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**Subject:** Re: How to link to multiple DLLs  
**Posted by** jerson **on Thu, 14 Aug 2014 11:46:02 GMT**  
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Hello Koldo

Thanks for your valuable input

Am I doing this DLI declaration right?

```
FN(WORD, capCreateCaptureWindowA, (String WindowName, int32 Style,int32 x, int32 y, int32
Width, int32 Height, int32 hParent, int32 ID));
```

```
/*
 * '--The capCreateCaptureWindow function creates a capture window--
 * Declare Function capCreateCaptureWindowA Lib "avicap32.dll" _
 *   (ByVal IpszWindowName As String, ByVal dwStyle As Integer, _
 *   ByVal x As Integer, ByVal y As Integer, ByVal nWidth As Integer, _
 *   ByVal nHeight As Short, ByVal hWnd As Integer, _
 *   ByVal nID As Integer) As Integer
 *
```

I keep getting this error with the pointer under capCreateCaptureWindowA

```
c:/..../avicap32.dli:1:10: error: expected ')' before 'capCreateCaptureWindowA_type'
FN(WORD, capCreateCaptureWindowA, (char *WindowName, long Style,long x, long y, long
Width, long Height, long hParent, long ID));
 ^
C:\upp\uppsrc\Core/dli.h:42:23: note: in definition of macro 'FN_CN'
    typedef retval (call fn##_type) args; fn##_type *fn;
```

I have not used a header file and have put the following lines into my main.c

```
#define DLLFILENAME "avicap32.dll"
#define DLIMODULE avicap32
#define DLIHEADER <LM/avicap32.dli>
#define DLLCALL LNPUBLIC
#include <Core/dli.h>
```

What am I doing wrong?

PS:

I think I figured it out somewhat. this is what compiled for me. However, I will still appreciate some insight into why this works. Why does FN\_C work and not FN?

```
void MyAppWindow::CapStart(void)
{
    HWND hwnd;

    hwnd = avicap32().capCreateCaptureWindowA("WebCam", WS_VISIBLE | WS_CHILD,0,0,640,480,picCapture.GetHWND(), 0);
}
```

In DLI file

```
FN_C(HWND, WINAPI, capCreateCaptureWindowA,
      (const char *WindowName, UINT Style,UINT x, UINT y, UINT Width, UINT Height, HANDLE hParent, UINT ID))
```

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