
Subject: Re: Callable IDL

Posted by [TFE](#) on Tue, 12 Feb 2002 16:42:02 GMT

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In the Project Settings/Link, add: Ctl3d32.lib for "3d effects to Windows controls" located in ctl3d.h. Also, for callable IDL, see the readme found in IDL54\external\callable\bin_x86 about linking with idl_callxx.lib instead of idl32.lib.

Tom

news:3c691021@news.upm.es...

> Hi all,
> Just trying to understand Callable IDL for Windows i try to compile and link
> the simple application included within the External Development Guide for
> IDL5.4.I follow all the rules: i include export.h,and idl32.lib,and i place
> the idl32.dll in the application directory.But i got an error message (6
> unresolved externals):
>
> error LNK2001: unresolved external symbol _Ctl3dUnregister@4
> simple.obj : error LNK2001: unresolved external symbol
_Ctl3dAutoSubclass@4
> simple.obj : error LNK2001: unresolved external symbol _Ctl3dRegister@4
> simple.obj : error LNK2001: unresolved external symbol _Ctl3dCtlColorEx@12
> simple.obj : error LNK2001: unresolved external symbol _Ctl3dSubclassCtl@4
> Debug/simple.exe : fatal error LNK1120: 5 unresolved externals
> Error executing link.exe.
>

have

> already created a dlm,but i need bidirectional communication,if possible).
>
> Thanks in advance,

>
>
