
Subject: Re: Problem concerning accessing external library in IDL6.0

Posted by [Rick Towler](#) on Tue, 28 Feb 2006 18:51:53 GMT

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yingjie, Peng wrote:

- > I am a master student in Germany. Now we are planning to use IDL 6.0 to
- > develop software for our smart rover robots. This project requires the
- > software should be able to capture video from a camera (e.g. a Webcam).
- > It seems to me that it's almost impossible to complete this job
- > purely in IDL.

Well, yes and no. If your webcams are networked then you can grab images using IDL's SOCKET procedure. Those interfaces tend to be slow though which may not work for your application. If your webcams are serial/USB based then yes, you will need to use one of the external interfaces provided by IDL.

- > So we plan to use a well developed class library
- > (DirectX.Capture.dll). Since I am not very sure about how to use an
- > external library, the only way for me is to use ActiveX Control to
- > access this library. In order to get the COM object's class
- > identifier (CLSID), I try to use the command line below to register
- > this library: regsvr32 DirectX.Capture.dll. Unfortunately, I received
- > an error message: the DirectX.Capture.dll is loaded, but cannot find
- > the DllRegisterServer entry point and the registration failed. The
- > reason I finally figured out is that this library is a .NET library,
- > which do not need to be registered under .NET framework. But without
- > the CLSID, I have no idea how to use ActiveX control to access this
- > library anymore. Could you please give me some idea how to achieve this
- > requirement? Thank you very much for your kind assistance!

Does that library implement a COM/ActiveX interface? (I'm no COM expert but the error makes me think it doesn't.) If it does, you should be able to get the CLSID using the COM/OLE viewer which ships with MS visual studio and can also be downloaded for free from MS.

I would start with the docs for the capture library and determine what interfaces it provides. Then it would be worth your time to read the external development guide (\$IDL_DIR/help/edg.pdf) to learn about the different methods for accessing external libraries. With that information you should be able to determine the best technique and move forward from there.

-Rick
