

missing header files

Source:

<http://www.tech-archive.net/Archive/WindowsCE/microsoft.public.windowsce.embedded.vc/2005-09/msg00269.htm>

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Hello all,
EVC 4.0, i created a WinCE dynamic link library. called it web, then clicked on the option "a DLL that exports some symbols"

its a web dll using ISAPI. it works fine and everything (just displays some html text)

then i added a CString variable , when i compile it gives me an error "error C2065: 'CString' : undeclared identifier"

so i Added

#include "afx.h" to stdafx.h

now i have another error

"

uafxwced.lib(dllmodul.obj) : error LNK2005: _DllMain already defined in web.obj

uafxwced.lib(dllmodul.obj) : warning LNK4006: _DllMain already defined in web.obj; second definition ignored

"

i changed the way i defined DllMain from

"BOOL WINAPI DllMain(HANDLE hModule,DWORD ul_reason_for_call, LPVOID lpReserved)"

to

"extern "C" BOOL WINAPI DllMain(HANDLE hInstance, DWORD dwReason, LPVOID lpReserved)"

i still got the same LNK2005 error.

on the project settings, under the general tab,it was set to

"not using MFC"

i changed it to "use MFC in a static library", and then "use MFC in shared DLL"

none of them worked

what header/files i am missing?

thanks for the help

missing header files

my c++ project options under settings,c++ tab

```
(/nologo /W3 /Zi /Od /D "DEBUG" /D _WIN32_WCE=$(CEVersion) /D
$(CePlatform) /D "SHx" /D "SH3" /D "_SH3_" /D UNDER_CE=$(CEVersion)
/D "UNICODE" /D "_UNICODE" /D "_USRDLL" /D "WEB_EXPORTS"
/Fp"SH3Dbg/web.pch" /Yu"stdafx.h" /Fo"SH3Dbg/" /Fd"SH3Dbg/"
/M$(CECrtMTDebug) /c )
```

<web.def>file

; web.def : Declares the module parameters for the DLL.

LIBRARY "web"

;DESCRIPTION 'web ISAPI Extension'

EXPORTS

; Explicit exports can go here

HttpExtensionProc @1

GetExtensionVersion @2

</web.def>

<stdafx.h>

```
// stdafx.h : include file for standard system include files,
// or project specific include files that are used frequently, but
// are changed infrequently
//
```

```
#if
```

```
!defined(AFX_STDAFX_H__D18EF12E_D65F_4264_9235_03A89484EBFE__INCLUDED_)
```

```
#define AFX_STDAFX_H__D18EF12E_D65F_4264_9235_03A89484EBFE__INCLUDED_
```

```
#if _MSC_VER > 1000
```

```
#pragma once
```

```
#endif // _MSC_VER > 1000
```

```
// Insert your headers here
```

```
#define WIN32_LEAN_AND_MEAN // Exclude rarely-used stuff from Windows
headers
```

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

```
// TODO: reference additional he
```