Subject: Re: How to import some functions written by visual C++ into IDL?
Posted by bbhyun2001 on Thu, 08 Jan 2004 18:45:35 GMT
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Thanks Rick.
I DO really really appreciate your good tips. You save a lot of my time.
I will start with DLM.
Have a nice day !!

Hee Chun
"Rick Towler" <rtowler@u.washington.edu> wrote in message
news:<bthre3jvc1@nntp6.u.washington.edu>...
> "IDLUser" wrote in message...
>
>> I want to import some functionalities written
>> by visual C++ into IDL code? How can I do that? What is the best way
>> to do it? Do I need to rewrite all existing 'visual C++' code into
>> 'C'? Would you please let me know the good example if it is possible?
>> Thanks for your precious time in advance.
>
> You certainly don't need to rewrite your code. You can use either
> CALL_EXTERNAL (make sure you read about the AUTO_GLUE keyword) or you can
> write a wrapper DLM which calls your C++ functions.
>
> Read the documentation on CALL_EXTERNAL, then read it again. Then try to
> determine if it will work for you. If it isn't going to work, then I would
> invest in Ronn Kling's Calling C/C++ from IDL which you can purchase from
> his website www.kilvarock.com. With the help of this book you will be
> calling C++ functions in a few hours.
>
> -Rick