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Subject: Re: Can C call the function in IDL?  
Posted by [Rick Towler](#) on Fri, 25 Jul 2003 22:28:55 GMT  
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"Xiaoying Jin" wrote...

> Can C call the function in IDL? There are some functions build in IDL  
> very efficient, such as label\_region, can I call it in C?

Yes, but probably not in the way that you want to. Callable IDL allows you to call IDL from your C program but in a manner nothing like "IDL\_label\_region(args);". Check out your options in the External Development Guide, edg.pdf, found in IDL's help directory.

-Rick

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Subject: Re: Can C call the function in IDL?  
Posted by [xje4e](#) on Mon, 28 Jul 2003 16:01:51 GMT  
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"Rick Towler" <[rtowler@u.washington.edu](mailto:rtowler@u.washington.edu)> wrote in message  
news:<[bfsb0j\\$28ki\\$1@nntp6.u.washington.edu](mailto:bfsb0j$28ki$1@nntp6.u.washington.edu)>...

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I checked the External Development Guide. The environment I am working with is windows NT or XP. It seems that the simplest way to call C from other program in Windows is "Including the IDLDrawWidget ActiveX control in an application written in a language other than IDL." I

It is easy to do it in Visual Basic. VC++ also support ActiveX. But I am not sure if C support ActiveX or not. Any one has some experience on that?

Thanks,

Xiaoying

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Subject: Re: Can C call the function in IDL?

Posted by [Rick Towler](#) on Mon, 28 Jul 2003 16:20:13 GMT

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> "Rick Towler" wrote...

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> It is easy to do it in Visual Basic. VC++ also support ActiveX. But I

> am not sure if C support ActiveX or not. Any one has some experience

> on that?

I doubt that you can do it in C but no worries, you can do it in C++. Check out the example in the "external/ActiveX" directory in your IDL directory.

-Rick

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