
Subject: DLI does not compile

Posted by [sheepdog](#) on Fri, 01 Feb 2008 22:14:31 GMT

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I am new to U++ and attempting to write an app that calls a function in a DLL on Windows XP. The dli file looks like this:FN(long,LabView_wrapper,(int *array1, int array1len, int *array2, int array2len, int *array3, int array3len, int *array4, int array4len, int num1, int num2, int num3, int *num4, int *num5, int *num6))

and the BeatPickerTest.cpp file looks like this:#include <Core/Core.h>

```
#define DLLFILENAME "QrsOne_500sps.dll"
```

```
#define DLIMODULE  QRSONE_500SPS
```

```
#define DLIHEADER  <BeatPickerTest.dli>
```

```
#define DLLCALL   LNPUBLIC
```

```
#include <Core/dli.h>
```

```
CONSOLE_APP_MAIN
```

```
{
```

```
}
```

and the error says,Quote:BeatPickerTest.cpp

```
C:\MyApps\BeatPickerTest\BeatPickerTest.dli(1) : error C2146: syntax error : missing ')' before identifier 'LabView_wrapper_type'
```

```
C:\MyApps\BeatPickerTest\BeatPickerTest.dli(1) : error C2146: syntax error : missing ';' before identifier 'LabView_wrapper_type'
```

```
C:\MyApps\BeatPickerTest\BeatPickerTest.dli(1) : error C2059: syntax error : ')'
```

```
C:\MyApps\BeatPickerTest\BeatPickerTest.dli(1) : error C4430: missing type specifier - int assumed. Note: C++ does not support default-int
```

```
C:\MyApps\BeatPickerTest\BeatPickerTest.dli(1) : warning C4183: 'LabView_wrapper_type': missing return type; assumed to be a member function returning 'int'
```

```
C:\MyApps\BeatPickerTest\BeatPickerTest.dli(1) : error C2143: syntax error : missing ';' before '**'
```

```
C:\MyApps\BeatPickerTest\BeatPickerTest.dli(1) : error C4430: missing type specifier - int assumed. Note: C++ does not support default-int
```

```
C:\MyApps\BeatPickerTest\BeatPickerTest.dli(1) : error C4430: missing type specifier - int assumed. Note: C++ does not support default-int
```

```
C:\MyApps\BeatPickerTest\BeatPickerTest.dli(1) : error C2065: 'LabView_wrapper' : undeclared identifier
```

```
BeatPickerTest: 1 file(s) built in (0:01.64), 1641 msec / file, duration = 1656 msec
```

I would be grateful for any help.

Subject: Re: DLI does not compile

Posted by [mirek](#) on Fri, 01 Feb 2008 22:46:26 GMT

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Do you have

using namespace Upp;

before it?

If yes, you can try Build/Preprocess and examine...

If still problem, you can zip the whole package and upload here....

Mirek

Subject: Re: DLI does not compile
Posted by [sheepdog](#) on Mon, 04 Feb 2008 18:21:45 GMT
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Added using namespace Upp; without fixing the problem. I looked at the preprocessor output but saw nothing obviously wrong. The entire project is attached.

File Attachments

1) [BeatPickerTest.zip](#), downloaded 369 times

Subject: Re: DLI does not compile
Posted by [mirek](#) on Tue, 05 Feb 2008 17:41:26 GMT
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```
#include <Core/Core.h>
```

```
using namespace Upp;
```

```
#define DLLFILENAME "QrsOne_500sps.dll"  
#define DLIMODULE  QRSONE_500SPS  
#define DLIHEADER  <BeatPickerTest/BeatPickerTest.dli>  
//#define DLLCALL   LNPUBLIC
```

```
#include <Core/dli.h>
```

```
CONSOLE_APP_MAIN  
{  
  
}
```

(LNPUBLIC is not defined at that point, I guess you will have to add the definition, or maybe it will

work without it...)

Mirek
