
Posted by [LeGO](#) on Wed, 27 Sep 2023 14:00:35 GMT
[View Forum Message](#) <> [Reply to Message](#)

Posted by on Thu, 28 Sep 2023 09:36:31 GMT
[View Forum Message](#) <> [Reply to Message](#)

Posted by [LeGO](#) on Thu, 28 Sep 2023 11:15:20 GMT
[View Forum Message](#) <> [Reply to Message](#)

```
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.
```

Posted by [shalamyansky](#) on Fri, 29 Sep 2023 17:39:29 GMT
[View Forum Message](#) <> [Reply to Message](#)

Posted by [shalamyansky](#) on Fri, 29 Sep 2023 17:48:04 GMT
[View Forum Message](#) <> [Reply to Message](#)

Posted by [shalamyansky](#) on Fri, 29 Sep 2023 18:24:26 GMT
[View Forum Message](#) <> [Reply to Message](#)

Posted by [SD](#) on Sun, 01 Oct 2023 11:10:41 GMT
[View Forum Message](#) <> [Reply to Message](#)

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

[View Forum Message](#) <> [Reply to Message](#)

Posted by [LeGO](#) on Mon, 09 Oct 2023 08:08:02 GMT

[View Forum Message](#) <> [Reply to Message](#)

Posted by [LeGO](#) on Mon, 09 Oct 2023 08:16:46 GMT

[View Forum Message](#) <> [Reply to Message](#)

File Attachments

1) [DllForm.rar](#), downloaded 847 times

Posted by

[View Forum Message](#) <> [Reply to Message](#)

on Sun, 15 Oct 2023 21:15:48 GMT
