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Subject: Multidimensional arrays and CALL\_EXTERNAL

Posted by [Dan\[1\]](#) on Fri, 20 Jun 2008 17:50:48 GMT

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Hi everyone,

Now that I have gotten CALL\_EXTERNAL to work correctly, I am trying to figure out how IDL stores multidimensional arrays in memory. Since CALL\_EXTERNAL passes an arrays by reference (pointer to the first element of the array), the multidimensional arrays in C act like a 1-D array. I have figured out how to access elements of a 2D array (array(i, j) ---> array[i + i\_size \* j]), but haven't been able to figure out how to access elements from a 4D array.

For example, how would I access element:  
array(i, j, k, m) from the pointer in C?

Thank you for the help!

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