robijn@Strw.LeidenUniv.NL (Frank Robijn) writes:

> In article <D3Kxxp.LI2@ireq.hydro.qc.ca>,
> Gilles Ratel 8720 <ratel@ireq-ccfm.hydro.qc.ca> wrote:
>> [...]
>>   I have a code in C langage, but is not possible use CALL_EXTERNAL
>>   because maximum data with DLL is 64 kB.
>> [...]

> Really? I don't have a PC version at hand, but I can't image why you can't
> address >64K of data. IDL passes a pointer to the data memory, and I assume
> IDL uses Windows functions to allocate memory, which allows for 4Gb of
> data (in principle). Where's the problem then?

Unfortunately, IDL for Windows only supports 16bit DLL's. Therefore, your
address space for exchanging a single chunk of data is limited to
a 64kB block. Inside your DLL you can of course allocate much larger
arrays using FAR or HUGE memory models.

It would be a good question to RSI's development team if support of
32bit DLL's is planned for Windoze95. Or, even better, IDL for OS/2.

Karl
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