
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..)
