
Subject: Callable IDL and Cbuilder 3

Posted by [Jim Soriano](#) on Mon, 15 Nov 1999 08:00:00 GMT

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Hello

Has anyone tried using Callable IDL and CBuilder before? After COFF2OMFing the idl32.lib file so that it would compile correctly, the non-gui functions are still not working. In particular I ran the sample calltest program that was in the external development guide with only one change, changing IDL_Init to IDL_Win32Init, and compiled it. The GUI panel came up with the Press When Done but the non-gui function of "tmp2 = total(tmp)" returned a value of 0 instead of 45. I ran this program successfully on MS Developer Studio C++ compiler so I believe the cause to be the transformed lib file and/or the Borland compiler. Any ideas or suggestions would be appreciated.

Thanks,
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