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VEE: How Can I Call a DLL From VEE?

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Generated on : Apr 11, 2021

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DLLs can be called from VEE as long as they adhere to VEE's restrictions on data types. VEE can pass data containing 64 bit floats and 32 bit integers. VEE can also pass arrays of these data types and arrays of chars by passing pointers to them. In order to call a function from a DLL, you must first create a header file, which specifies the name of the function, and the number and type of parameters passed. You must then import the library (DLL) containing the function. Finally, you can call the function using a call object or from a formula. This is best illustrated by an example.

Suppose you want to use the Sleep() function provided by Microsoft Windows to insert a delay into your VEE program while still allowing other applications to use the CPU. This function is contained in the DLL named kernel32.dll. The exact location of this file will vary depending on the operating system you are using.

The header file, which we will call Sleep.h will be as follows:

void Sleep(int msec)

You need to place an 'Import Library' object into your VEE program with the following settings:

Library Type: Compiled Function

Library name: delay (you can call it anything you want)

File Name: kernel32.dll (you will need to specify the full path to this file)

Header File: Sleep.h (This is the header file you created above)

After you have executed the Import Library object, you will be able to call the function by placing the following into a formula object delay.Sleep(1000)

Delay is the name that we gave the library when we imported it. Sleep is the name of the function and 1000 is the number of milliseconds that we want it to sleep.

Be aware, if you use this example, that VEE will be non-responsive while the Sleep function is active so it would be wise to use relatively short sleep times.

Revision 1.0 12 Dec, 1999 gdc

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