
Subject: Re: IDL for Windows NT
Posted by [ade](#) on Sat, 11 Mar 1995 07:05:37 GMT
[View Forum Message](#) <> [Reply to Message](#)

This is my solution for the long filename data.

This simple DLL returns truncated uniq short filename
which IDL could use to read/write it.

I compiled this with BorlandC++ Ver4.5. I'm new for Windows NT programing
and IDL for NT doesn't have DLL example for NT, so I don't know whether
if this is correct esp. LibMain. I'm using this every day and seems fine.
Let me know if something wrong.

If someone needs DLL binary which is about 13Kbytes, send me a E-mail to
KYD00035@niftyserve.or.jp.

Hisa Noguchi

```
///// Top of sfname.pro /////
function sfname, LongFileName
```

```
    return, call_external('e:\dll\sfname\sfname.dll', 'sfname', LongFileName, /S_VALUE)
```

```
end
```

```
///// End of sfname.pro /////
```

```
///// Top of sfname.c /////
```

```
#include <windows.h>
```

```
#include <stdio.h>
```

```
#include <string.h>
```

```
static HINSTANCE  hLibInst;
```

```
int FAR PASCAL LibMain (HANDLE hInstance, WORD wDataSeg, WORD wHeapSize,
    LPSTR lpszCmdLine)
```

```
{
    hLibInst = hInstance;
    return 1;
}
```

```
long PASCAL sfname(long lArgc, LPVOID lpvArgv)
```

```
{
    long    *lpIArgv;
```

```
    LPCTSTR  longname;
```

```
    HANDLE  hReturn;
```

```
    char    *lpstrReturn;
```

```
WIN32_FIND_DATA lpffd;
HANDLE    hRetFind;

lpArgv = (long *)lpvArgv;

longname = (LPCTSTR)lpArgv[0];

hReturn = LocalAlloc(LPTR, 20);

if (!hReturn)
    return (NULL);

lpstrReturn = (char *)LocalLock(hReturn);
if (!lpstrReturn) {
    LocalFree (hReturn);
    return (NULL);
}

hRetFind = FindFirstFile(longname, &lpffd);
FindClose(hRetFind);

lstrcpy (lpstrReturn, lpffd.cAlternateFileName);

/* Return a char * */
return ((LONG)lpstrReturn);
}
///// End of sfname.c /////
```
