
Subject: Re: Calling DirectInput from IDL

Posted by [Rick Towler](#) on Thu, 19 Feb 2004 19:19:15 GMT

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"Andrew Cool" wrote ...

> (IDLUser) wrote...

>> Hi,all

>> I need to call direct input(force feedback) functionality from IDL for
>> my application. I played with DLM little bit and I decide to call
>> joystick functionality from IDL for practice first. I know that this
>> will be a long way with my poor DLM experience to get the result I
>> want. Anyway,I wrote the simple following code: getting direct input
>> ID from IDL and returning it back to DLM for destroying direct input.
>> But I have a compiling error as I run the file. How can I solve this
>> problem? Am I in the right track? Any advice will be greatly
>> appreciated.

>

> Go talk with God, aka Rick Towler, who has done all this
> for you already.

<Dr. Nick Riviera> Stop! You're embarrassing me!</Dr. Nick>

I think my salary doesn't justifies that title. Plus, I don't know if I
want to be associated with such a saintly moniker. The members of the IDL
EPA seem like quite a raucous bunch and I would like them to think that I
could fit right in.

:)

-Rick
