Subject: Re: Passing file LUN to C routine Posted by Nigel Wade on Wed, 07 May 2003 09:56:49 GMT View Forum Message <> Reply to Message

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 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 C 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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