Subject: Re: IDL_MakeStruct floating exception
Posted by sveta on Thu, 20 May 2004 15:17:58 GMT
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Hi Haje,
The problem is that this is all the code :-)
I have these two statements in my main.
I assume that they mean that I allocate memory of a particular size
but do not assign any values.

Sveta

"Haje Korth" <haje.korth@jhuapl.edu> wrote in message
news:<c8gg7d$5js$1@aplcore.jhuapl.edu>...
> Sveta,
> are you ensuring the variables you are assigning to foo.p and foo.q have the
> correct type (e.g., IDL_CvtFix)? Are the variables you are assiging really
> "shorts"? Remember "int" in C corresponds to "long" in IDL. I do not think
> we can solve this without seeing more of your code.
>
> Cheers,
> Haje
>
> "Sveta Shasharina" <sveta@txcorp.com> wrote in message
> news:2911fc52.0405191033.50c004db@posting.google.com...
>> I am trying to run this simple code:
>>
>> static IDL_STRUCT_TAG_DEF f_tags[] = {
>>   {"P", 0, (void*) IDL_TYP_INT},
>>   {"Q", 0,(void*) IDL_TYP_INT},
>>   {0}
>> };
>>
>> void* s;
>> s = IDL_MakeStruct("FOO", f_tags);
>>
>> And get "Floating point exception...
>>
>> What is wrong?
>>
>> Thanks,
>> Sveta Shasharina