
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 lpszWindowName 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))
```
