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Win95와 Win NT에서 VEE DLL을 어떻게 컴파일 합니까?

KEYSIGHT TECHNOLOGIES

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아래의 순서와 같습니다.

호출 기준(Calling conventions): Win 3 환경하에서, VEE 의 엔트리 form 을 이용하여 DLL 기능들을 정의합니다.

<return type> [_pascal] <function name> (type parm1, type *parm2, ...)

Win 3환경에서 "_pascal" 이 일부 협력 업체에서 많이 사용 되었던 관계로 상당히 중요했으나, Win 32 시스템에서는 사용되지 않습니다. 적합한 호출 기준은 CDECL, STDCALL, and FASTCALL ... 등이 있으며, 모든 시스템 DLL들은 STDCALL을 사용합니다. VEE는 자동으로 CDECL, STDCALL, and FASTCALL ... 들을 인식하나, FASTCALL은 지원하지 않습니다.

Win3하에서, 동작되기 위한 -- "LibMain" and "WEP"라는 두개의 함수가 필요하다. 하지만, Win 32에서는 이러한 엔트리가 없어졌는데, "DllMain()," 라는 엔트리 포인트를 선택 사양으로 가질 수 있으나, 이것은 여러분의 DLL이 어떤 프로세스나 쓰레드가 그것에 붙거나 떨어질 때 알려지길 원할 때만 필요합니다.

Win NT(Win 95 아님)에서 여러분은 I/O를 수행하는 DLL을 억세스 하기 위한 "openDriver" 를 호출 해야 합니다.

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