
Subject: Re: Update Shared memory Structure
Posted by [Peter Mason](#) on Tue, 18 Apr 2006 21:51:45 GMT
[View Forum Message](#) <> [Reply to Message](#)

mtrutledge@gmail.com wrote:

```
<...>
> typedef struct _IDL_RESULT
> {
>   int m_nResultCode;
> } IDLRESULT, *LPIDLRESULT;
<...>
<...>
> shmTemplate = {IDLRESULT, m_nResultCode:-2} ; This must mirror the
> _IDL_RESULT structure in the C++ Batch Processor App
<...>
```

Matt, a quick suggestion. In the IDL, try {IDLRESULT, m_nResultCode:-2L}
As it stands, you have a 4-byte int defined in the C but a 2-byte int in the IDL.
