

## Re: Interop technic withan array of Point ???

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*Source:*

<http://www.tech-archive.net/Archive/DotNet/microsoft.public.dotnet.framework.compactframework/2005-11/msg011>

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- *From:* "<ctacke/>" <ctacke\_AT\_OpenNETCF\_com>
  - *Date:* Tue, 29 Nov 2005 08:01:01 -0500
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Inline...

"azerty" <azerty@xxxxxxx> wrote in message  
[news:%23xNNa1L9FHA.1140@xxxxxxxxxxxxxxxxxxxxxxxxxxxx](mailto:news:%23xNNa1L9FHA.1140@xxxxxxxxxxxxxxxxxxxxxxxxxxxx)

> thanks ! chris  
>  
> I will try this technic as soon as possible !!  
>  
> anothers questions :  
>  
> \* do you think it is possible to reverse the process :  
>  
> I want create an array of POINT in C DLL and get the reference in C#  
> assembly ??  
>

Yes, but it's more dangerous. You have to make sure you keep track of who owns the pointer and who needs to free it.

> NB : the real target is to optimize the read/write set of Point[] in file  
> on  
> pocket PC .... and C DLL must be very faster than C# DLL (may be 10 times  
> or  
> more !)

Just the speed of file writing. no manipulation? I doubt you'll see much speed difference at all, but it's worth testing.

>  
> \* Why do you say "not sure if you're using CF 1.0 or 2.0, so the method  
> will  
> be different" ??

In CF 2.0 I'd use Marshal.AllocHGlobal. In CF 1.0 I'd P/Invoke LocalAlloc.

-Chris

- **Follow-Ups:**
  - ◆ **Re: Interop technic withan array of Point ???**
    - ◇ From: azerty
  
- **References:**
  - ◆ **Interop technic withan array of Point ???**
    - ◇ From: azerty
  - ◆ **Re: Interop technic withan array of Point ???**
    - ◇ From: <ctacke/>
  - ◆ **Re: Interop technic withan array of Point ???**
    - ◇ From: azerty
  
- Prev by Date: **Re: Package Load Failure**
- Next by Date: **Re: Is there a WinCE 5.0 emulator for VS.NET 2005 ?**
- Previous by thread: **Re: Interop technic withan array of Point ???**
- Next by thread: **Re: Interop technic withan array of Point ???**
- Index(es):
  - ◆ **Date**
  - ◆ **Thread**