
Subject: Using MSVC++ 4.2 to create DLL for CALL_EXTERNAL

Posted by [Richard Tyc](#) on Wed, 12 Jan 2000 08:00:00 GMT

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I am new to Windows development and am having some problems creating a very simple DLL within Microsoft Developer Studio to be called my IDL using CALL_EXTERNAL. I have been discussing the problem with RSI tech support and they supplied me with the following simple program to try within Microsoft Developer Studio (v. 4.2) which I cannot get to compile. They use MSVC++ 6.0 so they are unable to help further.

string_test.c:

```
#include <stdio.h>
#include "e:\rsi\idl52\external\export.h"
#ifdef WIN32
#include <windows.h>
#define IDL_LONG_RETURN __declspec(dllexport) int
#else
#define IDL_LONG_RETURN int
#endif

IDL_LONG_RETURN string_test(int argc, void *argv[])
{
    IDL_STRING idl_str;
    char str_idl[80];

    strcpy(str_idl, "Data Collection\0");
    IDL_StrStore (&idl_str, str_idl);
    printf ("I guess it worked?!?\n");
    return (1L);
}
```

I am building the DLL within MSVC++ as a new project workspace->dynamic-link library. I then add the library idl32.lib with :

Build->Settings-> Link Tab - Category: General added idl32.lib under Object/Library modules

Then I added the path under

Tools->Options-> directories Tab-> Show:Library Files added e:\rsi\idl52

BTW, other libraries also included by default :

kernel32.lib user32.lib gdi32.lib winspool.lib comdlg32.lib advapi32.lib
shell32.lib ole32.lib oleaut32.lib uuid.lib odbc32.lib odbccp32.lib

when I build , I get the following error now:

Linking...

E:\rsi\IDL52\idl32.lib : fatal error LNK1106: invalid file or disk full:
cannot seek to 0x3758b06a
Error executing link.exe.
testDLLrsi.dll - 1 error(s), 0 warning(s)

E: drive has 650Mb space left.???

However, I notice in the examples (.../external/call_external/C) the
makefile_win.mak includes the file : !include <win32.mak> .. Do I need to
add this to the MSVC++ generated makefile for my project because I notice it
is not in there (the nmake file generated does expressly state DO NOT EDIT
so I was leary of changing it.

Anyone have any hints as to what is going on ??

Thanks in Advance

Rich
