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Subject: Re: gui in dll does not compile  
Posted by [andreincx](#) on Mon, 01 Sep 2014 12:44:43 GMT  
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Hi aftershock,

Could you please post also the content of 'ultimatewindll.h'?

```
#ifndef _UppDll_UppDll_h
#define _UppDll_UppDll_h

#define DllImport extern "C" __declspec(dllimport)
#define DllExport extern "C" __declspec(dllexport)

#ifdef flagDLL
#define DLLIMPORT __declspec(dllexport)
#else
#define DLLIMPORT __declspec(dllimport)
#endif

DLLIMPORT void PromptOK2(char* str);

#endif

#include <CtrlLib/CtrlLib.h>

#include <windows.h>
#include "UppDll.h"

using namespace Upp;

BOOL APIENTRY DllMain(HANDLE hModule, DWORD reason, LPVOID lpReserved)
{
    switch (reason) {
    case DLL_PROCESS_ATTACH:
        Ctrl::InitWin32(AppGetHandle());
        AppInitEnvironment__();
        break;
    case DLL_PROCESS_DETACH:
        Ctrl::ExitWin32();
        break;
    case DLL_THREAD_ATTACH:
        break;
    case DLL_THREAD_DETACH:
        break;
    }
    return TRUE;
}
```

```
}  
  
DLLIMPORT void PromptOK2(char* str)  
{  
    PromptOK(str);  
}
```

This should work. See `Ctrl::InitWin32(AppGetHandle());` and `AppInitEnvironment__()`; in `DLL_PROCESS_ATTACH` and `Ctrl::ExitWin32()` in `DLL_PROCESS_DETACH`. If you don't have to put anything else in `DllMain` you may use `DLL_APP_MAIN` to hide U++ initialization and cleanup.

When you use it don't forget to add path to directory where \*.lib file of dll is.

Regards,  
Andrei

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