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Subject: callable IDL and structures

Posted by [Sebastian Moeller](#) on Mon, 08 Apr 2002 18:23:48 GMT

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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.

Beeing challenged in that way we found that tmp= MyStructure.(n) with n beeing the "address" of the tag, actually gives us access to the data. "MyStructure.[0]" by the way does not work. But as this behavior is not documented anywhere (well, at least not where we searched) we assume it is rather daring to go relay on the stability of this feature for the future. (Heck, RSI even changed the behavior of SIZE() between 5.3 and 5.4, without mentioning in the what's new in 5.4. So maybe stability is relative anyhow ;)...)

So after too long a story, is there anybody out there who knows where we went wrong or whether this might be considered a bug worth reporting to RSI?

Thank you very much

Sebastian Moeller

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