
Subject: Re: Is EasyHook or any other hooking library supported by U++ ?

Posted by [koldo](#) on Wed, 09 Jan 2013 07:38:01 GMT

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Hello smartytwiti

Do not worry about DLL calls in Windows. They are ultra easy to be used. Just some ways:

- If you have the adequate .lib file you can include them in the linking process
- You can use U++ DLI files.
- If you want low level direct control, you can call them directly. Here is the code of class DI in U++/Bazaar/Functions4U library:

```
class DI {
public:
    DI() {
        hinstLib = 0;
    }
    DI::~DI() {
        if (hinstLib)
            if (FreeLibrary(hinstLib) == 0)
                throw Exc(t_("DI cannot be released"));
    }
    bool DI::Load(const String &fileDll) {
        if (hinstLib)
            if (FreeLibrary(hinstLib) == 0)
                return false;

        hinstLib = LoadLibraryEx(TEXT(fileDll), NULL, LOAD_IGNORE_CODE_AUTHZ_LEVEL);
        if (!hinstLib)
            return false;
        return true;
    }
    void *DI::GetFunction(const String &functionName) {
        if (!hinstLib)
            return NULL;
        return (void *)GetProcAddress(hinstLib, functionName);
    }
private:
    HINSTANCE hinstLib;
};
```

With Load() you open the DLL file and with GetFunction() you get the pointer to the function
