Subject: Re: Using CALL_EXTERNAL with C++ Code Posted by ebertf on Tue, 03 Feb 2004 09:42:37 GMT

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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 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 weired decorated names) with a *.def File. But I don"; ½t know how to do that. If anybody can give a little 'manual' how to create such a DLL I were very grateful.

Florian