
Subject: Re: Problem with call_external

Posted by [Paul Probert](#) on Mon, 19 Jun 2000 07:00:00 GMT

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Tom,

One thing I discovered was that if your dllmain() function crashes (hits a runtime error or such) then IDL will report that it can't find the .dll when it really means it can't successfully load and initialize it.

Tom Price wrote:

>
> Hello,
>
> This may be an old question but I just found this group. I am trying to use
> one of the examples in the IDL external directory so that I can call it
> using call_external. I am running Windows 98 with Visual C++ 5.0. I am
> generating a DLL within the environment but when I try to run call_external
> with this .dll I get an error saying that it can't find the dll. I have
> moved the dll everywhere and even run call_external with the full file
> description to the directory where the dll resides. I assume I am doing
> something stupid with the compilation but I can't figure out what. I am
> using the switch settings within C++ to make the dll. Do I have something
> set wrong there???

>
> All help greatly appreciated.

>
> Regards,
>
> Tom Price
> Xinetics Inc.

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