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Subject: Re: How to write a dll using Ultimate++?

Posted by [mirek](#) on Fri, 24 Aug 2007 22:09:07 GMT

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Actually, no dllimport/dllexport is not a problem: TheIDE builders take care about this stupid detail, making U++ dynamic linking equal to the one in Linux in this regard.

It was even possible to build all packages as .dlls - that is what "SO" option in the Output mode... are for.

Some time ago this has worked in Windows too, but it is too annoying to maintain U++ sources in "dll" friendly state - there is too much you are not allowed to do in .dll in windows... (global variables to start the list...).

Mirek

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