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

Posted by [Novo](#) on Mon, 27 Aug 2007 21:27:58 GMT

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luzr wrote on Mon, 27 August 2007 14:56Quote:

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.

Look into .obj file and collect the mangled names, then autogenerate the appropriate .def file

It's a cool hacker's trick. And TheIDE is a a good C++ hacking tool. But that doesn't make UPP portable, if it is a plan.

Quote:

Quote:

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?

Unfortunately they are not. GCC has some crazy hack that makes it possible (something sort of calling a function and returning the pointer to variable), but in raw .dll, technically it is impossible, there are entries for functions only.

Mirek

I still do not understand you. A few years back I wrote a simple dll-testing application (mostly to test static/global object destruction order and DLL unloading order). I couldn't find any problems with DLL + MinGW (I was able to crash gcc from Cygwin ). Could you please post a code snippet that demonstrates the problem? I can upload my dll-testing application.

Thanks.

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