Subject: Re: Shared memory and IDL Posted by Craig Markwardt on Mon, 11 Feb 2002 19:12:37 GMT View Forum Message <> Reply to Message

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 View Forum Message <> Reply to Message

"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 doesnt work if you use call_external (correct ne if i am wrong), so you need the linkimage-method. The documentation in edg.pdf is nt 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* pbImIn = (BYTE*)argv[0];
/* use pBImIn to process, or fill image */
...
}

regards,

Gert
```