
Subject: Re: Building DLM on Windows 64-bit
Posted by [David Fanning](#) on Mon, 23 May 2011 22:00:58 GMT
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Paulo Penteado writes:

- > In the version I am looking at (2008), it shows in the project
- > properties, under Configuration Properties -> C/C++ -> Command Line,
- > and Configuration Properties -> Linker -> Command line.

Well, it looks like it is finding idl.lib correctly.

```
/OUT:"C:\Users\David\documents\visual studio 2010\Projects\simpleExample
\Debug\simpleExample.dll" /INCREMENTAL /NOLOGO /DLL "C:\Program Files
\IT\IDL\IDL81\bin\bin.x86_64\idl.lib" "kernel32.lib" "user32.lib"
"gdi32.lib" "winspool.lib" "comdlg32.lib" "advapi32.lib" "shell32.lib"
"ole32.lib" "oleaut32.lib" "uuid.lib" "odbc32.lib"
"odbccp32.lib" /DEF:"C:\IDL\dml\simpleExample.def" /MANIFEST
/ManifestFile:"Debug
\simpleExample.dll.intermediate.manifest" /ALLOWISOLATION
/MANIFESTUAC:"level='asInvoker' uiAccess='false'" /DEBUG /PDB:"C:\Users
\David\documents\visual studio 2010\Projects\simpleExample\Debug
\simpleExample.pdb" /SUBSYSTEM:WINDOWS /PGD:"C:\Users\David\documents
\visual studio 2010\Projects\simpleExample\Debug
\simpleExample.pgd" /TLBID:1 /DYNAMICBASE /NXCOMPAT /MACHINE:X86
/ERRORREPORT:QUEUE
```

Still no joy building this DLL, though. :-(

Thanks,

David

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Coyote's Guide to IDL Programming: <http://www.idlcoyote.com/>
Sepore ma de ni thui. ("Perhaps thou speakest truth.")
