
Subject: Re: Linking to a .net DLL ?

Posted by [JeyCi](#) on Mon, 17 Mar 2025 13:25:02 GMT

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Why compiling similar example, - getting error: 'DI' was not declared in this scope though I have done everything like here, but cannot declare DI Plugin; object in Upp CONSOLE_APP_MAIN.

p.s.

Details: using upp-v.13664 x32, in Console Project (with Core package in package organizer).

DLL was made from C#.NET-source:

```
using System;
using System.IO;
using System.Runtime.InteropServices;
using RGiesecke.DllExport;
```

```
namespace Plugins
{
    public class Plugins
    { // CallingConvention.StdCall
      [DllExport("OnPluginStart", CallingConvention = CallingConvention.Cdecl)]
      public static bool OnPluginStart()
      {
          using (var file = new StreamWriter(@"c:\pluginLog.txt", true))
          {
              file.WriteLine("OnPluginStart");
          }
          return true;
      }
    }
}
```

compiled with CMD Line:

```
Quote:C:\Windows\Microsoft.NET\Framework\v3.5\csc.exe /t:library /platform:x86
/r:C:\Test\UnmanagedExports\lib\net\RGiesecke.DllExport.Meta data.dll /out:C:\Plugins.dll
C:\Plugins.cs
```

MY .dli

FN(bool, OnPluginStart,(void))

Another problem, In Upp CONSOLE_APP_MAIN with

```
bool nn= PLUGINS().Load();
Cout() << nn << '\n';
- getting false.
And with
```

```
bool retval= PLUGINS().Load("C:\\Plugins.dll");  
- Upp CONSOLE_APP_MAIN crashes
```

P.P.S.

Sorry, if am not right posting to this topic - just my problem seemed to be simply another problem under the same title...
