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Subject: Re: Calling DirectInput from IDL  
Posted by [andrew.cool](#) on Wed, 18 Feb 2004 23:25:00 GMT  
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bbhyun2001@yahoo.com (IDLUser) wrote in message  
news:<a1d082bc.0402171504.5d0197df@posting.google.com>...

> 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

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