
Subject: "Array has too many elements" in an anonymous structure

Posted by [franzpx125](#) on Thu, 20 Oct 2011 08:24:29 GMT

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Hi,

I want to build an IDL wrapper for a C function that returns a struct. This struct contains several arrays and other data. I'm returning an anonymous structure but for "big" arrays (with "big" I mean about 7000 elements). I get at run-time the error "Array has too many elements". This is the essential code (for just one array):

```
static IDL_MEMINT node_dims[IDL_MAX_ARRAY_DIM];
```

```
static IDL_STRUCT_TAG_DEF NodeStats_tags[] = {  
  {"NODEVOXELS_COUNT", 0, (void *) IDL_TYP_UINT},  
  {"NODEVOXELS_WIDTH", node_dims, (void *) IDL_TYP_DOUBLE},  
  { 0 }  
};
```

```
IDL_VPTR p3d_idlFoo(int argc, IDL_VPTR argv[], char* argk) {
```

```
...
```

```
struct NodeStats stats;
```

```
IDL_LONG tmp_dims[IDL_MAX_ARRAY_DIM];  
IDL_MEMINT offset;  
double* d_tmp_ptr;  
unsigned short* us_tmp_ptr;  
char* s_data;
```

```
...
```

```
Skel_tags_node_dims[0] = 1;  
Skel_tags_node_dims[1] = (IDL_MEMINT) stats.Node_Counter;
```

```
s = IDL_MakeStruct(NULL, SkelStats2_tags);
```

```
tmp_dims[0] = 1;  
s_data = (char *) IDL_MakeTempStruct(s, 1, tmp_dims, &idl_out_struct,  
0);
```

```
offset = IDL_StructTagInfoByName(s, "NODEVOXELS_COUNT",  
IDL_MSG_LONGJMP, NULL);
```

```
us_tmp_ptr = (unsigned short *) (s_data + offset);
*(us_tmp_ptr++) = stats.Node_Counter;

offset = IDL_StructTagInfoByName(s, "NODEVOXELS_WIDTH",
IDL_MSG_LONGJMP, NULL);
d_tmp_ptr = (double *) (s_data + offset);
for (i = 0; i < stats.Node_Counter; i++)
    *(d_tmp_ptr++) = stats.Node_Width[i];

...
}
```

What am I doing wrong? Thanks in advance for any help...

Franz
