
Subject: Re: IDL make_dll and unresolved externals
Posted by [james](#) on Wed, 03 Feb 2010 02:13:34 GMT
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I think my problem currently is with make_dll, and not with call_external. After make_dll is called, I have an unresolved external error at compile time.

I do set the header directories and .lib file locations parameters for the make_dll command, though. As for finding the opencv dll's, I'm not sure how to direct its location using the make_dll command. Is there somewhere I can set this on the IDL workbench?

I am unfamiliar with dependency walker and idl_opserver. I will look into these. (I am relatively new to IDL)

Wox wrote:

> On Sat, 30 Jan 2010 19:03:59 -0800 (PST), james

> <james5452003@yahoo.com> wrote:

>

>> Hi,

>> I am trying to use the call_external for C code and am using make_dll

>> to compile the dll. The problem I am having is with the make_dll. I

>> am including another library (opencv) in the c code and it seems to

>> compile okay when I just declare a (opencv type) variable from that

>> library. But when I include a call of any one of the functions from

>> the (opencv) library in the code, there is unresolved external

>> compiler error on it.

>>

>> Any suggestions on what I am doing incorrectly? Can other libraries

>> like opencv be used for IDL?

>

> Ok, just to make sure I understand: you make a dll with export

> functions in portable calling convention. In one of these functions

> you call a function from the opencv library. Using call_external gives

> some kind of error which you expect comes from calling the opencv

> function.

>

> Did you link opencv statically or dynamically (check with depency

> walker). If it's dynamic linking, make sure your dll is finding the

> opencv dll.

>

> Did you try calling your dll from C? Did it work?

>

> You can also attach a debugger to idl_opserver and set a breakpoint

> just before the error occurs. Easy in visual studio express (free),

> not sure what you have...
