
Subject: another call_external newbie

Posted by [hdsfkj](#) on Sun, 22 Mar 1998 08:00:00 GMT

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Hi, I'm a c programmer trying to implement some IDL for device control. I need help debugging a short IDL program that uses call_external to access routines in a dll written in C using VC++5.0 and IDL 5.0. Both code snippets appear below. The problem seems to be accessing data passed by reference. The Message statement returns garbage but if I check the value of 'board' in IDL after the call_external is executed it's value is indeed 1. Why can I change the value properly but not access it's value in the C routine? Thanks for any help....

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pro test

```
PRINT, "This program tests CALL_EXTERNAL using test.dll"
value = 6.459
board = 34
IResult = CALL_EXTERNAL('c:\testidl\testidl.dll','test',board,value)
PRINT, "Test one complete."
```

end

```
LONG WINAPI test(LONG argc, LPVOID argv){

    CHAR  szMsg[256];
    LPLONG argarray = (LPLONG) argv;
    LPINT boardnum = (LPINT) argarray[0];
    LPFLOAT val = (LPFLOAT) argarray[1];

    sprintf(szMsg, "%i %f", *boardnum, *val);
    MessageBox (NULL, (LPSTR) szMsg, (LPSTR) "Reply from test.dll",
        MB_OK | MB_ICONINFORMATION);

    *boardnum = 1;
    return(1);

}
```
