
Subject: Re: Building DLM on Windows 64-bit
Posted by [penteado](#) on Mon, 23 May 2011 19:20:38 GMT
[View Forum Message](#) <> [Reply to Message](#)

On May 23, 2:10 pm, David Fanning <n...@idlcoyote.com> wrote:

> Folks,
>
> After all these years, I thought it was about time I built a DLM
> file and called it from IDL. To this end, I've purchased Ronn's
> book Calling C and C++ from IDL and I've started in. I installed
> Visual Studio 2010 Express and I am trying to build the very
> first example in the book, simpleExample. (See snapshot_4.png
> below.)
>
> I have a project named simpleExample. This is an empty DLL
> project, as described in Ronn's book. I have installed
> in the source folder two C programs: IDL_Load.c and
> simpleExample.c. I have installed in the header folder
> two files: simpleExample.h and export.h. (I had to copy
> the latter over from the IDL directory because I could
> NOT get VS to find the darn thing! I tried adding it
> in the "Include Directories" list for both the VC++
> Directories and the C/C++ tabs in the project property
> sheet. I tried adding the file name both with and without
> quotes around it. All to no avail! See screenshot_1 and
> screenshot_2 in the examples below.)
>
> In the Linker Input tab in the project property page,
> I have included idl.lib (both with and without quotes, too).
> I have also specified the name of a Module Definition File,
> simpleExample.def, which is written like this:
>
> LIBRARY simpleExample
> DESCRIPTION 'A simple example program'
> EXPORTS IDL_Load @1
>
> You can see the Linker Input tab in screenshot_3.png.
>
> When I try to build this project, I get the following errors.
>
> 1>----- Build started: Project: simpleExample, Configuration: Debug
> Win32 -----
> 1>C:\IDL\dml\simpleExample.def(2): warning LNK4017: DESCRIPTION
> statement not supported for the target platform; ignored
> 1> Creating library C:\Users\David\documents\visual studio 2010
> \Projects\simpleExample\Debug\simpleExample.lib and object C:\Users
> \David\documents\visual studio 2010\Projects\simpleExample\Debug
> \simpleExample.exp

```
> 1>IDL_Load.obj : error LNK2019: unresolved external symbol
> _IDL_SysRtnAdd referenced in function _IDL_Load
> 1>simpleExample.obj : error LNK2019: unresolved external symbol
> _IDL_GettmpLong referenced in function _simpleFunction
> 1>simpleExample.obj : error LNK2019: unresolved external symbol
> _IDL_Message referenced in function _simpleFunction
> 1>C:\Users\David\documents\visual studio 2010\Projects\simpleExample
> \Debug\simpleExample.dll : fatal error LNK1120: 3 unresolved externals
> ===== Build: 0 succeeded, 1 failed, 0 up-to-date, 0 skipped
> =====
>
> It would appear I am missing an "export" file. Ronn mentions
> that this is needed for building on a Windows platform,
> but nowhere describes it or tells me how to create it.
> (At least in what I have read so far.) Is this what
> I need?
>
> I am at wit's end! Can anyone offer a way forward?
>
> http://www.idlcoyote.com/misc/snapshot\_1.png
> http://www.idlcoyote.com/misc/snapshot\_2.png
> http://www.idlcoyote.com/misc/snapshot\_3.png
```

These suggest to me that VS is not finding idl.lib because what is given in the library directories is the file, not the directory. The same for the include directory. I would check on the compiler command generated by VS to confirm this.
