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