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Subject: Calling IDL(RSI) 4.01 from BC++4.51

Posted by [kony](#) on Tue, 08 Oct 1996 07:00:00 GMT

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Help!,

My problem with calling IDL(RSI) -routines from BC++ is that using callable-IDL, i.e. including the library IDL32.LIB into my project, causes the error:

BC++4.51: "Bad object file idl32.lib near file offset 0"

MSVC++ 1.00: "link: fatal error L1104:...\\IDL32.LIB: not valid library"

(L1104= the given file had an invalid format for a library)

MSVC lib manager: "LIB: fatal error U1200: idl32.lib: invalid library header"

Does somebody knows how to link this IDL32.LIB file into my BC++ 4.51 project without getting these linker error messages. Any suggestions or tips?

(Also 'implib idl32.dll tst.lib' returns the message that the input file idl32.dll which will be used by including the idl32.lib, is not valid)

Bas.

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