Subject: Re: How to write a dll using Ultimate++?
Posted by mirek on Sat, 08 Sep 2007 14:24:19 GMT

Novo wrote on Mon, 27 August 2007 17:27luzr wrote on Mon, 27 August 2007 14:56
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.

Well, that is the question. It certainly makes it more portable w.r.t. to moving applications to Linux - this is how Linux works.

Quote:
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.

Have you tested with MSC?

Mirek