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Subject: Re: Help calling a DLL from a DLM  
Posted by [Haje Korth](#) on Mon, 28 Jun 2004 15:02:24 GMT  
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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.  
>  
> Thanks in advance.  
>  
> Marc Reinig  
> UCO/Lick  
> Laboratory for Adaptive Optics  
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