
Subject: How to DLL with IDL?

Posted by [mbrown](#) on Wed, 01 Nov 1995 08:00:00 GMT

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Help! I need to convert some C functions into DLLs so I can call them from IDL. I tried a little test program first, but it doesn't work. When I CALL_EXTERNAL, it says that the DLL 'duplicate' is not in the file. My IDL code is simply

```
Result = CALL_EXTERNAL('c:\gcc\ldrg\test.dll','duplicate',e,p)
```

I modeled my program after the example in the \external\examples\sharelib directory. By the way, this example looks somewhat different than that of other DLLs I've seen. Could this be the difference between 16 and 32 bit DLLs? Anyway, here is my C code. I'm using Watcom C++ to build it, if that matters at all. Any help would be appreciated.

```
// Myron Brown
// Duplicate.dll
```

```
#include <windows.h>
#include <stdio.h>
```

```
// Prototypes
BOOL WINAPI DllMain(HINSTANCE hInst, ULONG ulReason, LPVOID lpReserved);
int WINAPI duplicate(int argc, char* argv[]);
```

```
// Windows entry point for DLL
BOOL WINAPI DllMain(HINSTANCE hInst, ULONG ulReason, LPVOID lpReserved)
{
    return(TRUE);
}
```

```
// Copy p into e
int WINAPI duplicate(int argc, char* argv[])
{
    int i,j;
    double** e;
    double** p;

    if (argc != 3)
        return(1);

    e = (double**)(*argv[0]);
    p = (double**)(*argv[1]);
```

```
for (i=0;i<20;i++)  
  for (j=0;j<20;j++)  
    e[i][j] = p[i][j];  
  
return(0);  
}
```
