

address space problem on dynamically linked libs

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Hi, there

Got a weird problem on dlls under unix/linux

Say I have a the following codes in my kernel:

```
namespace name_space{
    class_name& get_object() {
        static class_name object_of_the_class;
        return object_of_the_class;
    }
}
```

Then in the dll *.so file, I have the following codes:

```
a_object = name_space::get_object()
```

Also in more than once place in my kernel, I have similar codes as:

```
b_object = name_space::get_object()
```

Since the object returned by "get_object" function is static, I

expected

a_object has the same address as b_object. But it turned out to be not true.

The object obtained from dll *.so file is a different object from that obtained within kernel codes. All the calls in kernel codes are referring to the same object.

Could any one points out why and how to make both dll *.so and kernel refer to the same objects?

Thanks