
Subject: Re: DLI Problem...

Posted by [Wolfgang](#) on Tue, 13 Dec 2011 14:55:19 GMT

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Found a post that said that

```
#define DLLCALL    LNPUBLIC
```

is a problem, edited it and it compiles without error:

```
main.cpp
```

```
#include "test.h"
```

```
#define DLLFILENAME "E:\\Ultimate++\\MyApps\\test\\ImapX.dll"
```

```
#define DLIMODULE  ImapX
```

```
#define DLIHEADER  <test/ImapX.dli>
```

```
//#define DLLCALL    LNPUBLIC
```

```
#include <Core/dli.h>
```

```
test::test()
```

```
{
```

```
    CtrlLayout(*this, "Window title");
```

```
    if (ImapX()) PromptOK("OK");
```

```
    /*
```

```
    if (ImapX())
```

```
    {
```

```
        //Value client = ImapX().ImapClient("imap.gmail.com", 993, true);
```

```
    } else PromptOK("NO INSTANCE");
```

```
    */
```

```
}
```

```
GUI_APP_MAIN
```

```
{
```

```
    test().Run();
```

```
}
```

```
imapx.dli
```

```
FN(Value, ImapClient, (String,int,bool))
```

```
FN(bool, Connection, (void))
```

But the application never appears, it gets killed just after its execution. If i change the link to the dll to a wrong place it compiles and runs.. (i think cause of the dll dont get loaded..)
