

Re: ASM vs HLL : absurd war

Source: <http://coding.derkeiler.com/Archive/Assembler/alt.lang.asm/2004-07/0984.html>

From: Betov (betov_at_free.fr)

Date: 07/24/04

Date: 24 Jul 2004 10:23:42 GMT

The Wannabee <faq@.@.szmyggenpv.com> écrivait
news:opsbmt8mmnityngj@news.broadpark.no:

> *Hi Betov. I just downloaded ReactOS 0.2.3 I try to burn a CD and*
> *install it without the boch emulator for once. But it seems you have*
> *already tried it ? Will RosAsm now run on it ? I guess not, or you*
> *would probably tell us ? Maybe a window and the basics of the drawing*
> *API ? Will a minimum windows app run on ReactOS?*
>
> *I think this is very exiting.*

Indeed it is. It is much. :)

It seems that nobody had free time to give a try to
RosAsm Auto-Compile under ReactOS very last version.

The last one who did it, was James, two releases ago.

At that time, it was hanging in the RosAsm Routines
that are indentifying the Api calls, for encoding the
.Import Section.

If you mean to help, with this, and if you have time,
you could create a mofified version of RosAsm with
simple

HexPrint 0

...

Hexprint 1

...

... and so on, here and there around critical chunks...

To try to point out more exactly at what point it hangs.

At the last news, the hang was inside 'BuildImport', and
i suspect it to be more exactly inside the two Routines
'VerifyModuleWithExtensionExist' / 'VerifyFunctionExist',
that repetitively call to LoadLibrary and to GetProcAddress.

alt.lang.asm: Re: ASM vs HLL : absurd war

If true, it would be interesting to have some more details about how it hangs. I mean, maybe this is because of the fact that the calls are done repetitively. And, if true, (for example, if it would hang with the second call to LoadLibrary, or something like this...), it would be good that i could report this to the ReactOS Dev List...

Betov.

<<http://betov.free.fr/RosAsm.html>>