Subject: Re: Building DLM on Windows 64-bit
Posted by Karl[1] on Tue, 24 May 2011 00:27:11 GMT

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On May 23, 6:07 pm, David Fanning <n...@idlcoyote.com> wrote:
> David Fanning writes:
>> Still no joy building this DLL, though. :-(
>
> I switched my target from using idl.lib from the
> bin.x86_64 directory to the bin.x86 directory
> and the darn thing built beautifully!
>
> Do you suppose this has something to do with using
> VS 2010 *Express* with a 64-bit architecture?
>
> More questions than answers at this point, but
> at least I can turn the page in my book! :-)
>
> Cheers,
>
> David
>
> --
> David Fanning, Ph.D.
> Fanning Software Consulting, Inc.
> Coyote's Guide to IDL Programming:http://www.idlcoyote.com/
> Sepore ma de ni thui. ("Perhaps thou speakest truth.")

In your first snapshot PNG file, note that your (active) platform is
Win32. You'll need to visit your configurations and add or use one
for 64-bit. I'm not sure VS Express supports it though.

Another clue is /MACHINE:X86 appearing in your command line listing
above. You'll want to see /MACHINE:X64 if you intend to build it for
64-bit, and that should be the case once you have your platform config
set for 64-bit.

Once you are really building for 64-bit, you can point back at the 64-
bit idl.lib.

Another treat that you'll probably encounter is that you'll get to re-
do all the include file paths, and other changes you made the first
time over again for the 64-bit config, unless you were careful to do
them for all configs the first time.

Visual Studio is a complex beast. But once you get it set up, it can
be pretty sweet.

Karl