
Subject: Re: calling function in DLL compiled with C++
Posted by [Dominik\[1\]](#) on Mon, 14 Jan 2002 08:01:46 GMT
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Hi Richard,

I already tried the extern C construct. But then I got some problems, using other C++ routines in the DLL.

So, this method didn't work for me.

But Greg's suggestion was ok. The DLL is running now, thanks
Dom

"Richard Younger" <younger@ll.mit.edu> schrieb im Newsbeitrag
news:3C3E119B.8A355D5B@ll.mit.edu...

> Dominik Paul wrote:

>>

>> Hi NG,

>>

>> I tried to write a DLL using 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
>
> --
> Richard Younger
