

---

Subject: TheIDE crash when compile with "All Shared" option

Posted by [zhpingw](#) on Fri, 30 Jul 2010 06:17:42 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Hi,

I try to compile U++ to .dll. So I tried it with "Hello World" in examples package.

I changed the Link mode option to "All Shared" in the output mode.

When compile it, "TheIDE" crashed.

After debug, I found in file "MCSBuilder.cpp" line 27

```
if(hdr->Machine != COFF_IMAGE_FILE_MACHINE_I386)
```

The pointer hdr == 0

I guess the reason is when the FileMapping opened, it's base attribute still 0.

So I added one line

```
mapping.Map(0, mapping.GetFileSize());
```

It will not crash, but still can't generated core.dll

My platform is Windows7 64bit with VC 10.

Regards

ZWang

---

Subject: Re: TheIDE crash when compile with "All Shared" option

Posted by [zhpingw](#) on Sun, 01 Aug 2010 07:28:05 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I'd make some progress,

core.dll is generated.

It stop at CtrlCore.dll.

Issue one:

there's a strange line "==" in the CtrlCore.def

After I removed it manually and try in commandline.

It say some external static not found like

```
ImageWin32.obj : error LNK2001: unresolved external symbol "public: static int Upp::Image::Data::ResCount" (?ResCount@Data>@Image>@Upp@@@2HA)
ImageWin32.obj : error LNK2001: unresolved external symbol "public: static class Upp::Link<struct Upp::Image::Data,1> * Upp::Image::Data::ResData" (?ResData@Data>@Image>@Upp@@@2PAV?$Link@UData>@Image>@Upp@@@00@3>@A)
CtrlClip.obj : error LNK2019: unresolved external symbol "void __cdecl Upp::InitRichImage(class Upp::String (__cdecl*)(class Upp::Image const &,class Upp::String const &),bool (__cdecl*)(class Upp::PasteClip &),class Upp::Image (__cdecl*)(class Upp::PasteClip &),char const * (__cdecl*)(void))" (?InitRichImage@Upp@@@YAXP6A?AVString@1>@ABVImage>@1>@ABV21@@@ZP6A_NAAVPasteClip@1@@@ZP6A?AV31@3>@ZP6APBDXZ>@Z) r
eferenced in function "void __cdecl Upp::s__s316_fn(void)" (?s__s316_fn@Upp@@@YAXXZ)
```

---

---

Subject: Re: TheIDE crash when compile with "All Shared" option

Posted by [zhpingw](#) on Mon, 02 Aug 2010 13:04:48 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I'm glad get it done finally.

1) I fixed the strange "==" in CtrlCore.def in file MscBuilder.cpp

```
if (name == "==")
    continue;
out.FindAdd(name);
```

2) Fix some static link issue

Add these lines into ImageWin32.cpp

```
int Image::Data::ResCount;
Link<Image::Data> Image::Data::ResData[1];
```

3) Rename RichImage.icpp to RichImage.cpp

4) Compile package PdfDraw manually

5) Add ole32.lib to CtrlCore package

Finally I got dll version Hello world.

U++ is a great framework.

---

---

Subject: Re: TheIDE crash when compile with "All Shared" option

Posted by [zhpingw](#) on Mon, 02 Aug 2010 13:29:01 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Can someone tell me how to control package "static", "all shared" separately?

Thanks

---