You might consider using the ul (ULONG) member in IDL_ALLTYPES to pass the
DD handle around. Also, ptrint may be a better choice if you have 6.0.

You would need to cast the handle to a LPDIRECTINPUT8 in the Destroy
routine, and in any others that need the handle.

So you might want to try something like:

In create:

IDL_VPTR vpHandle;
vpHandle = IDL_GettmpULong((IDL_ULONG)g_pDI);
return vpHandle;

In destroy:
LPDIRECTINPUT8   pDIID;
pDIID = (LPDIRECTINPUT8) argv[0]->value.ul;

Code untested, but may give you an idea.

Karl

"IDLUser" <bbhyun2001@yahoo.com> wrote in message
news:a1d082bc.0402171504.5d0197df@posting.google.com...
> Hi,all
> I need to call direct input(force feedback) functionality from IDL for
> my application. I played with DLM little bit and I decide to call
> joystick functionality from IDL for practice first. I know that this
> will be a long way with my poor DLM experience to get the result I
> want. Anyway,I wrote the simple following code: getting direct input
> ID from IDL and returning it back to DLM for destroying direct input.
> But I have a compiling error as I run the file. How can I solve this
> problem? Am I in the right track? Any advice will be greatly
> appreciated.
>
> #define STRICT
> #define DIRECTINPUT_VERSION 0x0800
> ;
> ;
> ;
> #define SAFE_DELETE(p) { if(p) { delete (p);   (p)=NULL; } }
> #define SAFE_RELEASE(p) { if(p) { (p)->Release(); (p)=NULL; } }
>
> LPDIRECTINPUT8   g_pDI   = NULL;

```
> ;
> ;
> ;
> extern IDL_VPTR IDL_CDECL diTestBedINI_HC(int argc,IDL_VPTR
> argv[],char* argk)
> {
> // called in IDL: pbDirectInputID = diTestBedINI_HC();
>
> HRESULT hr;
> if( FAILED( hr = DirectInput8Create( GetModuleHandle(NULL),
> DIRECTINPUT_VERSION, IID_IDirectInput8, (VOID**)&g_pDI, NULL ) ) )
> IDL_Message(IDL_M_NAMED_GENERIC,IDL_MSG_LONGJMP," Fail to get the DI
> Instance");
>
> UCHAR *store;
> IDL_VPTR new_array;
> IDL_LONG dims[1];
>
> dims[0] = sizeof(g_pDI);
> store = (UCHAR *)malloc(dims[0]);
> memcpy(store,&g_pDI,dims[0]);
> new_array = IDL_ImportArray(1,dims,IDL_TYP_BYTE,store,NULL,NULL);
> return new_array;
>
> }
>
> void IDL_CDECL diTestBedDestroy_HC(int argc,IDL_VPTR argv[],char*
> argk)
> {
> // called in IDL: diTestBedDestroy_HC,pbDirectInputID;
> char *pDIID;//??
>
> IDL_ENSURE_ARRAY(argv[0]);
> pDIID = (char*)argv[0]->value.arr->data;//??
> SAFE_RELEASE(pDIID);//??
>
> }
> //error C2227: left of '->Release' must point to class/struct/union
>
> --BB
```

Subject: Re: Calling DirectInput from IDL
Posted by andrew.cool on Wed, 18 Feb 2004 23:25:00 GMT
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bbhyun2001@yahoo.com (IDLUser) wrote in message
news:<a1d082bc.0402171504.5d0197df@posting.google.com>...

> Hi,all
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> my application. I played with DLM little bit and I decide to call
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> ID from IDL and returning it back to DLM for destroying direct input.
> But I have a compiling error as I run the file. How can I solve this
> problem? Am I in the right track? Any advice will be greatly
> appreciated.

Go talk with God, aka Rick Towler, who has done all this
for you already.

Andrew

Subject: Re: Calling DirectInput from IDL
Posted by Rick Towler on Thu, 19 Feb 2004 00:15:34 GMT
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"IDLUser" wrote...

> I need to call direct input(force feedback) functionality from IDL for
> my application. I played with DLM little bit and I decide to call
> joystick functionality from IDL for practice first. I know that this
> will be a long way with my poor DLM experience to get the result I
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> ID from IDL and returning it back to DLM for destroying direct input.
> But I have a compiling error as I run the file. How can I solve this
> problem? Am I in the right track? Any advice will be greatly
> appreciated.

I have written a direct input DLM that you may want to look at. You could
easily fold force feedback effects into it and you would get the keyboard
and mouse for free.

Compiled dlm and example program and docs are available here:

 http://www.acoustics.washington.edu/~towler/directInputDLM.h tml

Source is here:

 http://www.acoustics.washington.edu/~towler/programs/directI nputSource.zip

-Rick

Subject: Re: Calling DirectInput from IDL
Posted by bbhyun2001 on Thu, 19 Feb 2004 06:17:00 GMT
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andrew.cool@dsto.defence.gov.au (Andrew Cool) wrote in message
news:<c6d70400.0402181525.3658fed@posting.google.com>...
> bbhyun2001@yahoo.com (IDLUser) wrote in message
news:<a1d082bc.0402171504.5d0197df@posting.google.com>...

Wow! Everything is changed in a day. Thanks Karl and Andrew for
responding to my mail and special thanks for my God,Rick Towler, for
letting us see his efforted source code :) Thanks you all again.

--BB
>> Hi,all
>> I need to call direct input(force feedback) functionality from IDL for
>> my application. I played with DLM little bit and I decide to call
>> joystick functionality from IDL for practice first. I know that this
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> Go talk with God, aka Rick Towler, who has done all this
> for you already.
>
> Andrew

Subject: Re: Calling DirectInput from IDL
Posted by Rick Towler on Thu, 19 Feb 2004 19:19:15 GMT
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"Andrew Cool" wrote ...
> (IDLUser) wrote...
>> Hi,all
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>> appreciated.
>

> Go talk with God, aka Rick Towler, who has done all this
> for you already.

<Dr. Nick Riviera> Stop! You're embarrassing me!</Dr. Nick>

I think my salary doesn't justifies that title. Plus, I don't know if I
want to be associated with such a saintly moniker. The members of the IDL
EPA seem like quite a raucous bunch and I would like them to think that I
could fit right in.

:)

-Rick