
Subject: Re: Calling DirectInput from IDL
Posted by [bbhyun2001](#) on Thu, 19 Feb 2004 06:17:00 GMT
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andrew.cool@dsto.defence.gov.au (Andrew Cool) wrote in message
news:<c6d70400.0402181525.3658fed@posting.google.com>...
> bbhyun2001@yahoo.com (IDLUser) wrote in message
news:<a1d082bc.0402171504.5d0197df@posting.google.com>...

Wow! Everything is changed in a day. Thanks Karl and Andrew for
responding to my mail and special thanks for my God,Rick Towler, for
letting us see his efforted source code :) Thanks you all again.

--BB

>> 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.
>
> Andrew
