

Re: Write-once with DLL shared memory

Source:

<http://www.tech-archive.net/Archive/Development/microsoft.public.win32.programmer.kernel/2004-12/0110.html>

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Date: 12/04/04

Date: Fri, 3 Dec 2004 23:57:14 -0500

"Tim Crews" <tim.crews.nospambots@gecoinc.com> wrote in message
news:MPG.1c1a77048efe5794989699@news.cox.net...

>
> *Now I have a further mystery. I just ran dumpbin on my DLL, only to find
out
> that there was no Shared section in my Release version of the DLL. Only
the
> Debug version had the Shared section. Apparently, even though I thought I
was
> launching the Debug version, I was launching the Release version, which
was not
> properly sharing the data. A rebuild of the Release version fixed my
problem.*
>
> *However, that leads to a second question: If the data _wasn't_ shared,
how did
> I get the inter-process synchronization to work, even once? I am quite
sure of
> this. I have confirmed it a dozen different ways, including with loud
> annoying Beeps. The first time I set the (apparently un-shared) flag, the
> destination process did see the flag being set, and it beeped in response.*
>
> *Hmmmmm. I suppose you don't believe me. Things like that are easy to not
> believe.*

I believe you but I have no idea what was happening. Sometimes it's not
easy to account for what a program does when it's tripping over a bug.

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