Subject: a dll usage failure
Posted by bonami on Tue, 28 Apr 2009 06:25:22 GMT
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ezcommon is a proven library by me. i've compiled it as a dll (in Release directory). ezcommon is built using VS2008 and i'm using U++ for consoletest with those VS compilers.

in the consoletest program, i create one or two ezoi instances for screen/file output. the result is not right. if i use no sub-functions in consoletest, i.e, write all the code in the main function, the screen output will be awfully wrong.

to check this, copy ezcommon.lib into consoletest directory to enable linking and copy ezcommon.dll into upp output file to enable running.

the simplest flow,

```
 ezoi e;
 e.dsp(ezoi::OILVL_INFO, std::string("testing"));
```

, won't work. this string is somehow affixed with unrecognizable data.

File Attachments
1) ez.zip, downloaded 429 times

Subject: Re: a dll usage failure
Posted by Mindtraveller on Tue, 28 Apr 2009 08:57:59 GMT
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It is generally not recommended to use any non-POD types as parameters to DLL functions because it causes many potential problems (please google more information about them). Try to use (const char *) argument instead of std::string as well as use "simple" (POD) types instead of classes/structures as parameters.

Subject: Re: a dll usage failure
Posted by bonami on Wed, 29 Apr 2009 09:18:44 GMT
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thank you.