Posted by   on Thu, 28 Sep 2023 09:36:31 GMT
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Posted by LeGO on Thu, 28 Sep 2023 11:15:20 GMT
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```pascal
unit Unit1;

interface

uses
  Windows, Messages, SysUtils, Variants, Classes, Graphics, Controls, Forms,
  Dialogs, Vcl.StdCtrls;

type
  TForm1 = class(TForm)
    edt1: TEdit;
    btn1: TButton;
    edt2: TEdit;
    btn2: TButton;
    procedure btn1Click(Sender: TObject);
    procedure btn2Click(Sender: TObject);
  private
    { Private declarations }
  public
    { Public declarations }
  end;

  Tfunc = function(n: integer): integer;

var
  Form1: TForm1;

implementation
```

```
function ShowForm: integer; external 'mylib.dll';
{$R *.dfm}

procedure TForm1.btn1Click(Sender: TObject);
var
  LibHandle: THandle;
  i: integer;
  func: Tfunc;
begin
  LibHandle := loadLibrary('mylib.dll');
  try
    if LibHandle <> 0 then
    begin

      @func := GetProcAddress(LibHandle, 'fn_calc');
      if addr(func) <> nil then
      begin
       i := strtoint(edt1.text);
       edt2.text := IntToStr(func(i));
       edt1.text := IntToStr(Random(10));
      end
      else

    end
    else

  finally
    FreeLibrary(LibHandle);
  end;
end;

procedure TForm1.btn2Click(Sender: TObject);
var
  LibHandle: THandle;
  i: integer;
  func: Tfunc;
begin
  LibHandle := loadLibrary('mylib.dll');

  try
    if LibHandle <> 0 then
    begin
      @func := GetProcAddress(LibHandle, 'ShowForm');
      if addr(func) <> nil then
       ShowForm
      else
```

```
    end
    else

  finally
    FreeLibrary(LibHandle);
  end;
end;


end.




library mylib;

{ Important note about DLL memory management: ShareMem must be the
  first unit in your library's USES clause AND your project's (select
  Project-View Source) USES clause if your DLL exports any procedures or
  functions that pass strings as parameters or function results. This
  applies to all strings passed to and from your DLL--even those that
  are nested in records and classes. ShareMem is the interface unit to
  the BORLNDMM.DLL shared memory manager, which must be deployed along
  with your DLL. To avoid using BORLNDMM.DLL, pass string information
  using PChar or ShortString parameters. }

uses
  ShareMem,
  madExcept,
  madLinkDisAsm,
  madListHardware,
  madListProcesses,
  madListModules,
  Windows,
  Dialogs,
  ActiveX,
  SysUtils,
  Classes,
  Unit2 in 'Unit2.pas' {Form2};

{$R *.res}

procedure DLLEntryPoint(Reason: Word);
begin
  if Reason = DLL_PROCESS_DETACH then
    ShowMessage('DETACH');
end;

function fn_calc(n: integer): integer;
begin
```

```pascal
  Result := n * 256
end;

exports
  fn_calc, ShowForm;

begin
  DLLProc := @DLLEntryPoint;
  DLLEntryPoint(DLL_PROCESS_ATTACH);
end.
```

```pascal
unit Unit2;

interface

uses
  Winapi.Windows, Winapi.Messages, System.SysUtils, System.Variants, System.Classes,
Vcl.Graphics,
  Vcl.Controls, Vcl.Forms, Vcl.Dialogs;

type
  TForm2 = class(TForm)
    procedure FormClose(Sender: TObject; var Action: TCloseAction);
  private
    { Private declarations }
  public
    { Public declarations }
  end;

function ShowForm: integer;

var
  Form2: TForm2;

implementation

{$R *.dfm}

function ShowForm: integer;
begin
  Form2 := TForm2.Create(Application);
  Result := Form2.ShowModal;
  FreeAndNil(Form2);
end;

procedure TForm2.FormClose(Sender: TObject; var Action: TCloseAction);
```

```
begin
  CloseHandle(Form2.Handle);
  Action := cafree;
end;

end.
```

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Posted by shalamyansky on Fri, 29 Sep 2023 17:48:04 GMT

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Posted by shalamyansky on Fri, 29 Sep 2023 18:24:26 GMT

Posted by SD on Sun, 01 Oct 2023 11:10:41 GMT

Posted by   on Mon, 02 Oct 2023 19:11:46 GMT

Posted by **LeGO** on Mon, 09 Oct 2023 08:08:02 GMT

Posted by **LeGO** on Mon, 09 Oct 2023 08:16:46 GMT

File Attachments
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