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Subject: Re: "All shared" in Windows question  
Posted by [Mindtraveller](#) on Sun, 26 Oct 2008 08:55:23 GMT  
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```
//////MAIN EXE
typedef void (* PlugFunc)();
struct Plugin
{
    PlugFunc plugStart, plugFinish;
    bool activated;
    DLLHANDLE handle;

    Plugin() :plugStart(0), plugFinish(0), activated(false) {}
    void Start() {plugStart();}
};

Array<Plugin> plugins;
AdvPlugTest::AdvPlugTest()
{
    ::CtrlLayout(*this);

    plugStart <=> THISBACK(PluginStart);

    FindFile ff(DIR_PLUGINS+"*.dll");
    while (ff)
    {
        plugList.Add(ff.GetName());
        ff.Next();
    }

    Plugin newPlugin;
    String pluginName = DIR_PLUGINS+ff.GetName();
    static const char *const names[3] = {"PlugStart", "PlugFinish",0};
    void * procs[] = {&newPlugin.plugStart,&newPlugin.plugFinish,0};
    newPlugin.handle = LoadDII__(pluginName, &names[0], &procs[0]);

    plugins.Add(newPlugin);
}
}

void AdvPlugTest::PluginStart()
{
    int row = plugList.GetClickRow();
    if (row<0 || row>=plugList.GetCount())
        row = 0;

    if (plugins[row].activated)
        return;

    plugins[row].activated = true;
    plugins[row].Start();
```

```
}

//////DLL
Plug *plug = 0;
extern "C"
{
    DLLEXPORT void PlugStart();
    DLLEXPORT void PlugFinish();
};

extern "C" void PlugStart()
{
    plug = new Plug();
    plug->Execute();
}

extern "C" void PlugFinish()
{
    delete plug;
}

Plug::Plug()
{
    ::CtrlLayout(*this, "Plugin window");
}
```

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