Subject: Re: How to write a dll using Ultimate++?
Posted by Novo on Mon, 27 Aug 2007 18:19:08 GMT
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luzr wrote on Fri, 24 August 2007 18:09Actually, no dllimport/dllexport is not a problem: TheIDE builders take care about this stupid detail, making U++ dynamic linking equalt to the one in Linux in this regard.

That is very interesting. I know only two ways to export functions from DLL:
    1) dllexport;
    2) def-file;

There is probably a possibility to export everything (like -E with gcc).

How did you manage to do that? In order to build a def-file you have to know mangled names of functions/methods.

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

I couldn't find the "SO" option, I only see "Shared libs" and "All shared", but they don't seem to have any effect.

Quote:
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

IMHO, global variables are allowed in DLLs on Windows. Could you please describe that problem in more details or point me out to an appropriate discussion?

P.S. IMHO, this discussion should be continued in "technology" group.