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Subject: Re: Some fixes in InVector.hpp and Vcont.cpp

Posted by [kasome](#) on Sat, 27 Sep 2014 04:35:39 GMT

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Hi Mirek,

Thanks for the reply, I already upload the entire UppDLL project in the following download link, which can be compiled by using VS2012

<http://www.mediafire.com/download/05ejdu5dm0uoddc/TestUppDLL.rar>

Just use VS2012 to open the following two solution file and run on Windows 7

TestUppDLL\WithModification\UppLib\_WithModification.sln -----> no crash

TestUppDLL\WithoutModification\UppLib\_WithoutModification.sln -----> crash

The only difference between "UppLib\_WithModification" and "UppLib\_WithoutModification" is the modification of InVector.hpp and Vcont.cpp as mentioned.

Notice:

Do not use or test the compiled U++ dll on the Windows XP or before Windows Vista, the reason is the following:

Rules and Limitations for TLS

Quote:On Windows operating systems before Windows Vista, `__declspec( thread )` has some limitations. If a DLL declares any data or object as `__declspec( thread )`, it can cause a protection fault if dynamically loaded. After the DLL is loaded with `LoadLibrary`, it causes system failure whenever the code references the `__declspec( thread )` data. Because the global variable space for a thread is allocated at run time, the size of this space is based on a calculation of the requirements of the application plus the requirements of all the DLLs that are statically linked. When you use `LoadLibrary`, you cannot extend this space to allow for the thread local variables declared with `__declspec( thread )`. Use the TLS APIs, such as `TlsAlloc`, in your DLL to allocate TLS if the DLL might be loaded with `LoadLibrary`.

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