Subject: Re: IDL 5.5 call_external passing strings
Posted by mikef on Mon, 05 Nov 2001 23:03:45 GMT
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In article <3BE7178F.851EE28@facstaff.wisc.edu>,
Paul Probert <pprobert@facstaff.wisc.edu> wrote:
> Folks,
>   Under IDL 5.5, if I call into my dll with call_external, passing a
> string
> into the C program as an IDL_STRING structure (as per the documentation,
> and which
> worked fine in 5.3) the pointer to the string, the "s" member of the
> structure,
> now points to invalid memory (address of 0x00000001 in my case), even
> though the slen
> member is right (21 bytes in my case). Is this a bug in 5.5, or what?
> Anybody else
> have this problem?
>
> Paul Probert
> University of Wisconsin

The problem is that RSI has once again redefined the IDL_STRING structure,
this time to increase the maximum length. Now it's using a 32 bit integer.
You will need to recompile your dll to use the external.h from IDL 5.5
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Mike Fitzgibbon MRFitz@ns.arizona.edu
UofAz, LPL phone:(520)626-4791
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Subject: Re: IDL 5.5 call_external passing strings
Posted by Paul Probert on Tue, 06 Nov 2001 19:58:48 GMT
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Mike,
  Thanks much. Indeed the only place this is mentioned is in the
export.h
file. The actual documentation is wrong. The "what's new" file is all
marketing tripe, and the relnotes.txt says nothing about this. So the
"10 times faster than fortran" thing didn't work for me today.

Paul Probert
University of Wisconsin

Mike Fitzgibbon wrote:

>
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> this time to increase the maximum length. Now it's using a 32 bit integer.
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