
Subject: Re: Help calling a DLL from a DLM
Posted by [btt](#) on Wed, 30 Jun 2004 14:05:27 GMT
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Haje Korth wrote:

> Marc,
> besides the interfacing, a dlm is nothing else but a regular dll. Therefore,
> you simply link against the third party .lib or .dll at compile time. How
> this is done is compiler specific and you should consult the manual. In
> Visual Studio you can add the library as an existing item, just as you
> include idl32.lib.
>
> Haje
>
>
>
> "Marc R. Reinig" <mreinig@ucolick.org> wrote in message
> news:40dc8a1d@darkstar...
>
>> I have created a DLM that works fine, but now I would like to be able to
>> call a function in the DLL of a capture card vendor from my DLM. How do
>> I get IDL to link my DLM with the vendors libs? This is in Windows.
>>

Hi,

This is the same problem that I am wrestling with. I can't seem to get the linking to work (although the DLM wrapper around the DLL compiles).

In my case, the DLL is written in C++ - but it looks, to my uneducated eye, like the variables in and out of the camera's API are simple (i.e. not C++ objects). If the Mac OSX linker complains that the the DLL is not a mach-o thingy... ala ...

```
"ld: SpotCamCarbon.dll bad magic number(not a Mach-O file)"
```

I suppose this tells me that I can't link to the DLL via my C DLM. Ah, what to make of it all? Any ideas greatly appreciated.

Ben
