
Subject: Re: Using CALL_EXTERNAL with C++ Code
Posted by [the_cacc](#) on Sun, 01 Feb 2004 00:07:51 GMT
[View Forum Message](#) <> [Reply to Message](#)

ebertf@gmx.de (Florian Meyer) wrote in message
news:<14e53261.0401290549.2bc4d13d@posting.google.com>...
> ...(snip)...
> Compiling with C is working fine, but when the ending of the wrapper
> file is *.cpp or if you use the option /Tp (means: compile this as
> C++) then IDL is causing an error.
>
> Can anybody give me a hint, what could be wrong or need to be changed
> when switching to c++?
>
> Florian

Just a guess, but try compiling with the /TC option - compile as C.

Subject: Re: Using CALL_EXTERNAL with C++ Code
Posted by [ebertf](#) on Tue, 03 Feb 2004 09:42:37 GMT
[View Forum Message](#) <> [Reply to Message](#)

I got a solution for my problem. For anyone, who might be interested:
When using the C++ Compiler the names in the EXPORT LIST are decorated
with funny tags.

An example:
An entry in your DLL, looking like this:

```
_declspec(dllexport) IDL_INT IDL_CDECL dllquest(int argc, void  
*argv[])  
{  
<your C++ code>  
}
```

is causing a name in the exportlist like this:

?dllquest@@YAFHQAPAX@Z

With CALL_EXTERNAL you need to call the second one, then it works and
you can process C++ Code in IDL. Using C-Compiler (option /Tc with cl)
the names are equal.

How the Compiler changed the names can be obtained with a command
from the DOS Prompt on the OBJECT File the compiler created:

DUMPBIN <*.obj-File> /SYMBOLS

There you can find both names.

I think there are other ways to work around this problem (not to call this weird decorated names) with a *.def File. But I don't know how to do that. If anybody can give a little 'manual' how to create such a DLL I were very grateful.

Florian
