
Subject: Using CALL_EXTERNAL with C++ Code
Posted by [ebertf](#) on Thu, 29 Jan 2004 13:49:33 GMT
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Hello,

I have a problem compiling and linking a DLL in C++ and integrate it into IDL via CALL External. Everything works fine with C in this way using a wrapper function:

C-Code of wrapper function:

```
#include "stdio.h"
#include "idl_export.h"
#include "myDLL.h"

_declspec(dllexport) IDL_INT IDL_CDECL mydllquest(int argc, void
*argv[])
{
return (dllquest(((IDL_INT) argv[0])));
}
```

compiling and linking were done from the DOS Console (VC6 is installed):

```
cl -DLL -DWIN32 -D_MT /nologo /I"C:\RSI\IDL60\external\include" /c
mydllglue.c /Fomydllglue.obj
```

```
link /out:mydllglue.dll /nologo /nodefaultlib /dll mydllglue.obj
"C:\RSI\IDL60\bin\bin.x86\idl32.lib" dll.lib msvcrt.lib kernel32.lib
```

The call in IDL works like this:

```
res=call_external(<path of
mydllglue.dll>,'mydllquest',1,/cdecl,value=[0])
```

Compiling with C is working fine, but when the ending of the wrapper file is *.cpp or if you use the option /Tp (means: compile this as C++) then IDL is causing an error.

Can anybody give me a hint, what could be wrong or need to be changed when switching to c++?

Florian
