
Subject: Re: Using CALL_EXTERNAL with C++ Code
Posted by [the_cacc](#) on Wed, 04 Feb 2004 04:08:35 GMT
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ebertf@gmx.de (Florian Meyer) wrote in message
news:<14e53261.0402030142.1a7147a8@posting.google.com>...

- > I got a solution for my problem. For anyone, who might be interested:
- > When using the C++ Compiler the names in the EXPORT LIST are decorated
- > with funny tags.
- >
- > An example:
- > An entry in your DLL, lookin like this:
- >
- > _declspec(dllexport) IDL_INT IDL_CDECL dllquest(int argc, void
- > *argv[])
- > {
- > <your C++ code>
- > }
- >
- > is causing a name in the exportlist like this:
- >
- > ?dllquest@@YAFHQAPAX@Z
- >
- > With CALL_EXTERNAL you need to call the second one, then it works and
- > you can process C++ Code in IDL. Using C-Compiler (option /Tc with cl)
- > the names are equal.
- > How the the Compiler changed the names can be obtained with a command
- > from the DOS Prompt on the OBJECT File the compiler created:
- >
- > DUMPBIN <*.obj-File> /SYMBOLS
- >
- > There you can find both names.
- >
- > I think there are other ways to work around this problem (not to call
- > this weird decorated names) with a *.def File. But I don't know how
- > to do that. If anybody can give a little 'manual' how to create such a
- > DLL I were very grateful.
- >
- > Florian

I'm not clear whether you've "solved" the problem or merely hacked in
the weird function names in place of the ones you expected.

A less evil hack is compiling with the /TC flag (NB. not /Tc - that's
different). It may mean you can't overload your functions though,
since C++ uses the extra tags to specify argument types so functions
you give the same name are (internally by C++) given different names.
