Subject: Using Callable IDL/ActiveX component to access variables Posted by Mark McGillion on Fri, 15 Jan 1999 08:00:00 GMT

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Hi,

I am using callable IDL from a C++Builder application on a WindowsNT (x86) platform. I have embedded the IDLDrawWidget ActiveX component within a form and I am successfully starting up IDL and plotting to the IDLDrawWidget component. To do this, I use the IDLDrawWidget.ExecuteStr() function and a .PRO file containing additional functions and procedures.

My problem is that I cannot access the variables contained within my IDL .PRO file. I have several COMMON global variables that I need to access. I am trying to use the IDLDrawWidget.GetNamedData(char*) function which should return a VARIANT data type that references the IDL variable.

However, the return value is UNDEFINED. When I examine the help files, I cannot find a reference to this function. Instead, a reference is made to another function IDL FindNamedVariable(char*, int) that returns an IDL VPTR that references the variable.

Question:

- 1. Am I using the correct function to access the data variable?
- 2. Why does the help file contain info on a completely different function?
- 3. I am currently not linking the IDL32.DLL to my application. However, when I examine the DLL, I see that it contains the IDL FindNamedVariable(char*, int) function, but not the GetNamedData(char*) function. It is possible that I am getting confused between the activeX component functions and the DLL functions?
- 4. Should I be using the DLL functions as well/instead of the activeX component functions?

Here is my C++ code: TIDLDrawWidget *IDLDrawWidget1; void __fastcall TMainForm::ButtonAnalysisClick(TObject *Sender) float *Data; char *var; Variant ptr; var = new char[100]; //space to hold the variable name

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