Hi,

I am trying to add an IDL interface to frame grabber hardware. The
SDK for the hardware includes an ActiveX control but no documentation.

I was naively hoping to just use WIDGET_ACTIVEX , following the IDL
examples, which work fine (IDL 6.4 and 7.0).

When I try something similar with the frame grabber's ActiveX control,
it appears on my test widget, then three seconds after creation the
widget just disappears, along with the IDL development environment.
There is no crash warning or message.

There is enough time for me get the COM object from the widget ID and
run HELP, /OBJECTS. No known methods are listed, even though there
seem to be dozens of provided by IDispatch, from what I can see in the
Visual C++ ITypeLib Viewer.

I am very comfortable with IDL widget programming, but I do not know
much about Windows programming, COM components, or ActiveX controls.

I found some related old threads in the newsgroup: "IDL and ActiveX
CCD camera ," and "ActiveX method problems."   Were these problems
ever solved by RSI/ITT or by anyone on the newsgroup?

Advice is greatly appreciated.

Thanks.