**Mantis 3022**

**Annex I,K import/export reversals**

In I.3 (Source code)

CHANGE

/\* Use to export a symbol from application \*/

#if defined (\_MSC\_VER)

#define DPI\_DLLISPEC \_\_declspec(dllimport)

#else

#define DPI\_DLLISPEC

#endif

/\* Use to import a symbol into application \*/

#if defined (\_MSC\_VER)

#define DPI\_DLLESPEC \_\_declspec(dllexport)

#else

#define DPI\_DLLESPEC

#endif

TO

/\* Use to import a symbol into dll \*/

~~/\* Use to export a symbol from application \*/~~

#if defined (\_MSC\_VER)

#define DPI\_DLLISPEC \_\_declspec(dllimport)

#else

#define DPI\_DLLISPEC

#endif

/\* Use to export a symbol from dll \*/

~~/\* Use to import a symbol into application \*/~~

#if defined (\_MSC\_VER)

#define DPI\_DLLESPEC \_\_declspec(dllexport)

#else

#define DPI\_DLLESPEC

#endif

In K.2 (Source code)

CHANGE

/\* Use to export a symbol \*/

#if WIN32

#ifndef PLI\_DLLISPEC

#define PLI\_DLLISPEC \_\_declspec(dllimport)

#define VPI\_USER\_DEFINED\_DLLISPEC 1

#endif

#else

#ifndef PLI\_DLLISPEC

#define PLI\_DLLISPEC

#endif

#endif

/\* Use to import a symbol \*/

#if WIN32

#ifndef PLI\_DLLESPEC

#define PLI\_DLLESPEC \_\_declspec(dllexport)

#define VPI\_USER\_DEFINED\_DLLESPEC 1

#endif

#else

#ifndef PLI\_DLLESPEC

#define PLI\_DLLESPEC

#endif

#endif

TO

/\* Use to import ~~export~~ a symbol \*/

#if defined (\_MSC\_VER)

~~#if WIN32~~

#ifndef PLI\_DLLISPEC

#define PLI\_DLLISPEC \_\_declspec(dllimport)

#define VPI\_USER\_DEFINED\_DLLISPEC 1

#endif

#else

#ifndef PLI\_DLLISPEC

#define PLI\_DLLISPEC

#endif

#endif

/\* Use to export ~~import~~ a symbol \*/

#if defined (\_MSC\_VER)

~~#if WIN32~~

#ifndef PLI\_DLLESPEC

#define PLI\_DLLESPEC \_\_declspec(dllexport)

#define VPI\_USER\_DEFINED\_DLLESPEC 1

#endif

#else

#ifndef PLI\_DLLESPEC

#define PLI\_DLLESPEC

#endif

#endif