
Subject: Re: Passing Structures with Pointers with Call_External

Posted by [MajorSetback](#) on Wed, 11 Aug 2004 14:34:11 GMT

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"Peter Mason" <drone@spam.com> wrote in message

news:<vDcSc.266\$aA.11145@news.optus.net.au>...

> The problem here is that IDL isn't creating the structure quite as you
> expect. There isn't that level of indirection with DATA. Your C-side
> structure should look something like this:

```
>     typedef struct FloatPlane_Struct {  
>         int    Rows;  
>         int    Columns;  
>         float  Data[n];  
>     } FloatPlane;
```

> Where the "n" in "Data[n]" is equal to numrows*numcolumns in your IDL-side
> structure creation statement.

> I think this means that you need a different approach as a C-side structure
> definition is fixed at compile time ("n" must be a constant).

>

Just a follow up question I thought of. Is it possible to return a C
structure with pointers to IDL and have IDL interpret it correctly?

Thanks again,
Peter.
