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Subject: Re: Help calling a DLL from a DLM  
Posted by [Marc Reinig](#) on Thu, 01 Jul 2004 15:51:31 GMT  
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My problem was that I was trying to figure out how to pass my linking options to IDL. Instead I edited their batch file, Build\_win.bat, and ran that and all is well. I'm not sure how to do it in MAC but I assume there is some equivalent.

I was porting code that was originally written in C++, I just removed all the :: stuff, put all the declares at the beginning of each routine, used malloc instead of new, etc, and used the basic routine names in the DLL I was calling from the DLM and it worked fine.

Marc Reinig  
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> 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 Tupper" <[btupper@bigelow.org](mailto:btupper@bigelow.org)> wrote in message  
news:2kfvh4F20ubhU1@uni-berlin.de...

> 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.

>> "Marc R. Reinig" <[mreinig@ucolick.org](mailto: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.  
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>

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