Subject: how to link a .dll?
Posted by bonami on Tue, 03 Jul 2007 05:31:31 GMT
View Forum Message <> Reply to Message

i have a .dll and my .exe uses it. how to link .exe?
if i add the .dll name into Package Organizer, it gets a linkage option -l, which will not search for .dll. it complains that lib...a not found.

Subject: Re: how to link a .dll?
Posted by masu on Tue, 03 Jul 2007 10:12:50 GMT
View Forum Message <> Reply to Message

Hi,

you normally have an import library with with the same name as the DLL and .lib extension, try to link against this library.
If you don't have an import library, try to find something about its creation in the documentation.

Matthias

Subject: Re: how to link a .dll?
Posted by bonami on Wed, 04 Jul 2007 01:38:28 GMT
View Forum Message <> Reply to Message

ok. how to convert .dll & .h to .lib?
can U++ do this? because in fact i generate the .dll from C++ code using it.
i saw the post by fudamin, but he said to compile "from outside". did not find this in manual.
thank you.

Subject: Re: how to link a .dll?
Posted by masu on Wed, 04 Jul 2007 08:19:29 GMT
View Forum Message <> Reply to Message

You need to have a .def file that lists all DLL exports.
This file should have been created and using that you should be able to create an import library.
Try to find something about .def files in the documentation.
Unfortunately, I cannot help you since I am not using VC .

Matthias

Subject: Re: how to link a .dll?
Posted by bonami on Wed, 04 Jul 2007 09:22:02 GMT

masu wrote on Wed, 04 July 2007 16:19You need to have a .def file that lists all DLL exports. This file should have been created and using that you should be able to create an import library. Try to find something about .def files in the documentation.
Unfortunately, I cannot help you since I am not using VC .

Matthias
are you implying VC is required? I have not that either.
shouldn't U++ provide a way of using the dll it generates in other packages?

Subject: Re: how to link a .dll?
Posted by Zardos on Wed, 04 Jul 2007 10:22:06 GMT

Quote:
are you implying VC is required? I have not that either.
shouldn't U++ provide a way of using the dll it generates in other packages?

No its is not required.
Are you really sure no .lib has been created beside the .dll? The .lib and the .dll should be in the output directory.

I have no such problems...
Attached is a small project wich builds a "IdleTracker.lib" and a "IdleTracker.dll". May be you can use this as an example. The source is from "Sidney Chong". I just modified it for my needs and made the upp project.

- Ralf

Edit: It works with MSC71 and MSC8 but not with MINGW!

File Attachments
1) IdleTracker.zip, downloaded 398 times

Subject: Re: how to link a .dll?
Posted by bonami on Thu, 05 Jul 2007 02:07:23 GMT

OK. i downloaded impdef and now have .def. but MinGW doc says nothing more of how to use this .def.
i added a library option from U++'s package management, giving the full path of .dll. then bing! it links. and tested on other machine, complaining no .dll found.
but what puzzles me is that after i renamed my .dll, it still runs well on my machine.
if this is ok, i do not need any .def or anything.