Subject: gui in dll does not compile
Posted by aftershock on Mon, 01 Sep 2014 11:09:07 GMT
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Hi,

I have a simple dll... I thought I would put the gui there

```
#include <CtrlLib/CtrlLib.h>
#include <windows.h>
#include "ultimatewindll.h"

using namespace Upp;

BOOL APIENTRY DllMain(HANDLE hModule, DWORD reason,  LPVOID lpReserved)
{
 switch (reason) {
 case DLL_PROCESS_ATTACH:
  break;
 case DLL_PROCESS_DETACH:
  break;
 case DLL_THREAD_ATTACH:
  break;
 case DLL_THREAD_DETACH:
  break;
 }
 return TRUE;
}

DllExport void PromptOK2(char * Str)
{

  PromptOK("Hello world");
}
```

When I compile

```
----- ultimatewindll ( DLL SSE2 GUI MAIN MSC9 WIN32 MSC ) (8 /
cd d:\m\upp\ultimatewindll
Linking...
link -nologo -machine:I386 -pdb:"
d:\upp4_6_2014\out\MyApps\MSC9.Dll.Gui.Sse2\ultimatewindll.p db "
-out:"d:\upp4_6_2014\out\MyApps\MSC9.Dll.Gui.Sse2\ultimatewi
 ndll.dll" -incremental:no -release -OPT:REF,ICF -subsystem:windows -DLL
-LIBPATH:"C:\Program Files (x86)\Microsoft Visual Studio 9.0\Vc\Lib" -LIBPATH:"C:\Pro
```

```
 gram Files\Microsoft SDKs\Windows\v7.0\Lib"           "
d:\upp4_6_2014\out\MyApps\ultimatewindll\MSC9.Dll.Gui.Main.S se2\ultimatewindll.obj "
"d:\upp4_6_2014\ou
 t\MyApps\CtrlCore\MSC9.Dll.Gui.Sse2\CtrlCore.obj" "C:\Program Files\Microsoft
SDKs\Windows\v7.0\Lib\advapi32.lib" "C:\Program Files\Microsoft SDKs\Windows\v7
 .0\Lib\comdlg32.lib" "C:\Program Files\Microsoft SDKs\Windows\v7.0\Lib\comctl32.lib"
"C:\Program Files\Microsoft SDKs\Windows\v7.0\Lib\user32.lib" "C:\Progra
 m Files\Microsoft SDKs\Windows\v7.0\Lib\gdi32.lib" "
d:\upp4_6_2014\out\MyApps\CtrlCore\MSC9.Dll.Gui.Sse2\CtrlCor e.lib " "C:\Program
Files\Microsoft SDKs\Windo
 ws\v7.0\Lib\user32.lib" "C:\Program Files\Microsoft SDKs\Windows\v7.0\Lib\gdi32.lib"
"d:\upp4_6_2014\out\MyApps\Draw\MSC9.Dll.Gui.Sse2\Draw.lib" "d:\upp4_6_2
 014\out\MyApps\plugin\bmp\MSC9.Dll.Gui.Sse2\BmpReg.obj" "
d:\upp4_6_2014\out\MyApps\plugin\bmp\MSC9.Dll.Gui.Sse2\bmp.l ib "
"d:\upp4_6_2014\out\MyApps\RichText\
 MSC9.Dll.Gui.Sse2\RichImage.obj" "
d:\upp4_6_2014\out\MyApps\RichText\MSC9.Dll.Gui.Sse2\RichTex t.lib " "C:\Program
Files\Microsoft SDKs\Windows\v7.0\Lib\kernel
 32.lib" "C:\Program Files\Microsoft SDKs\Windows\v7.0\Lib\user32.lib" "C:\Program
Files\Microsoft SDKs\Windows\v7.0\Lib\ws2_32.lib" "C:\Program Files\Microso
 ft SDKs\Windows\v7.0\Lib\advapi32.lib" "C:\Program Files\Microsoft
SDKs\Windows\v7.0\Lib\shell32.lib" "C:\Program Files\Microsoft SDKs\Windows\v7.0\Lib\winmm
 .lib" "C:\Program Files\Microsoft SDKs\Windows\v7.0\Lib\mpr.lib"
"d:\upp4_6_2014\out\MyApps\Core\MSC9.Dll.Gui.Sse2\Core.lib"
"d:\upp4_6_2014\out\MyApps\plugi
 n\z\MSC9.Dll.Gui.Sse2\z.lib" " d:\upp4_6_2014\out\MyApps\plugin\png\MSC9.Dll.Gui.Sse2\pngre
g.obj " "d:\upp4_6_2014\out\MyApps\plugin\png\MSC9.Dll.Gui.Sse2\png.
 lib" "C:\Program Files\Microsoft SDKs\Windows\v7.0\Lib\kernel32.lib" "C:\Program Files\Microsoft
SDKs\Windows\v7.0\Lib\user32.lib" "C:\Program Files\Microsof
 t SDKs\Windows\v7.0\Lib\advapi32.lib" "C:\Program Files\Microsoft
SDKs\Windows\v7.0\Lib\shell32.lib" "C:\Program Files\Microsoft SDKs\Windows\v7.0\Lib\winmm.
 lib"
   Creating library  d:\upp4_6_2014\out\MyApps\MSC9.Dll.Gui.Sse2\ultimatewindll.l ib and object
d:\upp4_6_2014\out\MyApps\MSC9.Dll.Gui.Sse2\ultimatewindll.e xp
ultimatewindll.obj : error LNK2019: unresolved external symbol "void __cdecl
Upp::PromptOK(char const *)" (?PromptOK@Upp@@YAXPBD@Z) referenced in function _P
 romptOK2
 d:\upp4_6_2014\out\MyApps\MSC9.Dll.Gui.Sse2\ultimatewindll.d ll : fatal error LNK1120: 1
unresolved externals
```

