and then returns a flag
> such as the number of bytes written to IDL. Later I'll poke around with
> the images by using an ASSOCIated variable within IDL.
>
> It's a reasonable plan that is rapidly going amuck; what I have tried so
> far causes IDL to crash. I have been using the IDL_FileStat() function
> to get the required FILE pointer for C. The compiler doesn't complain
> about the setup; but it kills IDL when I run it. Methinks
> IDL_FileStat isn't my friend anymore.
>
> So ...
>
> (1) How do I properly convert the LUN in IDL into a FILE pointer? (I
> guess the question maybe better phrased as how do I get IDL to give me
> the FILE pointer associated with the LUN I pass?) I think I need this
> because the C routine fwrite requires it.

I've never used IDL_FileStat, but I note in the docs it says you have to set
the IDL_F_STDIO flag or it returns a NULL pointer. This would certainly
crash your DLM.

>
> (2) Is this creating an unstable situation by leaving the file open all
> the time until some condition is met in IDL?
>
> (3) Would I be better off passing the filename to C and having C
> open-write-close for each iteration?
>

You could do that, but why not get your DLM open the file and pass back the
FILE pointer to IDL and then pass that on subsequent calls?

> Thanks,
> Ben

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