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Posted by [LeGO](#) on Wed, 27 Sep 2023 14:00:35 GMT  
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Posted by on Thu, 28 Sep 2023 09:36:31 GMT  
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```
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;
  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

```

```

    Result := n * 256
end;

exports
    fn_calc, ShowForm;

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

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 18:24:26 GMT  
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### File Attachments

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1) [DllForm.rar](#), downloaded 127 times

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