

microsoft.public.windowsce.platbuilder: RE: Exporting function from an .exe to be used by loaded .dll

RE: Exporting function from an .exe to be used by loaded .dll

Source:

<http://www.tech-archive.net/Archive/WindowsCE/microsoft.public.windowsce.platbuilder/2004-03/0194.html>

From: Russ Keldorph [MS] (russellk_at_online.microsoft.com)

Date: 03/03/04

Date: Wed, 03 Mar 2004 23:00:40 GMT

Unfortunately, you've discovered a limitation of the CE loader. Unlike XP, CE will only load and resolve exports from a module with the IMAGE_FILE_DLL bit set in the PE header, i.e. real DLLs. This design won't work under CE.

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Russ Keldorph

russellk@online.microsoft.com (Remove the 'online.' from my address to reach me.)

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> From: ledz@argz.com (ledZ)
> Newsgroups: microsoft.public.windowsce.platbuilder
> Subject: Exporting function from an .exe to be used by loaded .dll
> Date: 3 Mar 2004 08:43:22 -0800
> Organization: <http://groups.google.com>
> Lines: 24
> Message-ID: <ef37a2c8.0403030843.1b721cdb@posting.google.com>
> NNTP-Posting-Host: 63.227.65.233
> Content-Type: text/plain; charset=ISO-8859-1
> Content-Transfer-Encoding: 8bit
> X-Trace: posting.google.com 1078332202 28997 127.0.0.1 (3 Mar 2004 16:43:22 GMT)
> X-Complaints-To: groups-abuse@google.com
> NNTP-Posting-Date: Wed, 3 Mar 2004 16:43:22 +0000 (UTC)
> Path:
cpmsftngxa06.phx.gbl!TK2MSFTNGP08.phx.gbl!newsfeed00.sul.t-online.de!t-onlin
e.de!border2.nntp.ash.giganews.com!border1.nntp.ash.giganews.com!nntp.gigane
ws.com!news.glorb.com!postnews1.google.com!not-for-mail
> Xref: cpmsftngxa06.phx.gbl microsoft.public.windowsce.platbuilder:46618
> X-Tomcat-NG: microsoft.public.windowsce.platbuilder
>
> I have the following design.
>
> Build host appname.exe that exports some useful functions. When I
> compile this, appname.lib is created with the exported files.
>
> Create plugin dlls that link with appname.lib and are loaded at run
> time by the host appname.exe using LoadLibrary(plugin_name). These
> plugins can use all the functions exported by appname.exe.
>

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> I have this design coded and working flawlessly on Windows XP. Using
> the same code base I then created my CE.net version in EVC4. When I
> run appname.exe on CE (in the emulator - no hardware yet) the plugins
> do not load and GetLastError() returns 193 - Bad EXE Format.
>
> I can't figure out why this is happening.
>
> As a test I created a simple .exe and simple .dll in EVC4. The exe
> exports one function and the dll uses it.
>
> The dll load failed with the same error but as soon as I remove the
> exported function from the exe and its reference from the dll it loads
> fine.
>
> This design is critical to my application - any help is appreciated.
>
```