Subject: CALL_EXTERNAL and IDL_STRING
Posted by Frederique Soulard on Fri, 22 Dec 2000 16:05:24 GMT
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We are trying to use the CALL_EXTERNAL function in order to get strings from a C routine. The variables are defined as IDL_STRING and have to be modifyable into the C routine. Our C routine reads strings from a binary file into C string variables. Then we are trying to copy the C strings into the IDL_STRING pointers (copy byte after byte). We encounter problems while doing this (memory overlaping probably). Does someone has any advice to give in order to solve our problems (no question to re-develop the reading in IDL routine) ? Is a ByteArr method a solution ?
Thanks.

Subject: Re: CALL_EXTERNAL and IDL_STRING
Posted by Mark Rivers on Thu, 04 Jan 2001 05:00:47 GMT
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Frederique Soulard wrote in message
<91vttbtpn1@s1.read.news.oleane.net>...
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> in order to solve our problems (no question to re-develop the reading in
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Yes, I always use byte arrays for this. In IDL dimension your byte arrays
so that the dimension
which is the string length is greater than it will ever need to be in the C
code. Have the C code
fill in the byte array with trailing NULLs. On return to IDL convert to a
string or string array using the string() function.

Mark Rivers

Subject: Re: CALL_EXTERNAL and IDL_STRING
Posted by Nigel Wade on Thu, 04 Jan 2001 10:55:54 GMT
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Mark Rivers wrote:
>
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>
> Mark Rivers

Please pass the length of the IDL string to the C routine and make sure
you don't copy more than the string can hold. Todays huge string is
tomorrows
buffer overrun. I don't use CALL_EXTERNAL so I don't really know much
about it,
but if you have an IDL_STRING pointer can you use IDL_StrStore to put
your
string into the IDL variable?

The alternative would be to write a "system routine" (i.e. using
LINKIMAGE
or a DLM). System routines can create IDL variables of any type.

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