Subject: Re: IDL and C-

Posted by JD Smith on Tue, 25 May 2004 01:17:49 GMT

On Mon, 24 May 2004 13:02:26 -0700, Ryan Smith wrote:

> JD-
>
> Thanks a bunch for the reply. I tried plugging in the code you gave
> me and I got a variable redifinition error due to the fact that buffer
> is defined earlier as follows:
> Int8* buffer = NULL;
> I then took out the char *buffer and tried the looping statment to
> fill the array only to have it compile but crash IDL when the
> call_external is executed. Any other thoughts? Thanks again for your
> help-

Did `buffer' actually get filled up by camera data and did the loop
stay within the bounds of buffer and the output passed in from IDL?
If you don't know the size of buffer a priori, you can split it into
two calls: one which gets the size, and another which initializes the
variable in IDL and gets it filled up.

If you need really high speed, you might consider looking into IDL
shared memory implementation: see SHMMAP. You could then map a piece
of memory in both IDL and in C, and just dump the camera data directly
into it, at which point it would be directly visible in IDL. This
minimizes the number of times the data is copied, and would maximize
frame rate.

JD