
Subject: Re: How to write a dll using Ultimate++?
Posted by [mirek](#) on Mon, 27 Aug 2007 18:56:31 GMT
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Quote:

That is very interesting. I know only two ways to export functions from DLL:

- 1) dllexport;
- 2) def-file;

There is probably a possibility to export everything (like -E with gcc).

How did you manage to do that? In order to build a def-file you have to know mangled names of functions/methods.

Look into .obj file and collect the mangled names, then autogenerate the appropriate .def file

Quote:

I couldn't find the "SO" option, I only see "Shared libs" and "All shared", but they don't seem to have any effect.

"All shared". Reflected as "SO" compile flag.

Quote:

IMHO, global variables are allowed in DLLs on Windows. Could you please describe that problem in more details or point me out to an appropriate discussion?

Unfortunately they are not. GCC has some crazy hack that makes it possible (something sort of calling a function and returning the pointer to variable), but in raw .dll, technically it is impossible, there are entries for functions only.

Mirek
