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Subject: Callable IDL using BC++? (Linker error: Bad object file idl32.lib near file offset 0)

Posted by [Bas Buunen](#) on Tue, 01 Oct 1996 07:00:00 GMT

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Does somebody knows how to compile and link the IDL32.LIB into my BC++ 4.5 project without getting the linker error message

"Bad object file idl32.lib near file offset 0"

Any suggestions or tips?

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