Hi there,

I've been using a few DLMs that I wrote (with the guidance of Ronn
Kling's "Calling C from IDL" book) for a while now with excellent
results. However I've recently noticed an error I want to debug and
have been unable to get the Visual C++ .NET debugger to work, despite
the fact that it used to work fine when I originally wrote the code
(using the method described in appendix C of the book).

The breakpoints are fine until IDL is started when they drop out as "No
executable code is currently loaded at this location". The only change
I can possibly think of is that I've changed from IDL 6.1 to 6.2, but
I've altered this in all the relevent parts of the VC++ project
properties.

I'm not particularly experienced with the VC++ compiler but don't think
I've done anything stupid. Has anyone else had this problem and know
what I'm doing wrong, I'm a bit stuck?

Cheers, Gareth Price