OUTLINE

DELPHI 2010: CREATING AND USING DLLS

This course focuses on writing and using DLLs. Learn how you can share your Delphi functions and procedures between applications, including applications those written in other languages. Topics discussed include exporting functions from DLLs, statically and dynamically loading DLLs, writing import units, and much more.

Next you will learn how to integrate data into your executable using resources. Among the topics discussed here include using the resource command-line compiler, writing resource scripts, creating string, bitmap, icon, and cursor resources; compiling resources into your executables, and accessing your resources at runtime. Creating and using resource DLLs is also discussed.

CARY JENSEN, PH.D.
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JENSEN DATA SYSTEMS, INC.
HTTP://WWW.JENSENDATASYSTEMS.COM
PHONE: 281-359-3311
EMAIL: INFO@JENSENDATASYSTEMS.COM

COURSE INCLUDES A COURSE BOOK PLUS ALL CODE EXAMPLES PRESENTED ALONG WITH ADDITIONAL CODE EXAMPLES.

DELPHI 2010: CREATING AND USING DLLS

OVERVIEW OF DLLS

BUILDING A DLL EXAMPLE

More about the Exports Clause

Dll Parameters

USING DLLS IN APPLICATIONS

CREATING DLL IMPORT UNITS

GETTING A DLL’S EXECUTION DIRECTORY

CREATING DLLS CONTAINING FORMS

DLLS AND EXCEPTIONS

DEBUGGING DLLS

EXPLICITLY LOADING AND FREEING DLLS

Declaring Variables

Loading The DLL

Getting the Function or Procedure Address

Dlls and Late Binding

Releasing The DLL

DLL INITIALIZATION AND EXIT

Defining Initialization Code
Defining an Exit Procedure

TAPPLICATION AND DLLS

DLLS AND RESOURCES

- Overview of Resource Files
- Resources and Delphi Applications

CREATING RESOURCE FILES

LINKING RESOURCE FILES AT COMPILe TIME

- Automatically Compiling Resource Files

LOADING RESOURCES AT RUNTIME

- Using String Resources
- Using Bitmaps in Resources
- Creating a Bitmap Object
- Loading a Bitmap from a Resource File

USING CURSOR RESOURCES

- Declaring Cursor Constants
- Loading Custom Cursors into Screen.Cursors
- Using Custom Cursors

STORING RESOURCES IN DLLS

- Create a Resource DLL
- Loading Resources from a DLL

ACCESSING DLL-BASED ROUTINES USING INTERFACES