Subject: Re: desallocate an array of double passed by a library Posted by Julien[1] on Wed, 31 May 2006 07:30:27 GMT

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Sorry for my english.

Julien wrote: > Hello.

.

> I'd like to know if it's possible to desallocate by IDL a variable

> created by a C dynamic librarie.

>

> thanks of advance.

>

> J.Fallou

Subject: Re: desallocate an array of double passed by a library Posted by James Kuyper on Wed, 31 May 2006 18:42:25 GMT View Forum Message <> Reply to Message

Julien wrote:

> Hello.

>

> I'd like to know if it's possible to desallocate by IDL an variable

> created by an C dynamic librarie.

>

> thank of advance,

> J .Fallou

I'm no expert; I've been waiting for the experts to chime in on this one, but so far I've seen no responses.

I believe that if you use the C routines provided by IDL to create IDL variables, such as IDL_MakeStruct() and IDL_StrStore() and IDL_GetScratch(), that those variables can be deallocated within the calling IDL code just like any other variable.

Subject: Re: desallocate an array of double passed by a library Posted by Julien[1] on Wed, 31 May 2006 20:45:04 GMT View Forum Message <> Reply to Message

kuyper@wizard.net wrote:

- > Julien wrote:
- >> Hello,

>>

- >> I'd like to know if it's possible to desallocate by IDL an variable >> created by an C dynamic librarie. >> >> thank of advance, >> >> J .Fallou > > I'm no expert; I've been waiting for the experts to chime in on this > one, but so far I've seen no responses.
- > I believe that if you use the C routines provided by IDL to create IDL > variables, such as IDL_MakeStruct() and IDL_StrStore() and
- > IDL_GetScratch(), that those variables can be deallocated within the
- > calling IDL code just like any other variable.

Ok thanks, I try IDL_GetScratch() tomorrow.

>