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Subject: Calling DirectInput from IDL

Posted by [bbhyun2001](#) on Tue, 17 Feb 2004 23:04:02 GMT

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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
```

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