
Subject: objects and call external

Posted by [Gert](#) on Tue, 12 Feb 2002 20:15:46 GMT

[View Forum Message](#) <> [Reply to Message](#)

```
<!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">
<HTML><HEAD>
<META http-equiv=Content-Type content="text/html; charset=windows-1252">
<META content="MSHTML 5.50.4912.300" name=GENERATOR>
<STYLE></STYLE>
</HEAD>
<BODY>
<DIV><FONT size=2>hi,</FONT></DIV>
<DIV><FONT size=2></FONT>&nbsp;</DIV>
<DIV><FONT size=2>I try to use a call_external in an object method like
this:</FONT></DIV>
<DIV><FONT size=2></FONT>&nbsp;</DIV>
<DIV><FONT size=2></FONT>&nbsp;</DIV>
<DIV><FONT face="Times New Roman" size=2>pro MCP2000__DEFINE<BR>&nbsp;struct =
{MCP2000, hComm: 0I, status: 0I}<BR>end<BR></FONT></DIV>
<DIV><FONT face="Times New Roman" size=2>function MCP2000::Init<BR>self.hComm =
0I<BR>return, 1<BR>end<BR></FONT></DIV>
<DIV><FONT face="Times New Roman" size=2>function
MCP2000::InitPort<BR> self.status=call_external('D:\Cpp\SerCommDII\Debug\SerCommDI
I.dll','InitPortDII',$ <BR> &nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;
&nbsp;/PORTABLE,'COM1',self.hComm
,/UNLOAD)<BR>return, self.status<BR>end<BR></FONT></DIV>
<DIV><FONT size=2>the idea is here that self.hComm contains a valid handle, but
it doesnt - it stays zero.</FONT></DIV>
<DIV><FONT size=2></FONT>&nbsp;</DIV>
<DIV><FONT size=2>However, this works</FONT></DIV>
<DIV><FONT size=2></FONT>&nbsp;</DIV>
<DIV><FONT face="Times New Roman" size=2>function MCP2000::InitPort</FONT></DIV>
<DIV><FONT face="Times New Roman"
size=2>Temp=0I<BR> self.status=call_external('D:\Cpp\SerCommDII\Debug\SerCommDI
I.dll','InitPortDII',$ <BR> &nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;
/>PORTABLE,'COM1',Temp,/UNLOAD)</FONT></DIV>
<DIV><FONT face="Times New Roman" size=2>self.hComm=0I<BR>return,
self.status<BR>end</FONT></DIV>
<DIV><FONT face="Times New Roman"></FONT>&nbsp;</DIV>
<DIV><FONT size=2>any ideas what goes wrong in the first
function????</FONT></DIV>
<DIV><FONT size=2></FONT>&nbsp;</DIV>
<DIV><FONT size=2>Gert</FONT></DIV>
<DIV><FONT size=2></FONT><FONT size=2></FONT>&nbsp;</DIV>
<DIV><FONT size=2></FONT>&nbsp;</DIV>
<DIV><FONT size=2></FONT>&nbsp;</DIV>
<DIV><FONT size=2></FONT>&nbsp;</DIV></BODY></HTML>
```

Subject: Re: objects and call external

Posted by [Mark Rivers](#) on Wed, 13 Feb 2002 04:12:31 GMT

[View Forum Message](#) <> [Reply to Message](#)

Gert <gert.van.de.wouwer@NO_SPAMpandora.be> wrote in message
news:SJea8.136468\$rt4.12914@afrodite.telenet-ops.be...

> hi,
>
> I try to use a call_external in an object method like this:

```
> pro MCP2000__DEFINE
> struct = {MCP2000, hComm: 0I, status: 0I}
> end

> function MCP2000::Init
> self.hComm = 0I
> return, 1
> end

> function MCP2000::InitPort
>
self.status=call_external('D:\Cpp\SerCommDII\Debug\SerCommDI I.dll','InitPort
DII',$
> /PORTABLE,'COM1',self.hComm ,/UNLOAD)
> return, self.status
> end
>
> the idea is here that self.hComm contains a valid handle, but it doesn't -
it stays zero.
```

Your problem has nothing to do with CALL_EXTERNAL or the fact that you are using an object method. The problem is that when you pass self.hComm (to any routine) IDL views that as an "expression" and passes a copy of self.hComm, not the address of self.hComm. Thus you cannot modify self.hComm in the called routine. It is analogous to C passing integers by value - the called routine can write into the function parameter, but the calling routine does not see the resulting change. Your second way of doing it is correct, pass "temp" and copy "temp" to self.hComm on the return.

