Subject: Curiosities around DLLs
Posted by koldo on Tue, 21 Aug 2012 13:10:27 GMT

Hello all

This morning I have been playing with two U++ Core projects:
1. A DLL with "Optimal" mode with/without SSE2 and MT
2. Loading 1. using LoadLibrary() in "Optimal" and "Debug".

Both compiled with MSC9 and MINGW.

Curious things:

- If DLL is compiled with MINGW and SSE2, LoadLibrary cannot load it. It gives a 998 error (Invalid Access Memory Location).

- Running 2 in "Debug" (MSC only) with F5 calling DLL compiled MT, code in DLL goes slow. The same with Ctrl-F5, code in DLL goes fast. If DLL is compiled ST it always goes fast. It happens the same compiling DLL with MSC or MINGW.

DLL code uses TLS but it is not calling threads for now.

Do you know the reasons of this?