Subject: Executable as DLL
Posted by Novo on Sun, 27 Feb 2011 05:23:00 GMT

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Executable can be used as DLL. No changes to UPP is required. A proof of this is attached.

Explanation of how this can be done on Windows.

1) Create an application, which uses UPP. Let's name it exe_dll.

```
#include <Core/Core.h>

using namespace Upp;

extern String test_function(int i);

CONSOLE_APP_MAIN
{
 Cout() << test_function(1) << EOL;
}
```

2) Export required symbols via def file

```
EXPORTS
	?FormatInt@Upp@@YA?AVString@1@H@Z
	?MemoryAlloc@Upp@@YAPAXI@Z
	?MemoryFree@Upp@@YAXPAX@Z
	?LFree@String0@Upp@@AAEXXZ
```

3) Compile application. This will create an exe_dll.lib export library.

4) Create a DLL, which is not using UPP. Let's name this DLL test_dll.

```
#include <Core/Core.h>

using namespace Upp;

__declspec(dllexport) String test_function(int i)
{
 return FormatInt(++i);
}
```

Although Core.h is included, DLL itself is not linked against UPP.

5) Link test_dll against exe_dll.lib. As a result you will get a test_dll.lib library.

6) Link exe_dll application against test_dll.lib.

7) run exe_dll.

This is a long way. But I believe this work-flow can be automated.

I hope this approach will be useful for the UPP community.

File Attachments

1) exe_dll.zip, downloaded 458 times