
Subject: Re: dlm question

Posted by [Randy Frank](#) on Thu, 21 Nov 2002 03:52:56 GMT

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Eric,

Consider the IDL naming scheme for objects and consider the mechanism for calling a C++ method from C in something like VC++ (take DirectX as an example). This should give you some idea. Ronn is correct in that RSI has not released this information and there is no direct way of doing this. That having been said, with some creativity, one can write some accessor functions that will get you 90% of the way there, along the lines of what Ronn suggests (playing with the 'self' reference creatively) until RSI exposes the necessary functions. I'm not sure what this buys you over a object written as a .PRO file that happens to call out to some 'C' functions in a DLM however (an approach that will not break over time)...

Thanks.

ronn kling wrote:

> Hi Eric,

>

> The short answer is that RSI hasn't released the information on how to do
> this.

>

> The long answer is that with a little hacking you can figure out how to make
> a method call a DLM, but not creating an IDL object. But the "self"
> structure that gets passed to the C dlm method is not of much use. That is
> you can't use it to call other methods and so on.

>

> It has been while since I looked at this and you have made me curious again.
> I am going to look at some old code that I have and if I come up with
> anything I will let you know.

>

> -Ronn

>

>

> --

> Ronn Kling

> KRS, inc.

> email: ronn@rlkling.com

> "Application Development with IDL" programming book updated for IDL5.5!

> "Calling C from IDL, Using DLM's to extend your IDL code"!

> "Power Graphics with IDL, A Beginner's Guide to Object Graphics", NEW BOOK!

> <http://www.rlkling.com/>

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>
> in article PsaA9.5365\$Vr1.772164@news20.bellglobal.com, Eric Fournier at
> eric.fournier@videotron.ca wrote on 11/12/02 12:00 PM:
>
>
>> I have a DLM (Dynamically Loadable Modules) question.
>>
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