

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_blk_i_;  
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_blk_i_;  
extern thread__ int  invector_cache_offset_;  
extern thread__ int  invector_cache_end_;  
#else  
static thread__ int64 invector_cache_serial_;  
static thread__ int  invector_cache_blk_i_;  
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_blk_i_;  
thread__ int  invector_cache_offset_;  
thread__ int  invector_cache_end_;
```

to

```
#ifndef flagSO  
thread__ int64 invector_cache_serial_;  
thread__ int  invector_cache_blk_i_;  
thread__ int  invector_cache_offset_;  
thread__ int  invector_cache_end_;  
#endif
```

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

### File Attachments

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- 1) [InVector.hpp](#), downloaded 387 times
  - 2) [Vcont.cpp](#), downloaded 387 times
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