
Subject: Re: Input/Output, C++ to IDL, using Procedures
Posted by [Rick Towler](#) on Thu, 20 Apr 2006 15:20:27 GMT
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Sorry, this response may be a bit weak but no one else has stepped up...

Why don't you write your GUI procedures as functions? A simple wrapper would suffice. Maybe I am missing something.

I have never used callable IDL so I really have no idea what restrictions there are but I would think that something as basic as calling a function vs a procedure would be spelled out in the EDG.

-Rick

Christopher Florio wrote:

> I am using Visual C to run a program that uses IDL functions to process
> data. But now I want to have C open IDL GUIs at specific times. The
> problem that I am having is that all the calling of IDL from C that I
> have done so far has been with functions. And all the GUI work is done
> with procedures. Does anyone know of a way to call an IDL GUI from
> Visual C and then return the GUI variables to C?
>
