
Subject: Re: Shared memory and IDL
Posted by [Craig Markwardt](#) on Mon, 11 Feb 2002 19:12:37 GMT
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jeanclaude.maitre@med.ge.com (Jean-Claude Maitre) writes:

> I would like to use shared memory in order to pass images from an
> application written in C and IDL. Does anybody know how to retrieve in
> IDL a segment of shared memory allocated in C ?

If you are on a Unix-type operating system, then Ed Korpela's VARRAY package is probably exactly what you are looking for. [Check down the page where he talks about "shared memory".]

If you are on Windows, then who knows?

Good luck,
Craig

--

Craig B. Markwardt, Ph.D. EMAIL: craigmnet@cow.physics.wisc.edu
Astrophysics, IDL, Finance, Derivatives | Remove "net" for better response

Subject: Re: Shared memory and IDL
Posted by [Gert Van de Wouwer](#) on Tue, 12 Feb 2002 10:33:21 GMT
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"Jean-Claude Maitre" <jeanclaude.maitre@med.ge.com> wrote in message
news:b1857f9.0202110331.428b6f46@posting.google.com...

> I would like to use shared memory in order to pass images from an
> application written in C and IDL. Does anybody know how to retrieve in
> IDL a segment of shared memory allocated in C ?
>
> Thanks

Hi,

the answers to my post 'Matrox Framegrabber Interface' may also be of interest to you.

I think that if you want to allocate memory in C and continue to use this in IDL, you need to use something like IDL_MakeTempArray. This doesn't work if you use call_external (correct me if I am wrong), so you need the linkimage-method. The documentation in edg.pdf isn't too complete...

I use the call external way in the following way:

in IDL:

```
image = bytarr(512,512)
```

```
call_external(mydll,...,image)
```

in C++

```
IDL_LONG IDL_CDECL myDll( int argc, void* argv[])
```

```
{
```

```
  BYTE* pBlmIn = (BYTE*)argv[0];
```

```
  /* use pBlmIn to process, or fill image */
```

```
  ...
```

```
}
```

regards,

Gert
