

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.

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

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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