I get unresolved external..
I guess it could be a bug....
Or can you tell me how to resolve this?

A.

Subject: Re: gui in dll does not compile
Posted by andreincx on Mon, 01 Sep 2014 12:44:43 GMT
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Hi aftershock,

Could you please post also the content of 'ultimatewindll.h'?

```
#ifndef _UppDll_UppDll_h
#define _UppDll_UppDll_h

#define DllImport extern "C" __declspec(dllimport)
#define DllExport extern "C" __declspec(dllexport)

#ifdef flagDLL
 #define DLLIMPORT __declspec(dllexport)
#else
 #define DLLIMPORT __declspec(dllimport)
#endif

DLLIMPORT void PromptOK2(char* str);

#endif


#include <CtrlLib/CtrlLib.h>

#include <windows.h>
#include "UppDll.h"

using namespace Upp;

BOOL APIENTRY DllMain(HANDLE hModule, DWORD reason,  LPVOID lpReserved)
{
 switch (reason) {
 case DLL_PROCESS_ATTACH:
   Ctrl::InitWin32(AppGetHandle());
   AppInitEnvironment__();
  break;
 case DLL_PROCESS_DETACH:
  Ctrl::ExitWin32();
  break;
 case DLL_THREAD_ATTACH:
  break;
 case DLL_THREAD_DETACH:
  break;
 }
 return TRUE;
}
```

```
DLLIMPORT void PromptOK2(char* str)
{
 PromptOK(str);
}
```

This should work. See Ctrl::InitWin32(AppGetHandle()); and AppInitEnvironment__(); in DLL_PROCESS_ATTACH and Ctrl::ExitWin32() in DLL_PROCESS_DETACH. If you don't have to put anything else in DllMain you may use DLL_APP_MAIN to hide U++ initialization and cleanup.

When you use it don't forget to add path to directory where *.lib file of dll is.

Regards,
Andrei

Subject: Re: gui in dll does not compile
Posted by aftershock on Mon, 01 Sep 2014 13:39:05 GMT
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```
#ifndef _ultimatewindll_ultimatewindll_h
#define _ultimatewindll_ultimatewindll_h

#define DllImport extern "C" __declspec(dllimport)
#define DllExport extern "C" __declspec(dllexport)

#ifdef flagDLL
 #define DLLIMPORT __declspec(dllexport)
#else
 #define DLLIMPORT __declspec(dllimport)
#endif

#endif
```

Subject: Re: gui in dll does not compile
Posted by aftershock on Mon, 01 Sep 2014 13:42:44 GMT
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```
#include <CtrlLib/CtrlLib.h>

#include <windows.h>
#include "UppDll.h"
```

```
using namespace Upp;

BOOL APIENTRY DllMain(HANDLE hModule, DWORD reason,  LPVOID lpReserved)
{
 switch (reason) {
 case DLL_PROCESS_ATTACH:
   Ctrl::InitWin32(AppGetHandle());
   AppInitEnvironment__();
  break;
 case DLL_PROCESS_DETACH:
  Ctrl::ExitWin32();
  break;
 case DLL_THREAD_ATTACH:
  break;
 case DLL_THREAD_DETACH:
  break;
 }
 return TRUE;
}

DLLIMPORT void PromptOK2(char* str)
{
 PromptOK(str);
}
```

This should work. See Ctrl::InitWin32(AppGetHandle()); and AppInitEnvironment__(); in DLL_PROCESS_ATTACH and Ctrl::ExitWin32() in DLL_PROCESS_DETACH. If you don't have to put anything else in DllMain you may use DLL_APP_MAIN to hide U++ initialization and cleanup.

When you use it don't forget to add path to directory where *.lib file of dll is.

Regards,
Andrei[/quote]

You seem to find other problems with the code.. That is good, thanks
However, one problem seems to be
unresolved external symbol "void __cdecl Upp::PromptOK(char const *)"
(?PromptOK@Upp@@YAXPBD@Z) referenced in function _P
 romptOK2
meaning some libraries and I mean part of standard upp library is not added to the linker as far I can see it.
That is why I thought it could be a bug or i did not use a compilation flag...
What do you think why?

Subject: Re: gui in dll does not compile
Posted by aftershock on Mon, 01 Sep 2014 17:16:58 GMT
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Ctrllib package was missing.