

---

Subject: Issue with inline assembler DLL function call  
Posted by [iRANian](#) on Tue, 02 Oct 2012 18:27:38 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Inside a plugin I call Console\_Input via inline assembler, the generated call is:

```
call near ptr __imp_?Console_Input@@YAXPBD@Z ; Console_Input(char const *)
```

However, when I call that function using the normal (non-assembler) syntax, the following call is generated:

```
call ds:__imp_?Console_Input@@YAXPBD@Z ; Console_Input(char const *)
```

If I wrap Console\_Input() inside another function in my plugin and call that wrapper instead, it works correctly, I'm using the following assembler code to call Console\_Input():

```
call Console_Input
```

Any suggestions? The call that's generated for the assembler code causes the fds to crash.

---