

CuCustomWndAPI DEMO

Demo structure

This demo example is composed by:

1. demo application DemoCuCustomWndAPIWrap (including example code and project for Visual Studio)
2. library CuCustomWndAPIWrp.dll (saved in subfolder "Library\NET Library"), that will be loaded by the application
3. service library CuCustomWndAPI.dll (saved in subfolder "\Library\C++ Library"), used by CuCustomWndAPIWrp.dll. Your application does not need to reference this service library.

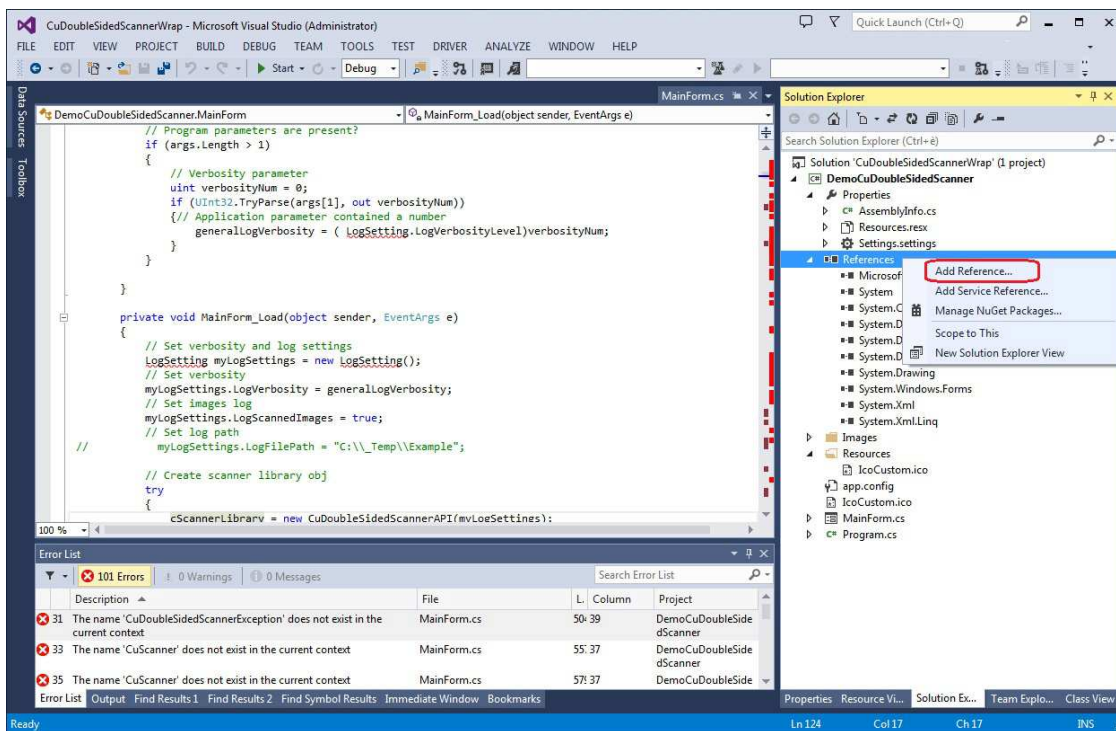
Add reference

To develop your application, or build this demo, it is necessary to include the reference to CuCustomWndAPIWrp.dll in your application project.

Do not insert CuCustomWndAPI.dll in the references, it only has to stay in the same folder of CuCustomWndAPIWrp.dll.

To load the reference, follow this steps:

