C# is using classes rather than functions in the dll file.
So I didn't quite understand how *.dli file could solve my problem since it's function based and not class based.

C# actually creates a *.class file name (like in java), so I need to access a class Crawler in some way by linking my MediaLink.dll .

To be more specific, in managed VC++ I would normally type:

```
#include <iostream>
#using   <mscorlib.dll>
#using   <MediaLink.dll> // name of the dll which contains the C# code for the Crawler class

using namespace System;
using namespace System::Collections;
using namespace std;

void main(void)
{
 Crawler c;
     c.CrawlToSite("http://www.ultimatepp.org/forum/");
}
```

But how can I create a DLI file for something like this?