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Subject: Re: Question about debugging dll

Posted by [digital.raymond](#) on Wed, 23 Jan 2008 22:52:37 GMT

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bytefield wrote on Wed, 23 January 2008 23:10 You can debug a dll by make it a program. Put a main function in it , compile and run it as a program. If it work well then you can remove the unwanted main and compile it again as a dll and use it in your programs.

Yes, i can do that, but it cost me too much effort and i'm lazy ...

bytefield wrote on Wed, 23 January 2008 23:10 You cannot (guess) run a dll(alone) in a debugger since there is no call to its functions(how you test it?).

Totally agree with that, but look at my first post, i give an elegant (and easy) workaround: use of rundll32.exe (from windows\system32) which accept two arguments, the name of a dll and an entry point (exported function).

In my case, i want to debug indirectly mydll.dll by using the following syntax:

```
rundll32.exe mydll.dll,Test
```

But i don't know how to pass it to the debugger !

bytefield wrote on Wed, 23 January 2008 23:10 However the Upp is made with statically linking in mind (see dll hell ). Hope i was usefull(but don't know if it is the right answer ).

I don't have the choice, i am bound to DLL (and Hell !)

Anyways, your interest is greatly appreciated.

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