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Subject: Re: Linking to a .net DLL ?

Posted by [JeyCi](#) on Mon, 17 Mar 2025 17:55:54 GMT

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Ok, I see in Core/dli.h

```
DLLTYPE& DLIMODULE()
```

```
{
  DLLTYPE& out = COMBINE(DLIMODULE, _());
  out.Load();
  return out;
}
```

therefore I just use

```
bool n= PLUGINS();
```

```
  Cout() << n << '\n';
```

- result is false.

Koldo, SORRY :) Works

```
bool n= PLUGINS();
```

- result is true.

Still

```
CONSOLE_APP_MAIN
```

```
{
  StdLogSetup(LOG_COUT|LOG_FILE);
  {
    bool n= PLUGINS();
    Cout() << n << '\n';
    //DLOG(AsString(n));
  }
  {
    bool (*testFunc2)();
    testFunc2 = (bool (*)())PLUGINS().OnPluginStart;
    Cout() << Value(*testFunc2) << '\n';
  }
  if (PLUGINS)
  {
    bool MSG = PLUGINS().OnPluginStart();
    //LOG(MSG);
    Cout() << MSG << '\n';
  }
}
```

- returns

Quote:true

false

:( without creating "c:\pluginLog.txt" in dll's function OnPluginStart exported ...

p.s. added archive with .net-recompiled dll ( with CallingConvention.Cdecl to avoid doing anything

with mangled name for the export function)

## File Attachments

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1) [Plugins.zip](#), downloaded 158 times

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