
Subject: Re: Load dll with U++
Posted by [BetoValle](#) on Sun, 04 Apr 2021 04:20:32 GMT
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Hi Novo, Thanks

In example below with traditional way also works but ... why application freeze when set FreeLibrary ?

this will not cause a problem or in the end does the code generated in U ++ free from memory?

```
...
typedef void (*importFunction)(int, int, int, int, char *);
...
void AA::clickDll2(){
    importFunction fscreen;

    HINSTANCE hinstLib =
    LoadLibrary(AppendFileName("C:\\Temp\\outU++\\NOVOXXX\\CLANGx64.Debug.Debug_Full.Gu
i", "CaptureScreenDll.dll"));
    if (hinstLib == NULL) {
        PromptOK("ERRO: não foi possível carregar a DLL\\n");
        return;
    }
    fscreen = (importFunction)GetProcAddress(hinstLib, "capture_screen");
    if (fscreen == NULL) {
        PromptOK("ERRO: não foi possível achar a função na DLL\\n");
        //FreeLibrary(hinstLib); uncommenting will abort here
        return;
    }

    char* f="teste2.png";
    fscreen(0,0,500,600,f);

    //FreeLibrary(hinstLib); uncommenting will abort here

}
```