
Subject: Re: Need help passing string data using CALL_EXTERNAL.

Posted by [ebertf](#) on Wed, 28 Jan 2004 09:40:55 GMT

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Jacob.Spinsby@asu.edu (JSpin) wrote in message

news:<f4a782c4.0401131705.3876b019@posting.google.com>...

> I am attempting to pass 2 filenames (strings), 3 integers, and a
> double entered in the parameters section of CALL_EXTERNAL to a DLL I
> have created. I have no problems passing the integers and the double
> using the portable calling convention, but I am having significant
> difficulty figuring out how to pass strings. I have only recently
> begun to learn IDL, so I am not that familiar with it. Any help would
> be greatly appreciated. Thanks

Hi,

I had the same problem, but it worked out fine when I use this code:

DLL WRAPPERFUNCTION for the function dllquest of MYDLL.DLL for the
function COMPILED IN C:

The string is passed by reference:

```
#include "stdio.h"  
#include "idl_export.h"  
<Headers required for MYDLL>
```

```
_declspec(dllexport) IDL_INT IDL_CDECL wrappdllquest(int argc, void  
*argv[])  
{  
return (dllquest(((char *) argv[0]));  
}
```

compiling the wrapper DLL looked like this:

```
cl -DLL -DWIN32 -D_MT /nologo /I"C:\RSI\IDL60\external\include"  
/I"D:\idl\flopro\motoren\<path to MYDLL>" /c mydllglue.c  
/Fomydllglue.obj
```

linking the wrapper DLL looked like this:

```
link /out:mydllglue.dll /nologo /nodefaultlib /dll piglue.obj  
"C:\RSI\IDL60\bin\bin.x86\idl32.lib" MYDLL.lib msvcr.lib kernel32.lib
```

The IDL CALL_EXTERNAL should look like this:

```
result=call_external(<gluepath>,'wrappdllquest','your string to  
pass',/i_value,/cdecl,value=[0])
```

Florian
