
Subject: Re: callable IDL and structures

Posted by [Stein Vidar Hagfors H\[1\]](#) on Tue, 09 Apr 2002 15:33:23 GMT

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Sebastian Moeller <sebastian.moeller@lur.rwth-aachen.de> writes:

> Hi there IDL-experts,
>
> at my place of work we have a C++ project which is to use IDL for user
> definable output. As we are somewhat bound to windows (but do not
> really like activeX) we decided that callable IDL might be the way to
> go. We intended to use structures to pass data to IDL. The strange
> thing is now, the structures we pass show their tags if we invoke
> "help, MyStructure ,/STRUCTURE". We see all tag names and types and
> content as defined in the C++ project. But every command that tries to
> access the data in the structure from IDL (e.g. tmp=
> MyStructure.MyTag1 with MyTag1 is the first element of the structure)
> just tells that MyTag1 is not defined in MyStructure.

Just a hunch, based on your C++ background & writing things like
"MyStructure.MyTag1" etc: Try all upper (or all lower) case for the
structure tag names when *defining* them. My suspicion is that they're
converted to one of those in the "parsing" part of IDL, but since your
C++ code presumably short-circuits that and defines the structures by
calling the appropriate function directly, this might go wrong.

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