Subject: Creating arrays of structures with Callable C Posted by jicicuendez on Mon, 18 Apr 2005 17:29:23 GMT View Forum Message <> Reply to Message

Hi everybody,

I am trying to use callable C/C++ code to generate a plot with IDL from another application and there are a couple of things that I am stuck with. Any help will be most appreciated.

First, in the IDL documentation, there is an example of how to create and structure (page 176). This is done through a two-step procedure of creating an IDL_STRUCT_TAG_DEF and then creating an structure with the data itself such as

```
typedef struct time_series
  double x[100];
  double y[100];
  char RGB[3];
  int long nElements;
  IDL STRING source[1];
TIME_SERIES;
The problem is that in principle the number of elements is not known
until is provided so I would like to substitute this by:
typedef struct time_series
  double *x;
  double *y;
  char RGB[3];
  int long nElements;
  IDL_STRING source[1];
TIME_SERIES;
```

and where memory has been allocated with new. Apparently the structure can be created in the idl session with the IDL_MakeStruct function but when I try to use such structure with and idl command it gives a memory exception. Does anybody know how to avoid this problem?

Cheers, Juan