Subject: How to load dll
Posted by ratah on Fri, 30 Jul 2010 10:23:44 GMT
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Hi,

I have a project in C++ and want to migrate to ultimate++.
Some functions are into a dll and i don't know how to import them into my u++ project!

Thank you

Subject: Re: How to load dll
Posted by jerson on Fri, 30 Jul 2010 11:44:53 GMT
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I have a similar situation. I need to make calls to some APIs of a data acquistion card. Any ready examples to follow? I am a newbie to C++ and UPP, so if it is covered somewhere, I'd appreciate some pointers.

Thank you

Subject: Re: How to load dll
Posted by andrei_natanael on Fri, 30 Jul 2010 13:33:46 GMT
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DLI is what you need.

Subject: Re: How to load dll
Posted by ratah on Fri, 30 Jul 2010 14:19:53 GMT
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That's great, thanky you,

I will try it and inform you about the result

Have a nice WE

Ratah

Subject: Re: How to load dll
Posted by koldo on Sat, 31 Jul 2010 06:39:13 GMT

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Hello

Here you have another C-like option:

http://www.ultimatepp.org/src$Functions4U$Dll$en-us.html

Subject: Re: How to load dll
Posted by ratah on Mon, 02 Aug 2010 09:31:36 GMT
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Hi,

Thank you I will try that and inform you the success!!

A+

Subject: Re: How to load dll
Posted by ratah on Mon, 09 Aug 2010 09:58:29 GMT
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Hi,

I use the Function4U, it's OK!!!

Now my question is:

Instead of .dll i want to use Library of my compiler (a GCC on windows) such as libws2_32.a

How to do that?

Thank you

Subject: Re: How to load dll
Posted by koldo on Mon, 09 Aug 2010 21:55:24 GMT
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Hello Ratah

Good question

Perhaps the worst solution you will ever heard is, to do a .dll statically linked to your .a lib, and just loading it.

However it will work