
Subject: Re: Using CALL_EXTERNAL with C++ Code
Posted by [ebertf](#) on Tue, 03 Feb 2004 09:42:37 GMT
[View Forum Message](#) <> [Reply to Message](#)

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
