Subject: IDL 5.0 - call_external under Win95/NT
Posted by krieger on Sat, 28 Jun 1997 07:00:00 GMT

Has anyone been succesful in getting the Dlltst32 example
code to run under Win95 or NT4.0?
Their example DLL works just fine, but recompiling with
VisualC++ 5.0 whith the original function declarations
(as "LONG WINAPI") gives a DLL where the respective
functions are not exported (i.e. not visible to call_external).
I had to change the function declarations to
"__declspec(dllexport) LONG" to get the functions visible
to IDL. However, while the recompiled DLL works fine with
IDL4.0.1, IDL5.0 will immediately crash if one starts
the dlltst32.pro procedure.

Did I perhaps forget to set some wierd option when I
recompiled the C code? I set up a 32bit DLL project and
didn't change anything except the function declarations
as described above (BTW: I am running NT4.0, service pack 3).

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