
Subject: Re: How to import an source interface ?

Posted by [Wessel Troost](#) on Thu, 28 Oct 1999 07:00:00 GMT

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Two things to remedy this: use include instead of import; or put (a reference to) your interface inside a library block.

"Michael Pokerschnig" <michael_pokerschnig@sbu1.storkgroup.com> wrote:

> Hi,

>

> I want to import an source interface wich I put in a separate .idl file to

> save retying it all the time i need it.

> The MIDL compiles without any error, but if I look at the generated header

> file I cannot find the imported interface !

>

> why ?

> is there something wrong defined ?

>

> kind regards

> Mike.

>

>

> This is the interface which i put in the file CP.idl as it is my connection

> point:

> -----

> [

> object,

> uuid(B6151303-82FA-11d3-8209-00508B03223A),

>]

> interface ITest : IUnknown

> {

> [helpstring("method GetWidthMM")] HRESULT GetWidthMM([out] double*

> u_pdbWidth);

> };

> -----

>

> the I try to import it in my .idl file of the COM object:

>

> -----

> import "oaidl.idl";

> import "ocidl.idl";

>

> [

> object,

> uuid(B6151300-82FA-11d3-8209-00508B03223A),

>]

> interface IFlop : IUnknown

```

> {
> [id(1), helpstring("method DoUI")] HRESULT DoUI();
> }
>
> [
> uuid(2B6BF8B6-8537-11D3-8209-00508B03223A),
> version(1.0),
> helpstring("Flop 1.0 Type Library")
> ]
> library FLOPLib
> {
> importlib("stdole32.tlb");
> importlib("stdole2.tlb");
>
> import "CP.idl"; // I import it exactly where it was when I first
> created this interface with the wizzard !
>
> [
> uuid(2B6BF8C4-8537-11D3-8209-00508B03223A),
> helpstring("FlopModul Class")
> ]
> coclass FlopModul
> {
> [default] interface IFlop;
> [default, source] interface ITest; // here i use the interface
> imported from CP.idl
> };
> };
> -----

```
