

Technical Support
Knowledge Center Open

VEE：我如何從VEE呼叫DLL？

Notices

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只要DLL符合VEE的資料類型限制，就可以從VEE呼叫。VEE可以傳送包含64位元浮點和32位元整數的資料，也可以在這些資料類型和字元上加入指標以便於傳送這些項目。為了能夠從DLL呼叫函數，您必須先建立一個起始碼檔案，它會指定函數的名稱，以及傳送的參數數量與類型。接著，您必須匯入包含該函數的程式庫（DLL）。最後，您可以使用呼叫物件或從公式來呼叫函數。舉例說明最清楚。

假設您要使用Microsoft Windows提供的 Sleep()函數，在您的VEE程式中加入一個延遲，同時還可讓其他的應用軟體使用CPU。這個函數包含在名為kernel32.dll的DLL中。這個檔案的確實位置，會依您使用的作業系統而有不同。

我們稱為Sleep.h的起始碼檔案如下：

```
void Sleep(int msec)
```

您必須利用下列設定，將 'Import Library' 物件放入您的VEE程式中：

程式庫類型：Compiled Function

程式庫名稱：delay（您可以指定任意名稱）

檔案名稱：kernel32.dll（您必須指定這個檔案的完整路徑）

起始碼檔案：Sleep.h（這是您在前面所產生的起始碼檔案）

當您執行完Import Library物件之後，可以將下列內容放入公式物件delay.Sleep(1000)中，以便呼叫函數。

Delay是我們匯入程式庫時為它指定的名稱。Sleep是函數的名稱，1000是我們希望它保持停止狀態的毫秒數。

請注意，當Sleep函數為有效狀態時，如果您使用這個範例，VEE將不會回應，所以最好使用較短的停止時間。

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