Subject: Re: calling function in DLL compiled with C++
Posted by Richard Younger on Thu, 24 Jan 2002 20:44:47 GMT
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Dominik Paul wrote:
>
> Hi Richard,
>
> I allready tried the extern C construct. But then I got some problems,
> using other C++ routines in the DLL.
> So, this method didnt work for me.
>
> But Gregs suggestion was ok. The DLL is running now, thanks
> Dom

Hi Dom,

Glad you got everything working.

As an addendum, I was looking something up in my Windows programming reference, and I stumbled upon something of interest. It seems that even in straight C, the MSVC compiler mangles names (prepending an underscore and tacking a @[# of bytes in parameters] onto the end) if you're using the __stdcall calling convention, even if you extern "C" your function calls. And yes, I agree that it's annoying.

The upshot is that using __declspec(dllexport) and __stdcall, you'd have to call something like _MyGenData@12 instead of MyGenData. So, you can either use a .def file like you are or include something like

```
#pragma comment(linker, "/export:MyGenData=_MyGenData@12")
```

to alias MyGenData to _MyGenData@12 in the DLL exports.

It seems like more trouble and work to do it this way than a .def file, but I guess for anyone who wants to support multiple architecture source, they can place it behind an #ifdef WIN32 or whatever, instead of having to deal with the extra file and compiler options.

Just thought somebody somewhere might find some passing interest.

Best,
Rich

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