
Subject: Re: How to write a dll using Ultimate++?
Posted by [mirek](#) on Sun, 16 Sep 2007 06:25:39 GMT
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Novo wrote on Sat, 15 September 2007 22:01luzr wrote on Sat, 15 September 2007 18:53As for global vars and DLL, perhaps I was not specific.

The problem is not global var per se, but what you cannot do is to reference the global variable of other .dll.

In other words, "extern" does not work for data from another dll.

(It does with some trickery, witch involves converting the access to data to call to a function that returns a pointer to data).

Mirek

That is not a problem at all comparing to real problems.

That is some sort of small inconvenience. I believe you can export data from DLL using `__declspec(dllexport)`.

Well, AFAIK, you cannot with MSC.

Quote:

Using of a function, which returns a pointer to data, is another solution.

Yes. Anyway, in some cases, this leads to much slower code. E.g. look into Core/Charset.h, to the set of definitions starting with `IsLetter` (there are two paths; for SO version you cannot use the inlines).

Mirek
