

Creating DLLs in C/C++

Can either do the below OR use a library

To use a library:

- Add the external lib to your project
- Copy the lib or dll to the directory where your exe is sitting

DLL Side

in .cpp

```
extern "C" {
    _declspec(dllexport) int dlltestcall (void);
}
```

```
int dlltestcall (void) // here is the sample dll
{
    return 0;
}
```

Caller Side

```
#include <windows.h>
typedef int (*p_DLLTESTCALL_TYPE) (void); // dll call signature
...
HINSTANCE handle_to_dll;
p_DLLTESTCALL p_dlltestcall;
int anInt;

handle_to_dll = LoadLibrary ("c:\\some_dirs\\dlltest.dll");

if (handle_to_dll) {
    p_dlltestcall =
        (p_DLLTESTCALL_TYPE) GetProcAddress(handle_to_dll, "dlltestcall");

    if (p_dlltestcall)
        anInt = p_dlltestcall(); // here is where we actually call our dll
    else
        FreeLibrary (handle_to_dll);
}
```