Subject: Some fixes in InVector.hpp and Vcont.cpp
Posted by kasome on Thu, 25 Sep 2014 11:56:34 GMT
View Forum Message <> Reply to Message

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 538 times
2) Vcont.cpp, downloaded 512 times