Subject: How to create a U++ based DLL?
Posted by lectus on Mon, 31 Dec 2012 01:50:07 GMT
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Is it possible to create a DLL that contains U++ code?

Can you give me an example?

Thanks

Subject: Re: How to create a U++ based DLL?
Posted by koldo on Mon, 31 Dec 2012 07:38:44 GMT
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Hello Lectus

1. In Main package configuration, choose DLL or Dynamic Library.

2. Put this before the function declaration and definition of all the functions that you want to export (call from other program):

extern "C" __declspec(dllexport)

3. Call it

Subject: Re: How to create a U++ based DLL?
Posted by lectus on Mon, 31 Dec 2012 18:16:32 GMT
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Thank you!
It worked. I was even able to call U++ functionality from Python using this method.

Subject: Re: How to create a U++ based DLL?
Posted by 281264 on Sun, 06 Jan 2013 15:24:02 GMT
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Quote:
3. Call it

How to do it?

Javier

Subject: Re: How to create a U++ based DLL?
Posted by koldo on Mon, 07 Jan 2013 07:50:33 GMT
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281264 wrote on Sun, 06 January 2013 16:24Quote:
3. Call it

How to do it?

Javier
Hello Javier

If you want to call a function inside a DLL you can do it from another project, a normal .exe.

For that you can do it in different ways. The U++ way is using DLI files. If you want to have low level control you can use the Bazaar/Functions4U way.

Subject: Re: How to create a U++ based DLL?
Posted by lectus on Mon, 07 Jan 2013 15:24:58 GMT
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koldo wrote on Mon, 07 January 2013 02:50281264 wrote on Sun, 06 January 2013 16:24Quote:
3. Call it

How to do it?

Javier
Hello Javier

If you want to call a function inside a DLL you can do it from another project, a normal .exe.

For that you can do it in different ways. The U++ way is using DLI files. If you want to have low level control you can use the Bazaar/Functions4U way.

Also on Windows you can use these functions:
LoadLibrary
http://msdn.microsoft.com/en-us/library/windows/desktop/ms68 4175(v=vs.85).aspx

GetProcAddress
http://msdn.microsoft.com/en-us/library/windows/desktop/ms68 3212(v=vs.85).aspx

Of course it's a non-portable way. Only works in Windows.

It's better to use U++ DLI interface.

Subject: Re: How to create a U++ based DLL?
Posted by lectus on Thu, 17 Jan 2013 19:51:53 GMT
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I think I found a bug in the DLI interface.

I tried calling a function inside a DLL using the DLI method and I got the error "Heap Leak Detected".

But when I manually call this function using LoadLibrary/GetProcAddress/FreeLibrary I don't get this error.

Maybe DLI is forgetting to call FreeLibrary?

Subject: Re: How to create a U++ based DLL?
Posted by koldo on Fri, 18 Jan 2013 07:42:05 GMT
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Hello Lectus

Could you include a super simple project showing this problem?

Subject: Re: How to create a U++ based DLL?
Posted by lectus on Fri, 18 Jan 2013 13:24:53 GMT
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koldo wrote on Fri, 18 January 2013 02:42Hello Lectus

Could you include a super simple project showing this problem?

Hi!
Here it is: http://www57.zippyshare.com/v/71011403/file.html

Build the 3 packages, put test.exe, testwinapi.exe and testdll.dll on the same folder and run them.

Subject: Re: How to create a U++ based DLL?
Posted by koldo on Fri, 18 Jan 2013 19:06:29 GMT

Hello Lectus

In line 26 I would remove FreeLibrary(hdll) because hdll is NULL.

I am not a DLI expert and I have not found the reason of the problem.

The leak appears only if the function inside the DLL calls the GUI and it is in the PromptOK() call.

Could some DLI expert help us?

Subject: Re: How to create a U++ based DLL?
Posted by 281264 on Sat, 16 Feb 2013 20:54:08 GMT

I have tested Dl class in Functions4U and its functions Load and GetFunction both work very well.

Many thanks,

Javier

Subject: Re: How to create a U++ based DLL?
Posted by koldo on Mon, 18 Feb 2013 07:48:31 GMT

Hello Javier

Excellent. It is just a super simple class handling LoadLibrary/GetProcAddress/FreeLibrary in Windows and the equivalent in Linux. So if you do not need the rest of Functions4U you can just take it.

If you see any improvement please send it