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