
Subject: Re: Upgrade to IDL 6.3 breaks IDLtoAVI
Posted by [Chris\[2\]](#) on Tue, 02 May 2006 13:30:42 GMT
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Hi Mark,

In IDL6.3, the "idl32.dll" was renamed to "idl.dll" so that both the 32-bit and the 64-bit Windows would have the same DLL name (same thing for "idl.lib"). This makes it simpler for someone to have a makefile that they can use to compile their own DLL on both 32-bit and 64-bit Windows, and not have to change the IDL library name. This change is documented in the IDL6.3 release notes.

In any case, the entry points have changed enough between IDL6.2 and IDL6.3 that a previously-compiled dll will not work, even if the library names hadn't been changed. So really, someone needs to recompile the avi.dll and link it against IDL6.3.

-Chris

<badjelly.witch@gmail.com> wrote in message
news:1146515445.899454.35570@v46g2000cwv.googlegroups.com...
> I knew it was going to happen eventually... I have just upgraded to IDL
> 6.3 (Windows 32-bit) and the IDLtoAVI DLM no longer works.
>
> I did the same thing I have done for several version upgrades now. I
> copied IDLtoAVI.dll and IDLtoAVI.dlm from IDL62\bin\bin.x86 to
> IDL63\bin\bin.x86, started the new version and tried to run the DLM. I
> got a message about IDL32.dll not being found on the path. I noted that
> there is a copy of IDL32.dll in IDL62\bin\bin.x86 but not in
> IDL63\bin\bin.x86, so I copied that over too, restarted and tried
> again. I didn't seriously expect that this would work, and it didn't:
> IDL gave an error message about a bad entry point and crashed. I
> presume this is related to the introduction of 64-bit Windows.
>
