Subject: Re: Linking to a .net DLL ?
Posted by JeyCi on Mon, 17 Mar 2025 17:23:46 GMT
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Koldo, thanks for your appointment where can I find class Dl, but I looked it through and I am not
sure that I need to include it in my_app in general. Anyway, what do you think - if I have already
#define dllFILENAME "C:\\Plugins.dll"
#define DLIMODULE   PLUGINS
#define DLIHEADER   <my_use_DLL_cs/Plugins.dli>
#define dllCALL   LNPUBLIC
then, as I understand, I don't need to put dll_path to T_PLUGINS::Load() once again, because it is
already defined by #define-macros, I think. But why could this
bool n= PLUGINS().Load();
Cout() << n << '\n';
PLUGINS().Force();
give false to Console ?? - I cannot load my dll PLUGINS().OnPluginStart() at all in
 if (PLUGINS().Load())
 {
  bool MSG = PLUGINS().Load().OnPluginStart();
  LOG(MSG);
  Cout() << MSG << '\n';
 }
with error
Quote:error: request for member 'OnPluginStart' in '(& PLUGINS())->T_PLUGINS::Load()', which
is of non-class type 'bool'
Can it be due to twice-calling Load() ?? how to avoid it (if need) ? Anyway,just PLUGINS().Load();
seems to be not working - with PLUGINS().Load("C:\\Plugins.dll"); crashes here, without path
given as argument - results false of Load()-method usage.