Subject: IDL 5.5 call_external passing strings
Posted by Paul Probert on Mon, 05 Nov 2001 22:49:51 GMT

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?

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