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Subject: Active X Interface

Posted by [John Connic](#) on Thu, 03 May 2001 00:06:40 GMT

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Hi:

I am trying to interface to IDL 5.3 using the Active X control interface. I am using Visual C++ 6.0 and placing the control in a dialog base application. I have been using the Active X tutorial which I got from RSI as a guide.

When following the first example by programming the stand alone interface it works just like the tutorial indicates producing it own Widget Window.

When I try to program it using the Object Graphics technique it fails.

I also have the source for a similiar example from RSI which works fine. If I copy the same source into my program in the same place it fails just like my code does.

I was wondering if there was something else, compiler flag, include statement, etc. that had to be done now that didn't have to be done in earlier versions.

I did notice that source code from RSI, which worked, had a IDL source (xxx.pro) file in the project. Maybe this provided a necessary link ?

I was just wondering if there was someone out there who had experience with using the Active X interface with Visual C++.

Thank you for your time and consideration.

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