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Subject: DirectX and MIDL

Posted by [Dmitriy Kogan](#) on Sun, 02 Nov 1997 08:00:00 GMT

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I am trying to use a pointer to a Direct3D object as an argument to a function within an IDL interface. To do that, I have to include the DirectX header file. When compiling, I get a MIDL error that points to winnt.h, which is included somewhere in the DirectX header. You will get the same error if including windows.h in an IDL file. Does anyone know how to fix this? I have VC++ 5 and DirectX 5. Please reply by e-mail.

Thank you.

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