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Subject: Re: calling function in DLL compiled with C++  
Posted by [Gert Van de Wouwer](#) on Tue, 08 Jan 2002 10:46:55 GMT  
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Hi,

I struggled with this problem too. The problem is probably to be solved by changing the build parameters of your dll.  
I use IDL on window2000 and Visual Studio 6.0. I use an exports.def file to export the dll symbols (rather than declspec-things)  
see example below - hope this helps

Gert

exports.def:

```
-----  
LIBRARY LocMinDll  
DESCRIPTION 'ILD dll LocMin (c)GVDW'
```

```
EXPORTS  
  GetVersion  
  LocMinDll
```

-----  
the code goes in a cpp file

```
-----  
IDL_LONG IDL_STDCALL LocMinDll( int argc, void* argv[])  
{  
<your super code here>  
}
```

"Dominik Paul" <dpaul@ukl.uni-freiburg.de> wrote in message  
news:a1c6k0\$16f\$1@n.ruf.uni-freiburg.de...

> Hi NG,

>

> I tried to write a DLL suing C++. But I have a big problem, calling the  
> function in the DLL out of IDL, when the DLL is compiled using a  
> C++-compiler. Using a C-compiler, everything is fine, there is no problem,  
> calling the function.

>

> Does somebody know why? Is there a difference in writing a DLL for IDL in

C

> and in C++?  
> Or does somebody has an DLL-example in C++?  
>  
> Thanks for your help  
> Dom  
>  
>

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