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Subject: Re: IDL make\_dll and unresolved externals  
Posted by [Wout De Nolf](#) on Mon, 01 Feb 2010 11:00:38 GMT  
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On Sat, 30 Jan 2010 19:03:59 -0800 (PST), james  
<james5452003@yahoo.com> wrote:

> Hi,  
> I am trying to use the call\_external for C code and am using make\_dll  
> to compile the dll. The problem I am having is with the make\_dll. I  
> am including another library (opencv) in the c code and it seems to  
> compile okay when I just declare a (opencv type) variable from that  
> library. But when I include a call of any one of the functions from  
> the (opencv) library in the code, there is unresolved external  
> compiler error on it.  
>  
> Any suggestions on what I am doing incorrectly? Can other libraries  
> like opencv be used for IDL?

Ok, just to make sure I understand: you make a dll with export functions in portable calling convention. In one of these functions you call a function from the opencv library. Using call\_external gives some kind of error which you expect comes from calling the opencv function.

Did you link opencv statically or dynamically (check with dependency walker). If it's dynamic linking, make sure your dll is finding the opencv dll.

Did you try calling your dll from C? Did it work?

You can also attach a debugger to idl\_opserver and set a breakpoint just before the error occurs. Easy in visual studio express (free), not sure what you have...

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Subject: Re: IDL make\_dll and unresolved externals  
Posted by [james](#) on Wed, 03 Feb 2010 02:13:34 GMT  
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I think my problem currently is with make\_dll, and not with call\_external. After make\_dll is called, I have an unresolved external error at compile time.

I do set the header directories and .lib file locations parameters for the make\_dll command, though. As for finding the opencv dll's, I'm not sure how to direct its location using the make\_dll command. Is there somewhere I can set this on the IDL workbench?

I am unfamiliar with dependency walker and idl\_opserver. I will look into these. (I am relatively new to IDL)

Wox wrote:

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Subject: Re: IDL make\_dll and unresolved externals  
Posted by [Wout De Nolf](#) on Wed, 03 Feb 2010 10:50:01 GMT  
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On Tue, 2 Feb 2010 18:13:34 -0800 (PST), james  
<james5452003@yahoo.com> wrote:

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> into these. (I am relatively new to IDL)

Ah, sorry. Or to quote Kenneth: RTFQ :-).

So make\_dll can't make the dll and gives a very helpful "unresolved external error" message.

The next obvious question: can you compile and build the C-code without make\_dll (i.e. C compiler and linker)? Btw, this is C code and not C++ right?

As for the location of the dll. This is only needed when calling your dll, not when building it. You don't need it at all if you statically link to opencv.

Dependency walker checks export functions (and decoration) as well as external dependencies. This helps you in finding out what's wrong when call\_external throughs an error. Since you can't even build the dll, this will not help you at this stage :-).

idl\_opserver is running when you start IDL. If you have a debugger than you could attach that debugger to idl\_opserver, set a breakpoint in your C code and call "call\_external" in IDL. It will break and you can trace through your C-code to find out what's wrong. Here again: this only helps in debugging the dll when you call its functions.

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