
Subject: Re: GZIP (using Ronn Kling's idl_tools)?
Posted by [Haje Korth](#) on Fri, 18 Apr 2008 18:52:05 GMT
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Vince,
it looks like Randall's sources contain a Visual Studio project file. If you load this project file in Visual Studio or Visual C++ you can change the library linking from idl32.dll to idl.dll under the project properties. Also use the external.h from that IDL version. Then just recompile and all should be well.

Good luck,
Haje

"Vince Hradil" <hradilv@yahoo.com> wrote in message
news:5e129898-d5b0-42fa-96fc-9047e1fc7936@a70g2000hsh.google groups.com...
> I'd like to be able to do gzip programmatically from IDL7. I prefer
> not to "spawn" a command, since I would like it to not depend on the
> OS. I found Ronn Kling's dll/dlm for GZIP:
> <http://www.kilvarock.com/freesoftware/dlms/randallfrank.htm> but it
> complains about needing idl32.dll. I believe this was the name of the
> dll before idl6.3(6.4?). I'd recompile, but I'm not sure exactly how
> to - I have eclipse/CDT, but I use it mostly just to "browse" source
> code from a couple of projects that I have. I haven't actually coded/
> compiled anything in c/c++ in ages. Anyone have any suggestions?
>
> Thanks,
>
> Vince
