## Subject: Some fixes in InVector.hpp and Vcont.cpp Posted by kasome on Thu, 25 Sep 2014 11:56:34 GMT

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Hi, all

I try to compile U++ to the dynamic library (by using the .def file to generate the .dll with the .lib), and it can work on windows7 except some modification should be made.

## In the InVector.hpp

```
change
extern thread__ int64 invector_cache_serial_;
extern thread__ int invector_cache_blki_;
extern thread__ int invector_cache_offset_;
extern thread int invector cache end :
to
#ifndef flagSO
extern thread__ int64 invector_cache_serial_;
extern thread int invector cache blki;
extern thread__ int invector_cache_offset_;
extern thread__ int invector_cache_end_;
#else
static thread__ int64 invector_cache_serial_;
static thread__ int invector_cache_blki_;
static thread int invector cache offset;
static thread int invector cache end;
#endif
In the Vcont.cpp
change
thread int64 invector cache serial:
thread__ int invector_cache_blki_;
thread int invector cache offset;
thread__ int invector_cache_end_;
to
#ifndef flagSO
thread___int64 invector_cache_serial_;
thread__ int invector_cache_blki_;
thread__ int invector_cache_offset_;
thread__ int invector_cache_end_;
#endif
```

Hope that helps, and the modified code was uploaded as attachment.

- File Attachments
  1) InVector.hpp, downloaded 412 times
- 2) Vcont.cpp, downloaded 405 times