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Subject: How to import some functions written by visual C++ into IDL?

Posted by [bbhyun2001](#) on Wed, 07 Jan 2004 01:56:56 GMT

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Hello,

I want to import some functionalities written by visual C++ into IDL code? How can I do that? What is the best way to do it? Do I need to rewrite all existing 'visual C++' code into 'C'? Would you please let me know the good example if it is possible? Thanks for your precious time in advance.

Hee Chun

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Subject: Re: How to import some functions written by visual C++ into IDL?

Posted by [Rick Towler](#) on Wed, 07 Jan 2004 20:47:26 GMT

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"IDLUser" wrote in message...

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> by visual C++ into IDL code? How can I do that? What is the best way  
> to do it? Do I need to rewrite all existing 'visual C++' code into  
> 'C'? Would you please let me know the good example if it is possible?  
> Thanks for your precious time in advance.

You certainly don't need to rewrite your code. You can use either CALL\_EXTERNAL (make sure you read about the AUTO\_GLUE keyword) or you can write a wrapper DLM which calls your C++ functions.

Read the documentation on CALL\_EXTERNAL, then read it again. Then try to determine if it will work for you. If it isn't going to work, then I would invest in Ronn Kling's Calling C/C++ from IDL which you can purchase from his website [www.kilvarock.com](http://www.kilvarock.com). With the help of this book you will be calling C++ functions in a few hours.

-Rick

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Subject: Re: How to import some functions written by visual C++ into IDL?

Posted by [bbhyun2001](#) on Thu, 08 Jan 2004 18:45:35 GMT

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Thanks Rick.

I DO really really appreciate your good tips. You save a lot of my time.

I will start with DLM.

Have a nice day !!

Hee Chun

"Rick Towler" <rtowler@u.washington.edu> wrote in message  
news:<bthre3\$jvc\$1@nntp6.u.washington.edu>...

> "IDLUser" wrote in message...

>

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>> by visual C++ into IDL code? How can I do that? What is the best way

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