
Subject: Re: Load dll with U++

Posted by [BetoValle](#) on Sun, 04 Apr 2021 17:29:09 GMT

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I conclude that the freeze occurs because
was considering 32-bit code when in reality
the compiled dll for 64 bits. Construction should consider
the path below:

```
#if defined(PLATFORM_WIN32)
    HINSTANCE hinstLib = 0;
#else
    void *hinstLib = 0;
#endif
```

So that I could go deeper I would have to build a code to obtain the addressing of the process
for an old code that would take more time.

I will skip this step and logically use the DI class.

So I only registered this complementary post because I found the reason, although I did not write
the solution, which would end up equivalent to that of the DI class itself.

Thanks!
