
Subject: CALL_EXTERNAL PROBLEM

Posted by [scuaic](#) on Tue, 02 Mar 2004 04:24:29 GMT

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Hello all.

I am trying to use call_external to call a .dll file which opens a .txt file and read some information from it (don't ask why :)). I am writing my C code using Microsoft Visual C++ 6.0. My code looks like this:

```
#include <stdio.h>
#include <stdlib.h>
#include <string.h>
#include "idl_export.h"

/* TO EXTRACT INFORMATION FROM CONTROL FILE */
extern void error(const char *); /* prints errors */

BOOL APIENTRY DllMain( HANDLE hModule,
                      DWORD  ul_reason_for_call,
                      LPVOID lpReserved
                    )
{
    return TRUE;
}

_declspec(dllexport) IDL_LONG IDL_CDECL program_control(IDL_INT *set,
IDL_INT *n)
{
    /* CONTROL FILE RELATED VARIABLES */
    FILE *fp1; /* FILE POINTERS */
    char dest[100];
    char ch;
    int check = 1, i;

    /* OPEN CONTROL FILE */
    if ((fp1 = open("control.txt","r")) == NULL) {
        error("can't open control file");
        return 0;
    }

    /* IGNORE COMMENTS */

    etc...

} /* END OF PROGRAM_CONTROL FILE */
```

Central to my goal is the problem of opening the 'control.txt' file using fopen() or open(), which is not happening for some reason. The fopen() function sometimes returns a NULL file pointer, and sometimes a valid one. The times when it does return a valid pointer, the variable 'fp1' just "NULLS" it somehow. I am debugging this by spawning the IDLDE process.

I did see some posting in this regard before but didn't see any clear solution to the problem. Perhaps it has never been discussed on this newsgroup? Does anyone have a clue why this is happening?? Is there something i am missing in order to open and r/w files from within a .dll??

Along the same lines, I was also wondering how one might get the informational messages i.e.

```
fprintf(stderr, "bla bla.\n");
```

to show up in IDL??

Any help will be greatly appreciated. Thanks.

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