
Subject: Callable IDL

Posted by [robijn](#) on Tue, 23 Jan 1996 08:00:00 GMT

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Hello,

I'm experimenting with callable IDL on a MS Windows platform. Unfortunately, the documentation is incomplete and not very helpful. What I want to do is display graphics in an MDI window using IDL. Has anyone tried that before? Are there any examples how to do this?

So far I only tried to compile the single example program that comes with IDL (simple.c) with Borland C++ 4.53. BC++ Does not accept the idl32.lib that comes with IDL, so I generated a new one using implib. However, the linker complains that it cannot find the functions _IDL_XXX (which are declared in export.h as IDL_XXX). Does that mean that I have to write wrapper functions for all IDL_XXX functions because RSI uses a weird compiler that does not prepend function names with an underscore, or is there another way around it? Thanks in advance,

Frank

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