
Subject: Re: gui in dll does not compile

Posted by [aftershock](#) on Mon, 01 Sep 2014 13:42:44 GMT

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

```
#include <windows.h>
```

```
#include "UppDll.h"
```

```
using namespace Upp;
```

```
BOOL APIENTRY DllMain(HANDLE hModule, DWORD reason, LPVOID lpReserved)
```

```
{
    switch (reason) {
        case DLL_PROCESS_ATTACH:
            Ctrl::InitWin32(AppGetHandle());
            ApplInitEnvironment__();
            break;
        case DLL_PROCESS_DETACH:
            Ctrl::ExitWin32();
            break;
        case DLL_THREAD_ATTACH:
            break;
        case DLL_THREAD_DETACH:
            break;
    }
    return TRUE;
}
```

```
DLLIMPORT void PromptOK2(char* str)
```

```
{
    PromptOK(str);
}
```

This should work. See Ctrl::InitWin32(AppGetHandle()); and ApplInitEnvironment__(); in DLL_PROCESS_ATTACH and Ctrl::ExitWin32() in DLL_PROCESS_DETACH. If you don't have to put anything else in DllMain you may use DLL_APP_MAIN to hide U++ initialization and cleanup.

When you use it don't forget to add path to directory where *.lib file of dll is.

Regards,
Andrei[/quote]

You seem to find other problems with the code.. That is good, thanks
However, one problem seems to be

unresolved external symbol "void __cdecl Upp::PromptOK(char const *)" (`?PromptOK@Upp@@YAXPBD@Z`) referenced in function `_PromptOK2`

meaning some libraries and I mean part of standard upp library is not added to the linker as far I can see it.

That is why I thought it could be a bug or i did not use a compilation flag...

What do you think why?
