
Subject: Slow interface to DLM library

Posted by [nonya biz](#) on Wed, 03 Dec 2014 19:11:27 GMT

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I am calling cpp functions in a *.dll within IDL code. I use DLM_LOAD to load the library in and then call the functions. I am not using call_external. They work as expected but take...forever...to...complete. Does anyone have any troubleshooting ideas?

Subject: Re: Slow interface to DLM library

Posted by [chris_torrence@NOSPAM](#) on Wed, 03 Dec 2014 19:36:23 GMT

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On Wednesday, December 3, 2014 12:11:28 PM UTC-7, nonya biz wrote:

> I am calling cpp functions in a *.dll within IDL code. I use DLM_LOAD to load the library in and then call the functions. I am not using call_external. They work as expected but take...forever...to...complete. Does anyone have any troubleshooting ideas?

There shouldn't be anything about the DLM itself that is slow. We use cpp for several of IDL's DLM's, and don't see any performance problems.

Perhaps you could try creating a very simple function that just returns immediately, and make sure that you get the performance that you expect. Once the DLM is loaded, calling a function should be just the same as calling any other function within IDL.

Also, are you perhaps using a "debug" build of your DLM?

Just some ideas...

-Chris
