Subject: Re: C/C++ integration with IDL
Posted by incognito.me on Fri, 07 Sep 2007 08:34:16 GMT
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On 6 Sep., 18:23, Rick Towler <rick.tow...@nomail.noaa.gov> wrote:
> incognito.me wrote:
>> The "cl" statement ist not correct written or cannot be found
>
> Your compile environment is not set up correctly. MAKE_DLL can't find
> cl.exe which is the VC compiler executable. I thought that you could
> set these things via the MAKE_DLL procedure but a quick glance at the
> docs leads me to believe otherwise. You'll need to set up your windows
> environment such that IDL can find the compiler and linker. Visual
> Studio usually asks you during install if you want your environment vars
> set for command line use. If you don't enable this, you usually have to
> run vsvars32.bat to set up the environment to build from the command line.
>
> You'll most likely want to set your environment vars via the "advanced"
> tab on your system properties panel. Search the VC docs or the web for
> instructions on how to do this. I'm pretty sure there is a script or
> little app that will set this for you. Or you can do it the hard way
> and manually edit your system vars following the vsvars32.bat file.
>
> -Rick

Hi Rick,
I'm quite confused.... Isn't it possible to call a C source file from
IDL just as made in
The documentation of IDL (online help of MAKE_DLL) inspite of using
the call_external fonction?
Is there a so huge difference?
> Visual Studio usually asks you during install if you want your environment vars
> set for command line use.

During the install of Visual Studio I can't remember of beeing asked
this...

> Or you can do it the hard way and manually edit your system vars following the vsvars32.bat
file.
 I should confess I don't unterstand what you mean with vsvars32.bat
file......

Do I have to reinstall the Visual C++ in the same subdirectory as IDL
in order
To get the things right?

Thanks
C.