Subject: Re: First catch of the day Posted by Haje Korth on Wed, 12 Jan 2005 14:23:03 GMT

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Robert.

The library msvcrt.lib should be included in your MS Visual C++ installation. On my machine it is in "C:\Program Files\Microsoft Visual Studio .NET 2003\Vc7\lib". The def files are pretty trivial. They look like this:

LIBRARY IDL SPHINT

EXPORTS IDL Load @1

Hope this helps, Haje

"Robert Barnett" <retsil@zipworld.com.au> wrote in message news:41E4D6CA.4030908@zipworld.com.au...

> Does anyone know how to get around this one?

>

- > I have had problems running IDL processes using both Watsyn and the IDL
- > Broker on Siemens E.Soft workstations. The E.Soft application runs in
- > full-screen mode obscuring the IDL windows. I've been trying to work out
- a way to keep the IDL windows 'always on top'.

>

- > To solve this, I'm using CALL EXTERNAL to access MS-Windows functions
- > from IDL. The particular library is C:\WINNT\system32\user32.dll which
- > is common over windows 98/NT/2000/XP.

>

- > I create a wrapper as recommended in the IDL documentation
- > result =

>

CALL EXTERNAL('C:\WINNT\system32\user32.dll', 'GetForegroundW indow', WRITE WRA PPER='user32GetForegroundWindow.c')

>

- > I successfully compiled using Microsoft Visual C++ Toolkit 2003.
- cl -D DLL -DWIN32 -D MT /nologo /I"D:\RSI\IDL60\external\include" /c
- "GetForegroundWindow.c" /Fo"GetForegroundWindow.obj"

>

- However, I experience problems when attempting to link the compiled file
- > into a DLL. The contents of the generated C program
- (GetForegroundWindow.c) indicate that I should use the following command:

- > link /out:"GetForegroundWindow.dll" /nologo /nodefaultlib /dll
- "GetForegroundWindow.obj" /def:"GetForegroundWindow.def"

```
> "D:\RSI\IDL60\bin\bin.x86\idl32.lib" msvcrt.lib kernel32.lib
>
> It appears that only kernel32.lib is included with Microsoft Visual C++
> yet msvcrt.lib is not. Is this library really required? Do you know
> where I can obtain this library from?
> The linking also fails because there is no GetForegroundWindow.def file.
> This is explained in the documentation of the
generatedGetForegroundWindow.c
   * Note that these 2 commands are probably not quite enough: You
   * will also need to supply a linker options file to control which
   * symbols are exported. Under Unix, this file has various names
   * (Solaris calls it a mapfile). Microsoft Windows calls it a def file.
>
   * Read your systems linker documentation for further information.
> Do you know where I can obtain documentation on how to generate this
> .def file?
 Any assistance would be appreciated and would assist me in making the
> IDL product usable in the supplied environment.
>
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