
Subject: Help calling a DLL from a DLM

Posted by [Marc R. Reinig](#) on Fri, 25 Jun 2004 20:21:51 GMT

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I have created a DLM that works fine, but now I would like to be able to call a function in the DLL of a capture card vendor from my DLM. How do I get IDL to link my DLM with the vendors libs? This is in Windows.

Thanks in advance.

Marc Reinig

UCO/Lick

Laboratory for Adaptive Optics

Subject: Re: Help calling a DLL from a DLM

Posted by [Haje Korth](#) on Mon, 28 Jun 2004 15:02:24 GMT

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Marc,

besides the interfacing, a dlm is nothing else but a regular dll. Therefore, you simply link against the third party .lib or .dll at compile time. How this is done is compiler specific and you should consult the manual. In Visual Studio you can add the library as an existing item, just as you include idl32.lib.

Haje

"Marc R. Reinig" <mreinig@ucolick.org> wrote in message
news:40dc8a1d@darkstar...

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> UCO/Lick

> Laboratory for Adaptive Optics

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Subject: Re: Help calling a DLL from a DLM

Posted by [btt](#) on Wed, 30 Jun 2004 14:05:27 GMT

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Haje Korth wrote:

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Hi,

This is the same problem that I am wrestling with. I can't seem to get the linking to work (although the DLM wrapper around the DLL compiles).

In my case, the DLL is written in C++ - but it looks, to my uneducated eye, like the variables in and out of the camera's API are simple (i.e. not C++ objects). If the Mac OSX linker complains that the the DLL is not a mach-o thingy... ala ...

"ld: SpotCamCarbon.dll bad magic number(not a Mach-O file)"

I suppose this tells me that I can't link to the DLL via my C DLM. Ah, what to make of it all? Any ideas greatly appreciated.

Ben

Subject: Re: Help calling a DLL from a DLM

Posted by [Marc Reinig](#) on Thu, 01 Jul 2004 15:51:31 GMT

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My problem was that I was trying to figure out how to pass my linking options to IDL. Instead I edited their batch file, Build_win.bat, and ran that and all is well. I'm not sure how to do it in MAC but I assume there is some equivalent.

I was porting code that was originally written in C++, I just removed all the :: stuff, put all the declares at the beginning of each routine, used

malloc instead of new, etc, and used the basic routine names in the DLL I was calling from the DLM and it worked fine.

Marc Reinig
UCO/Lick
Adaptive Optics Lab

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"Ben Tupper" <btupper@bigelow.org> wrote in message
news:2kfvh4F20ubhU1@uni-berlin.de...

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