
Subject: Re: calling function in DLL compiled with C++
Posted by [Richard Younger](#) on Thu, 10 Jan 2002 22:11:39 GMT
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Dominik Paul wrote:

>
> 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.
[...]
>
> Dom

Hi, Dom.

Are you still having trouble? I've got a few examples lying around for VC++, but I don't know what compiler you're using. I certainly second Gert's suggestion about using .def files if you're in VC++.

If things still aren't working, you can use the extern "C" construct to force your C++ compiler to use C names and calling conventions in most compilers.

Just add something like

```
#ifdef __cplusplus
extern "C" {
#endif
```

```
/* C callable prototypes here */
```

```
#ifdef __cplusplus
}
#endif
```

to your header file around IDL_load() or the externally visible functions. More info at
<<http://www.parashift.com/c++-faq-lite/mixing-c-and-cpp.html>>.

Best,
Rich

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