
Subject: IDL Linkimage and Borland Compiler DLLs
Posted by [Stefan Grudszus](#) on Tue, 18 Nov 1997 08:00:00 GMT
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Dear developers!

Using Borland C++ Compiler (V.5.02) to create 32bit DLLs to be called by IDL's linkimage to add IDL system function creates a severe problem, I cannot understand. Therefore, I try to contact any expert in this area for help.

Suppose the simple example of chapter 15 "adding system routines" from IDL Advanced User Guide.

Using this example, compiling it with MSVC and adding the function "mult2" to IDL via the merged DLL function works very well.

Using Borland Compiler results in a system crash as IDL accesses the destination data pointer of the IDL_Variable structure depicted in chapter 6.

Here is a fragment of code I added before line 17 of the example, where the program crashes:

```
> sprintf(szMsg, "%s %x %s %d %s %d %s %x%s %x ",  
>     "pointer src= ", (int) src,  
>     "\nsrc->type: ", src->type,  
>     "\ncompare with type: ", IDL_TYP_FLOAT,  
>     "\nsrc->flags: ", src->flags,  
>     "\nsrc->value.arr: ", (int) (src->value.arr));  
>  
> MessageBox (NULL, (LPSTR)szMsg, (LPSTR)"Message from mult2.dll",  
>     MB_OK | MB_ICONINFORMATION);
```

line 17: src_d = dst_d = (float *) src->value.arr->data;

And here is the output of the message box:

```
> pointer src: 20222390  
> src type: 4  
> compare with type: 4  
> src flag: 16  
> src->value.arr: 0
```

Everything is ok, despite the NULL POINTER (!!!!!) in the last line.

I urgently need a solution to this problem, but I did not find one.
Using MSVC gives a reasonable pointer, Borland gives a NULL pointer !?

May I need to change my compiler or linker settings.
I am working on a Pentium PC with Windows 95.

Any help appreciated. Please answer soon. Thanks a lot in advance.

Regards, Stefan

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