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Subject: Re: Load dll with U++  
Posted by [BetoValle](#) on Sat, 03 Apr 2021 22:00:00 GMT  
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Hi Novo Thanks,

but

for a beginner, it is difficult to understand at first a reference to in-depth routines such as "DL"! this topic of your link does not clarify much.

See after searching the forum, I also didn't get any practical example. So, only about 2 links commented on the "DL", then I made a comparison with some examples of Dll's p / c ++ from the tutorialspoint, and even then, I hit my head, but in the end I got it wrong and tried it. I thank my guardian angel too!!!

```
..  
//didn't have this component so I had to look for how to download...ide->menu Setup->UppHub  
and select Functions4U  
//in the declaration  
#include <Functions4U/Functions4U.h>  
..  
DI screen;  
void (*yF)(int x, int y, int cx, int cy, char *filename);  
..  
//AA is my class with method below  
// integer n is saves lives  
//lifeguards that I had to adapt because  
//the link https://www.ultimatepp.org/src$Functions4U$DI$en-us.html  
//that exemplifies on windows will fail (bug?) if it [b]loads repeatedly[/b]  
  
void AA::clickDll(){  
    if(n==0){  
  
        if  
(!screen.Load(AppendFileName("C:\\Temp\\outU++\\NOVOXXX\\CLANGx64.Debug.Debug_Full.  
Gui", "CaptureScreenDll.dll"))  
            throw Exc(Format(t_("% dll not found"), "Capture"));  
  
        yF = (void (*)(int,int,int,int,char *))screen.GetFunction("capture_screen");  
    }  
    if (!yF)  
        throw Exc(Format(t_("Function %s does not found in dll"), "captureScreen"));  
  
    char* f="teste.png";
```

```
yF(669,187,420,22,f);
```

```
n++;
```

```
}
```