
Subject: Creating arrays of structures with Callable C
Posted by [jicicuendez](#) on Mon, 18 Apr 2005 17:29:23 GMT
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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
