
Subject: DLI Problem...

Posted by [Wolfgang](#) on Tue, 13 Dec 2011 14:30:03 GMT

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Hi,

I found an (maybe) interesting dll for use of imap
(<http://hellowebapps.com/products/imapx/>)
and want to play a little bit with it... so i try to include it in my upp project.

```
main.cpp#include "test.h"
#define DLLFILENAME "E:\\Ultimate++\\MyApps\\test\\ImapX.dll"
#define DLIMODULE ImapX
#define DLIHEADER <test/imapx.dli>
#define DLLCALL LNPUBLIC
#include <Core/dli_header.h>
test::test()
{
    CtrlLayout(*this, "Window title");
}
GUI_APP_MAIN
{
    test().Run();
}
```

```
test.h#ifndef _test_test_h
#define _test_test_h
```

```
#include <CtrlLib/CtrlLib.h>
```

```
using namespace Upp;
```

```
#define LAYOUTFILE <test/test.lay>
#include <CtrlCore/lay.h>
```

```
#define DLLFILENAME "E:\\Ultimate++\\MyApps\\test\\ImapX.dll"
#define DLIMODULE ImapX
#define DLIHEADER <test/imapx.dli>
#define DLLCALL LNPUBLIC
#include <Core/dli_header.h>
```

```
class test : public WithtestLayout<TopWindow> {
public:
    typedef test CLASSNAME;
    test();
};
```

```
#endif
imapx.dliFN(bool, Connection(), (void))
```

But with gives me

Quote:E:\Ultimate++\MyApps\test\imapx.dli(1) : error C2146: syntax error : missing ')' before identifier 'Connection'

E:\Ultimate++\MyApps\test\imapx.dli(1) : error C2146: syntax error : missing ';' before identifier 'Connection'

E:\Ultimate++\MyApps\test\imapx.dli(1) : error C3646: '_type' : unknown override specifier

E:\Ultimate++\MyApps\test\imapx.dli(1) : error C2059: syntax error : ')'

E:\Ultimate++\MyApps\test\imapx.dli(1) : error C2091: function returns function

E:\Ultimate++\MyApps\test\imapx.dli(1) : error C4430: missing type specifier - int assumed. Note: C++ does not support default-int

and so on... whats wrong?

Subject: Re: DLI Problem...

Posted by [Wolfgang](#) on Tue, 13 Dec 2011 14:55:19 GMT

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Found a post that said that

```
#define DLLCALL    LNPUBLIC
```

is a problem, edited it and it compiles without error:

```
main.cpp
```

```
#include "test.h"
```

```
#define DLLFILENAME "E:\\Ultimate++\\MyApps\\test\\ImapX.dll"
```

```
#define DLIMODULE  ImapX
```

```
#define DLIHEADER  <test/ImapX.dli>
```

```
//#define DLLCALL    LNPUBLIC
```

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

```
test::test()
```

```
{
```

```
    CtrlLayout(*this, "Window title");
```

```
    if (ImapX()) PromptOK("OK");
```

```
    /*
```

```
    if (ImapX())
```

```
    {
```

```
        //Value client = ImapX().ImapClient("imap.gmail.com", 993, true);
```

```
    } else PromptOK("NO INSTANCE");
```

```
    */
```

```
}
```

```
GUI_APP_MAIN
```

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

```
imapx.dli
```

```
FN(Value, ImapClient, (String,int,bool))
```

```
FN(bool, Connection, (void))
```

But the application never appears, it gets killed just after its execution. If i change the link to the dll to a wrong place it compiles and runs.. (i think cause of the dll dont get loaded..)
