Subject: Re: Windows, LCC & call_external
Posted by David Burridge on Wed, 18 Dec 2002 11:40:01 GMT

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"trouble" <the_cacc@hotmail.com> wrote in message
news:5f9f0a23.0212172203.2debec5f@posting.google.com...
> Yo,
>
> Has anyone successfully used call_external with dlls created from the
> LCC compiler under Windows? I am having a lot of trouble even passing
> an argument, even though the programs worked fine on Unix (compiled
> with gcc). [Windows gcc doesn't make dlls before you ask!] Or can
> anyone recommend a (free) c compiler under windows that (a) makes dlls
> and (b) definifely does work.
>
> Ciao.

Nope - I bought and used MSVC++.Net (which, by the way, was a 2GB ... yes,
you read that correctly) installation!

However, I had a similar problem when I built my port access library with
MSVC++. Unfortunately I don't have the code to hand, but essentially the
problem was that you need to export the declarations to make them visible
outside the DLL. Under some window OS's you can right-click on the DLL and
select something like "Quick View" and it'll tell you the entry points -
with the error on my system there were none. I then fiddled around with
'extern "C"' and "__declspec(dllimport)" (which is MS specific) and
suddenly it started working. I should admit here that I got help from a
friend who knows *much* more about MSVC than I to figure this out.

I hope this rant is of *some* help:-)

Dave

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