Subject: IDL DLLs built with VC++
Posted by peter on Wed, 15 May 1996 07:00:00 GMT

I'm relatively new to the wonderful world of Windows; I'm trying to port
some IDL call_external routines (actually, PV-Wave routines, but it
shouldn't matter here) from my Unix box to a PC running Win95.

Reading the IDL manual tells me that this is done via DLLs; sure enough,
the sample they give, dlltst32.dll and dlltst32.pro, work just dandy.

Now comes the question. I have Visual C++ (4.0), and would like to use that
environment to build my routines. I create a DLL win32 project and bring
in the dlltst32.c routine, build it, and get a new dlltst32.dll. This
one doesn't work, with the error that the entry points are not found.
The DLL itself is found, since the error message changes if I remove it.

It seems that I need to set some compiler or linker switches
appropriately. Could anybody who has used this compiler configuration
give me some pointers to get me started? I will also pursue running
nmake from a DOS window, using the given makefile.win, but I'd prefer to
avoid that workaround if possible.

Thanks,

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