Subject: DLI doc fix
Posted by koldo on Tue, 07 Sep 2010 13:45:49 GMT

Hello all

In DLI doc here http://www.ultimatepp.org/srcdoc$Core$DLI$en-us.html there are things that perhaps is necessary to fix:

- #define DLLCALL   LNPUBLIC
If I put this line I get errors. Removing it everything works fine.

- It is said:
Quote:place
#define DLLFILENAME "nnotes.dll"
#define DLIMODULE   NOTES
#define DLIHEADER   <notes/notes.dli>
#define DLLCALL   LNPUBLIC
#include <Core/dli_header.h>
to common header file and
#define DLLFILENAME "nnotes.dll"
#define DLIMODULE   NOTES
#define DLIHEADER   <notes/notes.dli>
#define DLLCALL   LNPUBLIC
#include <Core/dli_header.h>
to some .cpp file

I think in the .cpp file it has to appear:
#include <Core/dli.h>

instead of
#include <Core/dli_header.h>

Subject: Re: DLI doc fix
Posted by andrei_natanael on Tue, 07 Sep 2010 15:07:07 GMT

koldo wrote on Tue, 07 September 2010 16:45
I think in the .cpp file it has to appear:
#include <Core/dli.h>

instead of
#include <Core/dli_header.h>
There should be
#include <Core/dli_source.h>
dli.h is if you want to use DLI in one file(.cpp) only.

Subject: Re: DLI doc fix
Posted by andrei_natanael on Tue, 07 Sep 2010 15:08:29 GMT
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P.S.: Is the same as with IML.

Subject: Re: DLI doc fix
Posted by koldo on Tue, 07 Sep 2010 20:18:49 GMT
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andrei_natanael wrote on Tue, 07 September 2010 17:07koldo wrote on Tue, 07 September 2010 16:45
I think in the .cpp file it has to appear:
#include <Core/dli.h>

instead of
#include <Core/dli_header.h>
There should be
#include <Core/dli_source.h>
dli.h is if you want to use DLI in one file(.cpp) only.
Even better.

It is only a matter of confirming it to be documented .