



Title: Linking Borland C/C++ Projects with MCAPI 2.0
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Summary

Users of Borland's C/C++ compiler who are writing WIN32 motion programs and using version 2.0 of the Motion Control API (MCAPI) will get an error message:

```
Linker Fatal: Bad object file 'mcap32.lib' near file offset 0
```

when they attempt to link to the import library MCAP32.LIB supplied with the MCAP32 version 2.0. This error is due to differences in the way Microsoft's Visual C/C++ (used to build the MCAP32) and Borland's C/C++ format the LIB file.

More Information

The work-around for this problem is to include the MCAP32 functions in the **IMPORTS** section of the project's DEF file instead of using the LIB file to resolve references to the MCAP32 functions. The resulting DEF file entries look like this:

```
IMPORTS      mcap32.MCAbort
             mcap32.MCArcCenter
             . . .
             mcap32.pmcrcpy
```

To simplify the addition of the 100+ MCAP32 functions to your project's DEF file a special DEF file, **MCAP32-BC.DEF**, is included with the MCAP32. Using a text editor, such as the editor built into the Borland IDE, paste the IMPORTS section from this file into the DEF file for your project.