
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 msvcr.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','GetForegroundWindow',WRITE_WRAPPER='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:\RS\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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