
Subject: Re: deallocate an array of double passed by a library
Posted by [codepod](#) on Wed, 31 May 2006 23:04:21 GMT
[View Forum Message](#) <> [Reply to Message](#)

The method to use will depend on the type of dynamic memory being used.

If you have a library that is allocating memory for you, you will want to use the `IDL_ImportArray()` function. You can provide a C function pointer to `IDL_ImportArray()` and IDL will call this when it's no longer using the imported memory. This allows you to use the appropriate deallocation method (free, delete, ...etc) for the imported memory.

If you want IDL to allocate the memory for an array and return the variable to the interpreter, you can use `IDL_MakeTempArray()`. Note the variable this creates is a temporary variable and it must be a return value from the function or copied into a passed in variable using `IDL_VarCopy()`. For more information consult the External Development Guide. It's a PDF that ships with IDL.

The function `IDL_GetScratch()` is intended to create interpreter safe memory (temporary memory) for use within a system (C) routine, but not to return the created variable to the caller of the routine. While returning scratch memory will probably not cause an error if the variable flags are set correct, it's recommended to use the above array creation routines which verify the correct size and structure of the allocated memory as well as set the appropriate flags.

Cheers,
-CP

J. Fallou wrote:

> kuyper@wizard.net wrote:

>> Julien wrote:

>>> Hello,

>>>

>>> I'd like to know if it's possible to deallocate by IDL an variable
>>> created by an C dynamic librarie.

>>>

>>> thank of advance,

>>>

>>> J .Fallou

>>

>> I'm no expert; I've been waiting for the experts to chime in on this
>> one, but so far I've seen no responses.

>>

>> I believe that if you use the C routines provided by IDL to create IDL

>> variables, such as IDL_MakeStruct() and IDL_StrStore() and
>> IDL_GetScratch(), that those variables can be deallocated within the
>> calling IDL code just like any other variable.
>
> Ok thanks, I try IDL_GetScratch() tomorrow.
