
Subject: Re: Upp .dll

Posted by [nlneilson](#) on Mon, 05 Apr 2010 22:41:27 GMT

[View Forum Message](#) <> [Reply to Message](#)

Previously, after copying the Java directory, it compiled with:

```
cl -Ic:\Java\jdk1.7.0\include -Ic:\Java\jdk1.7.0\include\win32 -MD -LD HelloWorld.c  
-FeHelloWorld.dll
```

My PATH originally was: C:\Windows\system32;C:\Windows

I added the Java but that probably was not necessary as that worked before.

After running the MS SDK CMD Shell (which is SetEnv.cmd) this is the PATH, what a mess.

```
PATH=C:\Program Files\Microsoft Visual Studio 9.0\VC\Bin;C:\Program Files\Microsoft Visual Studio 9.0\VC\vcpackages;C:\Program Files\Microsoft Visual Studio 9.0\Common7\IDE;C:\Program Files\Microsoft SDKs\Windows\v7.0\Bin;C:\Windows\Microsoft.NET\Framework\v3.5;C:\Windows\Microsoft.NET\Framework\v2.0.50727;C:\Program Files\Microsoft SDKs\Windows\v7.0\Setup;C:\Windows\system32;C:\Windows;C:\Windows\System32\Wbem;C:\Java\jdk1.7.0\bin;C:\Java\jdk1.7.0\include ;C:\Program Files\Microsoft Visual Studio 9.0\VC\bin;C:\Program Files\Microsoft Visual Studio 9.0\Common7\IDE;C:\Program Files\Microsoft Visual Studio 9.0\VC\include
```

After removing any changes to the original and re doing the javac, javah and cl and trying java HelloWorld:

Exception in thread "main" java.lang.UnsatisfiedLinkError: C:\MyApps\JNilex\HelloWorld.dll: Can't find dependent libraries

```
at java.lang.ClassLoader$NativeLibrary.load(Native Method)  
at java.lang.ClassLoader.loadLibrary0(ClassLoader.java:1922)  
at java.lang.ClassLoader.loadLibrary(ClassLoader.java:1848)  
at java.lang.Runtime.loadLibrary0(Runtime.java:840)  
at java.lang.System.loadLibrary(System.java:1078)  
at HelloWorld.<clinit>(HelloWorld.java:7)
```

line 7: printf("Hello World!\n");
then the C/C++ cl compiled .h/.dll

Attached is the code as in the original example.

File Attachments

1) [Hello.zip](#), downloaded 501 times
