## Subject: Using DLI files on Windows Posted by Novo on Fri, 21 Dec 2012 05:49:38 GMT

View Forum Message <> Reply to Message

It is possible that a DLL exports a name (I can see it in dependency walker) but a call to this function crashes, because, I believe, a stub points to a NULL pointer.

Is there a way in Windows to tell that although function's name is exported it cannot be called?

I have a real world example: OpenCL.dll that supports only OpenCL v.1.1 exports function clRetainDevice, which is defined in OpenCL v.1.2. Call to this function crashes, no wonder why.

TIA