
Subject: Re: How to call C program from IDL??
Posted by [davidf](#) on Sun, 30 Jan 2000 08:00:00 GMT
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Vineel Kumar Gattu (vineel@CS.Arizona.EDU) writes:

- > I have a C program which I would like to call from my IDL routine.
- > Can anybody give some suggestions?

Use Call_External and make sure you are using long integers on the IDL side. Also make sure all variables are declared on the IDL side (although they can be populated on the C side). That's about all the advice you are likely to need. :-)

Cheers,

David

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Coyote's Guide to IDL Programming: <http://www.dfanning.com/>
Toll-Free IDL Book Orders: 1-888-461-0155

Subject: Re: How to call C program from IDL??
Posted by [Nigel Wade](#) on Tue, 01 Feb 2000 08:00:00 GMT
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Vineel Kumar Gattu wrote:

- >
- > Hi,
- >
- > I have a C program which I would like to call from my IDL routine.
- > Can anybody give some suggestions?
- >
- > Thanks in advance,
- > Vineel

It rather depends on what your C program does.

If it is a standalone executable then you could use the SPAWN command to run it.

If it is a function/library which you want to link into IDL then you need to use either CALL_EXTERNAL or LINKIMAGE (or a DLM). CALL_EXTERNAL

is the simplest to use, and if you can create all the data it uses in IDL before you call it then that's the way to go.

If you need to return complex structures/arrays or give IDL access to dynamically allocated data then you have to use LINKIMAGE (or a DLM). LINKIMAGE has a much steeper learning curve and has much more potential for completely screwing up IDL.

Take a look at the External Development Guide. This explains both CALL_EXTERNAL and LINKIMAGE.

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