Mark Rivers

Subject: Re: objects and call external

Posted by [Gert Van de Wouwer](#) on Wed, 13 Feb 2002 13:18:47 GMT

[View Forum Message](#) <> [Reply to Message](#)

all right, so passing is self.hcom is pass by value; passing hcomm is pass

by reference. Is there a way to pass self.hcomm by reference; i.e. the c-analogo would be &(self.hcomm)...?

"Mark Rivers" <rivers@cars.uchicago.edu> wrote in message news:RLLa8.194\$x4.4337@news.uchicago.edu...

>

> Gert <gert.van.de.wouwer@NO_SPAMpandora.be> wrote in message

> news:SJea8.136468\$rt4.12914@afrodite.telenet-ops.be...

>> hi,

>>

>> I try to use a call_external in an object method like this:

>

>

>> pro MCP2000__DEFINE

>> struct = {MCP2000, hComm: 0I, status: 0I}

>> end

>

>> function MCP2000::Init

>> self.hComm = 0I

>> return, 1

>> end

>

>> function MCP2000::InitPort

>>

>

self.status=call_external('D:\Cpp\SerCommDI\Debug\SerCommDI I.dll','InitPort

> DII',\$

>> /PORTABLE,'COM1',self.hComm ,/UNLOAD)

>> return, self.status

>> end

>>

>> the idea is here that self.hComm contains a valid handle, but it

doesn't -

> it stays zero.

>

> Your problem has nothing to do with CALL_EXTERNAL or the fact that you are

> using an object method. The problem is that when you pass self.hComm (to

> any routine) IDL views that as an "expression" and passes a copy of

> self.hComm, not the address of self.hComm. Thus you cannot modify

> self.hComm in the called routine. It is analogous to C passing integers

by

> value - the called routine can write into the function parameter, but the

> calling routine does not see the resulting change. Your second way of

doing

> it is correct, pass "temp" and copy "temp" to self.hComm on the return.

>

> Mark Rivers
>
>
>

Subject: Re: objects and call external

Posted by [Gert Van de Wouwer](#) on Wed, 13 Feb 2002 14:18:52 GMT

[View Forum Message](#) <> [Reply to Message](#)

ok I already got the answer: i cannot pass something like self.hComm by reference (which was in the manual anyway...)

"Gert Van de Wouwer" <Gert.VandeWouwer@NOSPAMua.ac.be> wrote in message news:a4dp0b\$qib\$1@naxos.belnet.be...

>
> all right, so passing is self.hcom is pass by value; passing hcomm is pass
> by reference. Is there a way to pass self.hcomm by reference; i.e. the
> c-analgo would be &(self.hcomm)...?

>
>
>
> "Mark Rivers" <rivers@cars.uchicago.edu> wrote in message
> news:RLla8.194\$x4.4337@news.uchicago.edu...

>>
>> Gert <gert.van.de.wouwer@NO_SPAMpandora.be> wrote in message
>> news:SJea8.136468\$rt4.12914@afrodite.telenet-ops.be...
>>> hi,
>>>

>>> I try to use a call_external in an object method like this:

>>
>>
>>> pro MCP2000__DEFINE
>>> struct = {MCP2000, hComm: 0I, status: 0I}
>>> end
>>
>>> function MCP2000::Init
>>> self.hComm = 0I
>>> return, 1
>>> end
>>
>>> function MCP2000::InitPort
>>>
>>
>>>

```
self.status=call_external('D:\Cpp\SerCommDII\Debug\SerCommDI I.dll','InitPort
>> DII','$
>>> /PORTABLE,'COM1',self.hComm ,/UNLOAD)
>>> return, self.status
>>> end
>>>
>>> the idea is here that self.hComm contains a valid handle, but it
> doesn't -
>> it stays zero.
>>
>> Your problem has nothing to do with CALL_EXTERNAL or the fact that you
are
>> using an object method. The problem is that when you pass self.hComm
(to
>> any routine) IDL views that as an "expression" and passes a copy of
>> self.hComm, not the address of self.hComm. Thus you cannot modify
>> self.hComm in the called routine. It is analogous to C passing integers
> by
>> value - the called routine can write into the function parameter, but
the
>> calling routine does not see the resulting change. Your second way of
> doing
>> it is correct, pass "temp" and copy "temp" to self.hComm on the return.
>>
>> Mark Rivers
>>
>>
>>
>
```
