Subject: DLLs
Posted by darki699 on Fri, 17 Oct 2008 06:46:02 GMT

I usually program in VC++ or VC#
Lately I tried UPP and liked it since it resolves the annoying GUI building frustration.

One thing troubles me tho...

I can't seem to attach DLLs to a UPP project.

For example, I created a crawler in c# and I tried to attach it to the UPP GUI code I created by making the crawler "MediaInfo.dll"

In VC++ you only need to attach the namespace such as

#using<MediaInfo.dll>

but in UPP????

Since #using is not valid without the /clr option, and upp is not using the managed c++ options, how can i change this?

In other words, is there any way to attach my dll?