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Subject: How to link to multiple DLLs  
Posted by [jerson](#) on Thu, 14 Aug 2014 05:06:26 GMT  
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Greetings

I have a bit of VB6 code which I need to integrate into my U++ application.

I have checked the DLI files commands and Functions4u.DI, but cannot seem to figure out how to link multiple DLLs using these. The DLLs belong to Windows OS and are the avicap32.dll and user32.dll files

Can someone please help me understand how to convert the attached snippet of code?

Regards  
Jerson

### File Attachments

1) [WebCamHandling\\_InVb.txt](#), downloaded 1579 times

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Subject: Re: How to link to multiple DLLs  
Posted by [koldo](#) on Thu, 14 Aug 2014 06:51:09 GMT  
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Hello Jerson

There is no problem to call many DLLs from a single program.

In case of Functions4U you can have as many DI classes as you want. Every DI class represents a DLL through DI::Load(fileDll). With DI::GetFunction(functionName) you get a pointer to the functions you will use.

Anyway user32 functions can be called directly. I mean, for example, you can include this in your C++ code:

```
::SendMessage(hwnd, WM_SYSCOMMAND, 0xf008, MAKELONG(p.x, p.y));  
::SetWindowPos(hdlg, NULL, p.x, p.y, 0, 0, SWP_NOSIZE | SWP_NOZORDER |  
SWP_NOACTIVATE);  
::DestroyWindow(hwnd);
```

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Subject: Re: How to link to multiple DLLs  
Posted by [jerson](#) on Thu, 14 Aug 2014 11:46:02 GMT  
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Hello Koldo

Thanks for your valuable input

Am I doing this DLI declaration right?

```
FN(WORD, capCreateCaptureWindowA, (String WindowName, int32 Style,int32 x, int32 y, int32 Width, int32 Height, int32 hParent, int32 ID));
```

```
/*  
 * '--The capCreateCaptureWindow function creates a capture window--  
 * Declare Function capCreateCaptureWindowA Lib "avicap32.dll" _  
 * (ByVal lpszWindowName As String, ByVal dwStyle As Integer, _  
 *   ByVal x As Integer, ByVal y As Integer, ByVal nWidth As Integer, _  
 *   ByVal nHeight As Short, ByVal hWnd As Integer, _  
 *   ByVal nID As Integer) As Integer  
 *  
 *
```

I keep getting this error with the pointer under capCreateCaptureWindowA

```
c:/.../avicap32.dli:1:10: error: expected ')' before 'capCreateCaptureWindowA_type'  
FN(WORD, capCreateCaptureWindowA, (char *WindowName, long Style,long x, long y, long  
Width, long Height, long hParent, long ID));  
      ^
```

```
C:\upp\uppsrc/Core/dli.h:42:23: note: in definition of macro 'FN_CN'  
typedef retval (call fn##_type) args; fn##_type *fn;
```

I have not used a header file and have put the following lines into my main.c

```
#define DLLFILENAME "avicap32.dll"  
#define DLIMODULE avicap32  
#define DLIHEADER <LM/avicap32.dli>  
#define DLLCALL LNPUBLIC  
#include <Core/dli.h>
```

What am I doing wrong?

PS:

I think I figured it out somewhat. this is what compiled for me. However, I will still appreciate some insight into why this works. Why does FN\_C work and not FN?

```
void MyAppWindow::CapStart(void)  
{  
    HWND hwnd;  
  
    hwnd = avicap32().capCreateCaptureWindowA("WebCam", WS_VISIBLE |  
WS_CHILD,0,0,640,480,picCapture.GetHWND(), 0);
```

}

In DLI file

```
FN_C(HWND, WINAPI, capCreateCaptureWindowA,  
(const char *WindowName, UINT Style,UINT x, UINT y, UINT Width, UINT Height, HANDLE  
hParent, UINT ID))
```

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Subject: Re: How to link to multiple DLLs  
Posted by [koldo](#) on Mon, 18 Aug 2014 06:46:19 GMT  
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Sorry Jerson. I cannot answer you because I am not a DLI expert.

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Subject: Re: How to link to multiple DLLs  
Posted by [jerson](#) on Mon, 18 Aug 2014 07:21:00 GMT  
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Hi Koldo

No problem. I have progressed quite a bit since my last posting and now I am able to get the webcam to work using VFW. I am grateful for your tips about SendMessage - that helped a bit. Lot of patience and google makes a happy man.

It will be really helpful if someone more knowledgable can shed some light on how to link multiple DLLs. Right now it is more of an academic exercise for me since my immediate problem is resolved.

Best regards  
Jerson

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