
Subject: Re: Using DLI files on Windows
Posted by [Novo](#) on Sun, 23 Dec 2012 13:46:22 GMT
[View Forum Message](#) <> [Reply to Message](#)

mirek wrote on Sun, 23 December 2012 03:56 Well, in that dli struct, functions are represented as member variable pointers, so you can check the existence before making call.

In any case, I do not think that mere NOP instead of missing function is a good idea in most places (say the function is supposed to return a handle that you use downstream in your code, it would cause havoc).

Mirek

Thanks. I did check a member for NULL pointer. It looks like this dll is just a proxy to other dlls and I should check version of API instead of a pointer to function because call to `clRetainDevice` doesn't crash with Intel platform and does crash with NVIDIA although they implement the same version of this API ...

I tried to check content of `IMAGE_EXPORT_DIRECTORY.AddressOfFunctions`. But everything seemed to be fine.

Sorry for false alarm.
