
Subject: Re: How to create a U++ based DLL?

Posted by [lectus](#) on Mon, 07 Jan 2013 15:24:58 GMT

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koldo wrote on Mon, 07 January 2013 02:50281264 wrote on Sun, 06 January 2013 16:24Quote:
3. Call it

How to do it?

Javier

Hello Javier

If you want to call a function inside a DLL you can do it from another project, a normal .exe.

For that you can do it in different ways. The U++ way is using DLI files. If you want to have low level control you can use the Bazaar/Functions4U way.

Also on Windows you can use these functions:

LoadLibrary

[http://msdn.microsoft.com/en-us/library/windows/desktop/ms684175\(v=vs.85\).aspx](http://msdn.microsoft.com/en-us/library/windows/desktop/ms684175(v=vs.85).aspx)

GetProcAddress

[http://msdn.microsoft.com/en-us/library/windows/desktop/ms683212\(v=vs.85\).aspx](http://msdn.microsoft.com/en-us/library/windows/desktop/ms683212(v=vs.85).aspx)

Of course it's a non-portable way. Only works in Windows.

It's better to use U++ DLI interface.
