Subject: Re: How to link to multiple DLLs
Posted by koldo on Thu, 14 Aug 2014 06:51:09 GMT

Hello Jerson

There is no problem to call many DLLs from a single program.

In case of Functions4U you can have as many Dl classes as you want. Every Dl class represents a DLL through Dl::Load(fileDll). With Dl::GetFunction(functionName) you get a pointer to the functions you will use.

Anyway user32 functions can be called directly. I mean, for example, you can include this in your C++ code:
::SendMessage(hwnd, WM_SYSCOMMAND, 0xf008, MAKELONG(p.x, p.y));
::SetWindowPos(hdlg, NULL, p.x, p.y, 0, 0, SWP_NOSIZE | SWP_NOZORDER | SWP_NOACTIVATE);
::DestroyWindow(hwnd);