
Subject: Re: EDG: Using IDL_MakeTempStruct() vs. IDL_ImportArray()
Posted by chris_torrence@NOSPAM on Tue, 10 Feb 2015 22:30:46 GMT
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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
