Subject: Re: calling function in DLL compiled with C++
Posted by wbiagiot on Wed, 06 Feb 2002 17:00:50 GMT
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Richard Younger <younger@ll.mit.edu> wrote in message
news:<3C50723F.E0D299F9@ll.mit.edu>...
> 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
>

I just stumbled across this thread and wanted to remind everyone about
the TERRIFIC free DLM that Randall Frank has on Ronn Kling's website.
Here's a snipit about the relevant section:

```
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* A generic interface for calling Windows DLL functions directly

This interface allows an IDL program to directly access the
exported functions in any Windows DLL. This interface can
replace the CALL_EXTERNAL wrappers for many functions under
Windows. The interface consists of two functions. One to
define the external function to IDL and one to query the
external function table.
 ------------------------------------------------------- ------
```

I have used this interface with 3rd party DLLs (i.e. no source code)
with great success (National Instrument's VISA library). I consider
this DLM an essential part of my IDL code (gush gush). Check it out.

-Bill