

Re: LDAP running on Window CE device always returning LDAP_LOCAL_E

Source:

<http://www.tech-archive.net/Archive/WindowsCE/microsoft.public.windowsce.embedded.vc/2005-04/msg00169.htm>

- *From:* David Miller <DavidMiller@xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx>
 - *Date:* Wed, 13 Apr 2005 06:29:04 -0700
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Hi John:

Thank you for responding to my posting. The linking arguments were basically generated by the New Project wizard in embedded VC++:

```
Wldap32.lib /nologo /base:"0x00010000" /stack:0x10000,0x1000
/entry:"wWinMainCRTStartup" /incremental:yes /pdb:"emulatorDbg/LDAPTest.pdb"
/debug /out:"emulatorDbg/LDAPTest.exe"
/libpath:"D:\WINCE420\PUBLIC\COMMON\OAK\LIB\X86\DEBUG"
/subsystem:$(CESubsystem) /MACHINE:IX86
```

I added Wldap32.lib, libpath, and pdb. Everything else was generated. On the compilation side, I did add two directives; `_WINLDAP_` and `_WINBER_`. Without these settings the `declspec(dllimport)` dressings get added to the compilation and the linker cannot find these within Wldap32.lib. So, there appears to possibly be a difference between Win32 PC and Win32 CE, where CE requires the "old style" definition? I don't see why that would matter, but it is a difference. Is there any conditions in `DllMain()` `DLL_PROCESS_ATTACH` that could circumvent `LdapClientInitialize`?

Since I am able to debug into the `Ldap` functions, I am concluding that the DLL did load. So, maybe there is a condition that skips this initialization?

Thank you,

David.

"John Spaith [MS]" wrote:

- > Sorry you've been having so many problems with this, David, and good detective work. You should obviously not have to call the `Ldap_startup()` routine. `Ldap_startup()` just calls `LdapClientInitialize()`.
- > `LdapClientInitialize` should automatically be called `wldap32.dll` is loaded during the `DllMain()` `DLL_PROCESS_ATTACH` processing.
- >
- > So the question becomes why isn't the `DllMain()` being processed? This I do not know. Is it possible you did something really funky with the linker when linking to this library?

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> ---
> John Spaith
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>
> Check out the new CE Networking Team Blog at <http://blogs.msdn.com/cenet/>.
>
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• **Follow-Ups:**

- ◆ **Re: LDAP running on Window CE device always returning LDAP_LOCAL_E**
◇ From: John Spaith [MS]

• **References:**

- ◆ **LDAP running on Window CE device always returning LDAP_LOCAL_ERROR**
◇ From: David Miller
- ◆ **RE: LDAP running on Window CE device always returning LDAP_LOCAL_ERROR**
◇ From: David Miller
- ◆ **RE: LDAP running on Window CE device always returning LDAP_LOCAL_E**
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◇ From: John Spaith [MS]

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