
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

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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
