

Hi Peter,

Here's some sample code from the TIFF module, where it is creating the "info" structure:

```
static      IDL_STRUCT_TAG_DEF s_tags[] = {
    { "CHANNELS", 0, (void *) IDL_TYP_LONG },
    { "DIMENSIONS", dim_dims, (void *) IDL_TYP_LONG },
    { "HAS_PALETTE", 0, (void *) IDL_TYP_INT },
    { "IMAGE_INDEX", 0, (void *) IDL_TYP_LONG },
    { "NUM_IMAGES", 0, (void *) IDL_TYP_LONG },
    { "PIXEL_TYPE", 0, (void *) IDL_TYP_INT },
    { "TYPE", 0, (void *) IDL_TYP_STRING },
    { "BITS_PER_SAMPLE", 0, (void *) IDL_TYP_LONG },
    { "ORIENTATION", 0, (void *) IDL_TYP_LONG },
    { "PLANAR_CONFIG", 0, (void *) IDL_TYP_LONG },
    { "PHOTOMETRIC", 0, (void *) IDL_TYP_LONG },
    { "POSITION", dim_dims, (void *) IDL_TYP_FLOAT },
    { "RESOLUTION", dim_dims, (void *) IDL_TYP_FLOAT },
    { "UNITS", 0, (void *) IDL_TYP_LONG },
    { "TILE_SIZE", dim_dims, (void *) IDL_TYP_LONG },
    { "DESCRIPTION", 0, (void *) IDL_TYP_STRING },
    { "DOCUMENT_NAME", 0, (void *) IDL_TYP_STRING },
    { "DATE_TIME", 0, (void *) IDL_TYP_STRING },
    { "VERSION", 0, (void *) IDL_TYP_LONG },
    { 0 }
};

typedef struct {
    IDL_LONG  channels;
    IDL_LONG  dimensions[2];
    IDL_INT   has_palette;
    IDL_LONG  image_index;
    IDL_LONG  num_images;
    IDL_INT   pixel_type;
    IDL_STRING type_str;
    IDL_LONG  bits_per_sample;
    IDL_LONG  orientation;
    IDL_LONG  planar_config;
    IDL_LONG  photometric;
    float     position[2];
    float     resolution[2];
    IDL_LONG  units;
    IDL_LONG  tile_size[2];
    IDL_STRING description;
```

```
IDL_STRING document_name;  
IDL_STRING date_time;  
IDL_LONG version;  
} ret_struct;  
  
s_def = IDL_MakeStruct(0, s_tags); /* create the struct */  
ret = (ret_struct *)  
    IDL_MakeTempStructVector(s_def, 1, &vpTmp,IDL_FALSE);
```

I'm not sure how much of this API is actually included in "idl_export.h", so you might be unsuccessful at getting this to compile. But hopefully it will give you a start!

Cheers,
Chris
