
Subject: Re: Calling DirectInput from IDL
Posted by [Karl Schultz](#) on Wed, 18 Feb 2004 17:25:17 GMT
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You might consider using the ul (ULONG) member in IDL_ALLTYPES to pass the DD handle around. Also, ptring may be a better choice if you have 6.0.

You would need to cast the handle to a LPDIRECTINPUT8 in the Destroy routine, and in any others that need the handle.

So you might want to try something like:

In create:

```
IDL_VPTR vpHandle;  
vpHandle = IDL_GettmpULong((IDL_ULONG)g_pDI);  
return vpHandle;
```

In destroy:

```
LPDIRECTINPUT8    pDIID;  
pDIID = (LPDIRECTINPUT8) argv[0]->value.ul;
```

Code untested, but may give you an idea.

Karl

"IDLUser" <bbhyun2001@yahoo.com> 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.  
>  
> #define STRICT  
> #define DIRECTINPUT_VERSION 0x0800  
> ;  
> ;  
> ;  
> #define SAFE_DELETE(p) { if(p) { delete (p); (p)=NULL; } }  
> #define SAFE_RELEASE(p) { if(p) { (p)->Release(); (p)=NULL; } }  
>  
> LPDIRECTINPUT8    g_pDI          = NULL;
```

```

> ;
> ;
> ;
> extern IDL_VPTR IDL_CDECL diTestBedINI_HC(int argc,IDL_VPTR
> argv[],char* argk)
> {
> // called in IDL: pbDirectInputID = diTestBedINI_HC();
>
> HRESULT hr;
> if( FAILED( hr = DirectInput8Create( GetModuleHandle(NULL),
> DIRECTINPUT_VERSION, IID_IDirectInput8, (VOID**)&g_pDI, NULL ) ) )
> IDL_Message(IDL_M_NAMED_GENERIC,IDL_MSG_LONGJMP," Fail to get the DI
> Instance");
>
> UCHAR *store;
> IDL_VPTR new_array;
> IDL_LONG dims[1];
>
> dims[0] = sizeof(g_pDI);
> store = (UCHAR *)malloc(dims[0]);
> memcpy(store,&g_pDI,dims[0]);
> new_array = IDL_ImportArray(1,dims,IDL_TYP_BYTE,store,NULL,NULL);
> return new_array;
>
> }
>
> void IDL_CDECL diTestBedDestroy_HC(int argc,IDL_VPTR argv[],char*
> argk)
> {
> // called in IDL: diTestBedDestroy_HC,pbDirectInputID;
> char *pDIID;//??
>
> IDL_ENSURE_ARRAY(argv[0]);
> pDIID = (char*)argv[0]->value.arr->data;//??
> SAFE_RELEASE(pDIID);//??
>
> }
> //error C2227: left of '->Release' must point to class/struct/union
>
> --BB

```
