
Subject: Update Shared memory Structure
Posted by [mtrutledge](#) on Fri, 14 Apr 2006 16:57:46 GMT
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I have a c++ application that is using callable IDL to start a runtime application. I need that runtime application to send back a result code so my c++ app can handle to result code appropriatly. I am using shared memory to accomplish this. IDL can read the strcuture from the shared memory that was creaeted but it cant update that structure. Here is basically what I am doing in C++:

```
typedef struct _IDL_RESULT
{
    int m_nresultCode;
} IDLRESULT, *LPIDLRESULT;

LPVOID FileQueueView::CreateSharedMemory()
{
    // Create a file mapping of shared memory space in the paging file
    this->m_hSharedMemory = CreateFileMapping((HANDLE)0xFFFFFFFF, NULL,
    PAGE_READWRITE, 0, 0x1000, "IDL_RESULTS");

    // Check to see if we received a handle to the file mapping
    if(this->m_hSharedMemory == NULL)
    {
        TRACE(_T("ERROR -- FileQueueView::CreateSharedMemory - Unable to
allocate memory. Error: %d.\n"), GetLastError());
        CloseHandle(this->m_hSharedMemory);
        this->m_hSharedMemory = NULL;
    }

    // Create a view of the shared memory so we can query it after IDL
    // returns
    return MapViewOfFile(this->m_hSharedMemory, FILE_MAP_WRITE, 0, 0,
    sizeof(IDLRESULT));
}

FileQueueView::CallIDL()
{
    LPIDLRESULT results = (LPIDLRESULTS)CreateSharedMemory();

    if(results)
        results->m_nresultCode = -1;

    IDL_ExecuteRuntime("MyApp.sav"); // This displays -1

    TRACE(_T("SHARED MEMORY RESULTS: %d\n"), results->m_nresultCode); //<-
    // this still equals -65536
```

```
}
```

Here is what IDL is doing:

```
pro main
; Get the file name
sFileName = GETENV('IDL_TMP_DCM')

shmTemplate = {IDLRESULT, m_nresultCode:-2} ; This must mirror the
_IDL_RESULT structure in the C++ Batch Processor App
a = SHMDEBUG(1)
SHMMAP, GET_NAME=shmIdlResults, TEMPLATE=shmTemplate, TYPE=3,
OS_HANDLE='IDL_RESULTS'

IDLRESULT = SHMVAR(shmIdlResults, TEMPLATE=shmTemplate)
res = dialog_message(string(IDLRESULT.m_nresultCode)) ; This displays
-1. Which is the correct value

IDLRESULT.m_nresultCode = 0
end
```

Why is the result code in the shared memory not updating?

Matt
