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Subject: Re: C++ and CALL\_EXTERNAL

Posted by [mark.t.douglas](#) on Fri, 30 May 2008 10:45:05 GMT

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On 30 May, 01:46, Robbie <ret...@iinet.net.au> wrote:

> I would recommend making your own DLM's in preference to using  
> CALL\_EXTERNAL and /AUTO\_GLUE. Making your own DLM is a bit more  
> tedious but gives you more control in the way that IDL variables are  
> type cast.

>

> If your keen to get dirty with C++ then I would recommend having a  
> look at my examples of converting Boost::MultiArray objects to and  
> from IDL Variables.

>

> I take advantage of template specialization so that you only need to  
> ever use two functions:

>

> const IDL\_TYPE i = idl\_cast\_in<IDL\_TYPE>(argv[0]);

>

> and

>

> idl\_cast\_out(argv[1],i);

>

> Source code available from

>

> <http://barnett.id.au/idl/>

>

> Robbie

Making a DLM is overkill for this specific DLL - all I really want to do is plot  $f(x)$  for  $f$  in the DLL, and I can wrap the call\_externals using stub functions to give a modicum of type safety:

```
function f,x
if ~ n_elements(x) eq 1 then return,0.d0
return,call_external('my.dll','function_name',double(x),/
d_value,values=[0])
end
```

That boost stuff, however, is very neat: thanks for the pointer :)

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