
Subject: Re: Passing > 64Kb arrays to IDL DLL's
Posted by [Karl Krieger](#) on Tue, 25 Apr 1995 07:00:00 GMT
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smd@philabs.philips.com (Sandeep Dalal) wrote:

> I use IDL v 3.6.1a on a PC. I would like to find out if one can
> pass arrays larger than 64Kbytes to DLL functions using
> CALL_EXTERNAL. I have been trying to pass long arrays of
> size > 16384 elements, which means greater than 64K bytes;
> so far I haven't been successful. FYI I have used huge
> pointers to access the array elements.
> ...
> Thanks
>
> Sandeep Dalal

I still hope that I am wrong, but as far as I know, this is not possible, because IDL for Windoze3.1 only supports 16bit DLLs. That means that you are restricted to 64kb chunks for transferring data (or pointers to data) under Win3.1. Inside your DLL you can of course allocate larger arrays.

Apparently, the only solution at the moment is waiting for an IDL version which supports 32bit DLLs using Win32s (or switching to WinNT). If someone has a better idea, please post it!

Karl Krieger
