
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 = LoadDll__(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");
}
```
