
Subject: Re: DLL and U++ type

Posted by [mauro.bottizzo](#) on Mon, 03 Apr 2006 20:58:55 GMT

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Well,
it's running.

Last little question about that.

I need to keep the pointer of an object, returned from my DLL function, and use it in others DLL function.

First solution that i know is to include with the DLL the header with my class declaration; but I don't like that.

Second solution that i found is to return the pointer like a integer value, named "handle", and use it like a pointer when need again. I am thinking something like when using "new", but the pointer it's get from my integer var. Example:

```
bool MyDllFunction(unsigned int handle, ...) {  
    MyType *foo;  
    foo = (MyType *)handle;  
  
    MyType->....  
    ...  
  
}
```

All this now it's running well, but the question is: It's correct to use an integer for store an pointer? Or need to use an different var type??

thanks.
