Subject: Re: Importing data from C/C++ to IDL when type is only known at runtime Posted by Robbie on Wed, 26 Apr 2006 12:43:33 GMT

View Forum Message <> Reply to Message

I'm sure that there are a myriad of ways to approach this problem, each with varying degrees of pain and frustration.

Here's an another option to consider (unless it is what you are attempting to explain in option 3).

You can allocate either:

```
(A) A structure with values as IDL pointers struct = {MYSTRUCT, a: ptr_new(/ALLOCATE_HEAP), $ b: ptr_new()/ALLOCATE_HEAP, c: ptr_new(/ALLOCATE_HEAP)} *struct.a = a *struct.b = b *struct.c = c
(B) An array of IDL pointers array = ptrarr(3,/ALLOCATE_HEAP) *array[0] = a *array[1] = b *array[2] = c
```

In this example you need to set the variables a, b and c from the C side. You can then use IDL_ExecuteStr() to execute the above code to build the IDL variable you want.

Hope this helps,

Robbie