Subject: dll example errors when trying
Posted by silverx on Wed, 18 May 2011 18:09:11 GMT

View Forum Message <> Reply to Message

I am trying to do a dll call.

I am trying to follow the example listed on the web for doing it, and have setup a dli, and putting the code in the for trying to do it. When I follow the example I get errors.

The winmm.dll is used to play sound, and done as sndPlaySound and you pass a file name, and some flags. At this point I am not even trying to make the actual call, but just try and get it to compile with the dli, and the .cpp setup for it.

Any help with this?

I have included the code below.

The errors that I am getting are as follows:

C:\MyApps\t2/winmm.dli(2) : error C2061: syntax error : identifier 'sndPlaySound'
C:\MyApps\t2/winmm.dli(2) : error C2091: function returns function
C:\MyApps\t2/winmm.dli(2) : error C4430: missing type specifier - int assumed. Note: C++ does not support default-int
C:\MyApps\t2/winmm.dli(2) : error C2143: syntax error : missing ';' before '*'
C:\MyApps\t2/winmm.dli(2) : error C4430: missing type specifier - int assumed. Note: C++ does not support default-int
C:\MyApps\t2/winmm.dli(2) : error C4430: missing type specifier - int assumed. Note: C++ does not support default-int
C:\MyApps\t2/winmm.dli(2) : error C2065: 'sndPlaySound' : undeclared identifier

I am not even at this point trying to execute the dll, but just get it listed.

Here is the code in the winmm.dli:

FN(STATUS, sndPlaySound, (String lpszSoundName, long uFlags))

In the t2.cpp I have the following

#include "t2.h"

#define DLLFILENAME "winmm.dll"

#define DLIMODULE   winmm

```
#define DLIHEADER   <t2/winmm.dli>

#define DLLCALL     sndPlaySound

#include <Core/dli.h>

t2::t2()
{
 CtrlLayout(*this, "This plays a file");



}

GUI_APP_MAIN
{
 t2().Run();
}
```