
Subject: Re: How to import an source interface ?

Posted by [Wessel Troost](#) on Thu, 28 Oct 1999 07:00:00 GMT

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Two things to remedy this: use include instead of import; or put (a reference to) your interface inside a library block.

"Michael Pokerschnig" <michael_pokerschnig@sbu1.storkgroup.com> wrote:

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> Hi,
>
> I want to import an source interface wich I put in a separate .idl file to
> save retying it all the time i need it.
> The MIDL compiles without any error, but if I look at the generated header
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> why ?
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> kind regards
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> This is the interface which i put in the file CP.idl as it is my connection
> point:
> -----
> [
>   object,
>   uuid(B6151303-82FA-11d3-8209-00508B03223A),
> ]
> interface ITest : IUnknown
> {
>   [helpstring("method GetWidthMM")] HRESULT GetWidthMM([out] double*
> u_pdbWidth);
> };
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> the I try to import it in my .idl file of the COM object:
>
> -----
> import "oaidl.idl";
> import "ocidl.idl";
>
> [
>   object,
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> ]
> interface IFlop : IUnknown
```

```

> {
> [id(1), helpstring("method DoUI")] HRESULT DoUI();
> }
>
> [
> uuid(2B6BF8B6-8537-11D3-8209-00508B03223A),
> version(1.0),
> helpstring("Flop 1.0 Type Library")
> ]
> library FLOPLib
> {
> importlib("stdole32.tlb");
> importlib("stdole2.tlb");
>
> import "CP.idl"; // I import it exactly where it was when I first
> created this interface with the wizzard !
>
> [
> uuid(2B6BF8C4-8537-11D3-8209-00508B03223A),
> helpstring("FlopModul Class")
> ]
> coclass FlopModul
> {
> [default] interface IFlop;
> [default, source] interface ITest; // here i use the interface
> imported from CP.idl
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> };
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Subject: Re: How to import an source interface ?

Posted by [Alexander Nickolov](#) on Thu, 28 Oct 1999 07:00:00 GMT

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Add a library block for your interface and then importlib() your type library instead. You don't need to import the IDL in this case, but you can if you wish - just move the import line to the begining along with the other imports. Then it might be good idea to have two IDLs for the interface, the first where you define it and you import it in your new IDL, and the second where you import the interface definition only to build a type library from it:

```

import "oaidl.idl";
import "ocidl.idl";
import "itf.idl"

```

[...]

```
library ItfLib
```

```
{  
    importlib("stdole32.tlb");  
    importlib("stdole2.tlb");
```

```
    interface IMyItf;  
};
```

```
--
```

```
=====  
Alexander Nickolov, MCSD  
Panasonic Technologies Inc.  
Speech Technology Laboratory  
email: agnickolov@geocities.com  
=====
```

Michael Pokerschnig wrote in message
<7v9vm5\$bnv\$1@fleetstreet.Austria.EU.net>...

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Subject: Re: How to import an source interface ?
 Posted by [Michael Pokerschnig](#) on Fri, 29 Oct 1999 07:00:00 GMT
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Thanks, I found the #include, therefore I simply added the .idl into the
 project to get I shurely maked.

As you expected it only worked at the beginning of the file.

Mike.

Vladimir Hristov <vhristov@code.bg> wrote in message
news:e2pjtMeI\$GA.251@cppssbbsa05...

> When you use import directive to import one IDL file into another, MIDL
just

> puts single #include statement in the generated header file. That's why
you

> can't see the imported interface. Let's suppose you have files A.IDL and

> B.IDL and you want to import file B in A. Then the situation will look
like

> this:

>

> // A.IDL starts here

> ...

> import "B.IDL";

> ...

>

>

> // Generated A.H starts here

> ...

> #include "B.H";

> ...

>

> So, there is no problem to use interfaces from B.IDL.

> I'm not sure about importing the file in library section, but if you have

> problems you can try to move the import "CP.IDL" at the beginning of the
> file.

>

> Regards,

> Vlado

>

>

>

> Michael Pokerschnig <michael_pokerschnig@sbu1.storkgroup.com> wrote in
> message news:7v9vm5\$bnv\$1@fleetstreet.Austria.EU.net...

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