NAME

        widl − Wine Interface Definition Language (IDL) compiler

SYNOPSIS

        widl [*options*] *IDL_file*

        widl [*options*] **--dlldata-only** *name1* [*name2*...]

DESCRIPTION

        When no options are used the program will generate a header file, and possibly client and server stubs, proxy and dlldata files, a typelib, and a UUID file, depending on the contents of the IDL file. If any of the options **-c**, **-h**, **-p**, **-s**, **-t**, **-u** or **--local-stubs** is given, **widl** will only generate the requested files, and no others. When run with **--dlldata-only**, widl will only generate a dlldata file, and it will contain a list of the names passed as arguments. Usually the way this file is updated is that each time **widl** is run, it reads any existing dlldata file, and if necessary regenerates it with the same list of names, but with the present proxy file included.

        When run without any arguments, **widl** will print a help message.

OPTIONS

        General options:

        -V   Print version number and exit.

        -o, --output=_name_

                Set the name of the output file. When generating multiple output files, this sets only the base name of the file; the respective output files are then named *name*.h, *name*_p.c, etc. If a full file name with extension is specified, only that file is generated.

        -b, --target=_cpu-manufacturer_[-*kernel*]-*os*

                Set the target architecture when cross-compiling. The target specification is in the standard autoconf format as returned by **config.sub**.

        -m32, -m64, --win32, --win64

                Force the target architecture to 32-bit or 64-bit.

        Header options:

        -h   Generate header files. The default output filename is *infile***.h**.

        --oldnames

                Use old naming conventions.

        Type library options:

        -t   Generate a type library. The default output filename is *infile***.tlb**. If the output file name ends in **.res**, a binary resource file containing the type library is generated instead.

        UUID file options:

        -u   Generate a UUID file. The default output filename is *infile***_i.c**.

        Proxy/stub generation options:

        -c   Generate a client stub file. The default output filename is *infile***_c.c**.

        -Os   Generate inline stubs.

        -Oi   Generate old-style interpreted stubs.

        -Oif, -Oic, -Oicf

                Generate new-style fully interpreted stubs.

        -p   Generate a proxy. The default output filename is *infile***_p.c**.

        --prefix-all=_prefix_

                Prefix to put on the name of both client and server stubs.

--prefix-client=*prefix*
        Prefix to put on the name of client stubs.

--prefix-server=*prefix*
        Prefix to put on the name of server stubs.

-s   Generate a server stub file. The default output filename is *infile_***s.c**.

--winrt Enable Windows Runtime mode.

--ns_prefix
        Prefix namespaces with ABI namespace.

Registration script options:

-r   Generate a registration script. The default output filename is *infile_***r.rgs**. If the output file name
        ends in **.res**, a binary resource file containing the script is generated instead.

Dlldata file options:

--dlldata-only *name1* [*name2*...]
        Regenerate the dlldata file from scratch using the specified proxy names. The default output file-
        name is **dlldata.c**.

Preprocessor options:

-I *path* Add a header search directory to path. Multiple search directories are allowed.

-D *id*[*=val*]
        Define preprocessor macro *id* with value *val*.

-E   Preprocess only.

-N   Do not preprocess input.

Debug options:

-W   Enable pedantic warnings.

-d *n*   Set debug level to the non negative integer *n*. If prefixed with **0x**, it will be interpreted as an hexa-
        decimal number. For the meaning of values, see the **DEBUG** section.

Miscellaneous options:

-app_config
        Ignored, present for midl compatibility.

--acf=*file*
        Use specified application configuration file.

--local-stubs=*file*
        Generate empty stubs for call_as/local methods in an object interface and write them to *file*.

DEBUG
Debug level *n* is a bitmask with the following meaning:
    * 0x01 Tell which resource is parsed (verbose mode)
    * 0x02 Dump internal structures
    * 0x04 Create a parser trace (yydebug=1)
    * 0x08 Preprocessor messages
    * 0x10 Preprocessor lex messages
    * 0x20 Preprocessor yacc trace

BUGS
Bugs can be reported on the **Wine bug tracker** ⟨https://bugs.winehq.org⟩.

AUTHORS
widl was originally written by Ove Kåven. It has been improved by Rob Shearman, Dan Hipschman, and
others. For a complete list, see the git commit logs. This man page was originally written by Hannu

Valtonen and then updated by Dan Hipschman.

AVAILABILITY

widl is part of the Wine distribution, which is available through WineHQ, the **Wine development headquarters** ⟨https://www.winehq.org/⟩.

SEE ALSO

Wine documentation and support ⟨https://www.winehq.org/help⟩.