
Subject: Re: How to import some functions written by visual C++ into IDL?

Posted by [Rick Towler](#) on Wed, 07 Jan 2004 20:47:26 GMT

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"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
