
Subject: Re: Making a 64 bit DLM

Posted by [Mort Canty](#) on Sun, 23 Jan 2011 13:22:18 GMT

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Am 22.01.2011 16:30, schrieb Mort Canty:

> Hi all,
>
> On Windows 7 x64 I am trying to compile a DLM using Visual C++ 2010 for
> the 64 bit version of IDL. I set the platform to x64 and link against
>
> C:\Program Files\ITT\IDL\IDL80\bin\bin.x86_64\idl.lib
>
> I get 29 unresolved externals. Here are the first three of them
>
> 1>MSVCRTD.lib(crt.dll.obj) : error LNK2019: unresolved external symbol
> __imp__EncodePointer referenced in function pre_c_init
> 1>MSVCRTD.lib(atonexit.obj) : error LNK2001: unresolved external symbol
> __imp__EncodePointer
> 1>MSVCRTD.lib(crt.dll.obj) : error LNK2019: unresolved external symbol
> __imp__DecodePointer referenced in function _CRT_INIT
>
> Compiling to Win32 (with 32b IDL) works fine. Any help or tips would be
> _most_ welcome.
>
> Thanks,
>
> Mort
>

God bless Wikipedia! After installing the Windows SDK and two days fighting with forum discussions and Microsoft documentation, I looked up Microsoft Visual Studio Express in Wikipedia and spotted the sentence

"in 2010 it is as simple as changing the Platform Toolset to the Windows SDK instead of the built-in v100"

Nowhere else was this mentioned. My DLM compiles!

Cheers

Mort
