
Subject: dll example errors when trying
Posted by [silverx](#) on Wed, 18 May 2011 18:09:11 GMT
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I am trying to do a dll call.

I am trying to follow the example listed on the web for doing it, and have setup a dli, and putting the code in the for trying to do it. When I follow the example I get errors.

The winmm.dll is used to play sound, and done as sndPlaySound and you pass a file name, and some flags. At this point I am not even trying to make the actual call, but just try and get it to compile with the dli, and the .cpp setup for it.

Any help with this?

I have included the code below.

The errors that I am getting are as follows:

```
C:\MyApps\t2\winmm.dli(2) : error C2061: syntax error : identifier 'sndPlaySound'  
C:\MyApps\t2\winmm.dli(2) : error C2091: function returns function  
C:\MyApps\t2\winmm.dli(2) : error C4430: missing type specifier - int assumed. Note: C++ does  
not support default-int  
C:\MyApps\t2\winmm.dli(2) : error C2143: syntax error : missing ';' before '*'  
C:\MyApps\t2\winmm.dli(2) : error C4430: missing type specifier - int assumed. Note: C++ does  
not support default-int  
C:\MyApps\t2\winmm.dli(2) : error C4430: missing type specifier - int assumed. Note: C++ does  
not support default-int  
C:\MyApps\t2\winmm.dli(2) : error C2065: 'sndPlaySound' : undeclared identifier
```

I am not even at this point trying to execute the dll, but just get it listed.

Here is the code in the winmm.dli:

```
FN(STATUS, sndPlaySound, (String lpszSoundName, long uFlags))
```

In the t2.cpp I have the following

```
#include "t2.h"
```

```
#define DLLFILENAME "winmm.dll"
```

```
#define DLIMODULE winmm
```

```
#define DLIHEADER <t2/winmm.dli>
```

```
#define DLLCALL sndPlaySound
```

```
#include <Core/dli.h>
```

```
t2::t2()
```

```
{  
    CtrlLayout(*this, "This plays a file");
```

```
}
```

```
GUI_APP_MAIN
```

```
{  
    t2().Run();  
}
```