
Subject: debugging a c-code called by CALL_EXTERNAL
Posted by [simona bellavista](#) on Fri, 12 Mar 2010 11:51:01 GMT
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Hi!

I tried to link a c shared library in idl by call_external. In the end I managed to do it but it has been quite a pain. The library was working fine if called inside a c code, but when I called it from idl I got a 'segmentation fault', and idl was forced to quit immediately. It turned out the problem was that I had defined a routine

```
int index(const int , const int)
```

inside my lib, but this definition was conflicting with another definition in idl; when I was dereferencing a pointer

```
a[index(i,i)]
```

this gave me segmentation fault, obviously. I changed the function name and everything was solved.
I was not aware of this because I didn't include idl_external.h in the library, now I have learnt it must always be included. ok , fine.

The question is : how do I debug a c-code from idl? in this case the c-code was fine by itself, the problem arose just when it was called from idl, what can I do if I want to examine variables' values? As stated in the idl reference guide "Input and output actions should be performed within IDL code" so printf is not an option.

Cheers,

Simona