1. Select "Add reference" from "Solution Explorer"



2. Select CuCustomWndAPIWrp.dll from the folder "Library\NET Library\x86" or "Library\NET Library\x64".

World Headquarters

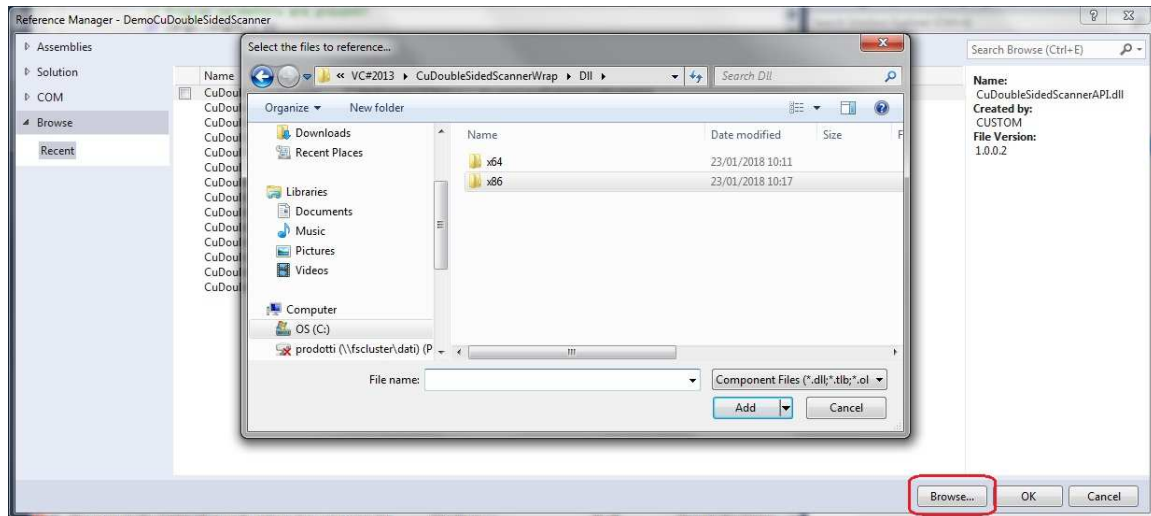
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You need to add the reference to a x64/x86 library depending on the settings of your “Configuration Manager”: x86 library for x86 platform; x64 library for x64 platform.



- When a reference is added, the related .dll is automatically copied into the debug and release folders.
Please remember to manually copy also the C++ dll “CuCustomWndAPI.dll” to the same debug and release folders.

How to compile

DemoCuCustomWndAPIWrap project can compile for x86 and x64 platforms.

The application must load the related CuCustomWndAPIWrp.dll library: x86 library for x86 platform; x64 library for x64 platform.

AnyCPU platform is not advised, since its configuration could manage wrong data size exchanged to the library.

Software folder

The software will load the library found in the same folder, by default.

Then your application folder will contain

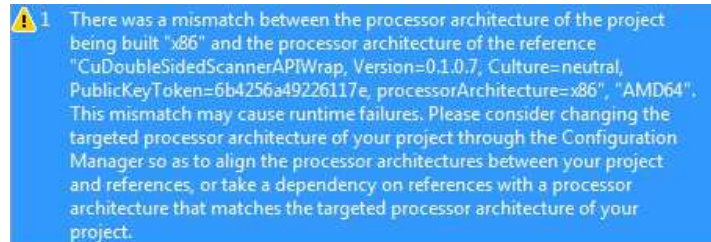
- your application
- CuCustomWndAPIWrp.dll (you can find it in “Library*.NET Library\x86” or “Library*.NET Library\x64” folder)
- CuCustomWndAPI.dll (you can find it in “Library\C++ Library\x86” or “Library\C++ Library\x64” folder)

Compile / Run issues

- You run into this warning during compile:

“There was a mismatch between the processor architecture of the project being built “x86” and the processor architecture of the reference “ CuCustomWndAPIWrp, Version=x.x.x.x, Culture=neutral, PublicKeyToken=xxxxxxxx, processorArchitecture=x86”, “AMD64”. This mismatch may cause runtime

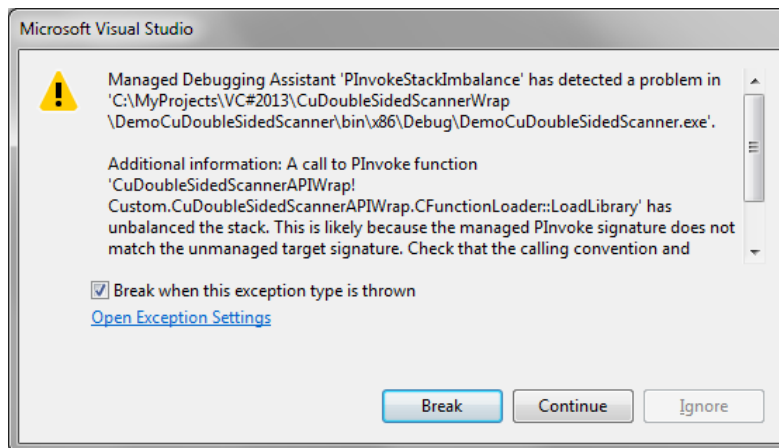
failures. Please consider changing the targeted processor architecture of your project through the Configuration Manager so as to align the processor architectures between your project and references, or take a dependency on references with a processor architecture that matches the targeted processor architecture of your project."



It happens if you compile both x64 and x86 platforms, because it is not possible to debug x86 platform, if the system you are using is x64, and viceversa.

This issue is valid only for Visual Studio Debug; however it does not affect the built applications, both x64 and x86, that will be fully working in release mode.

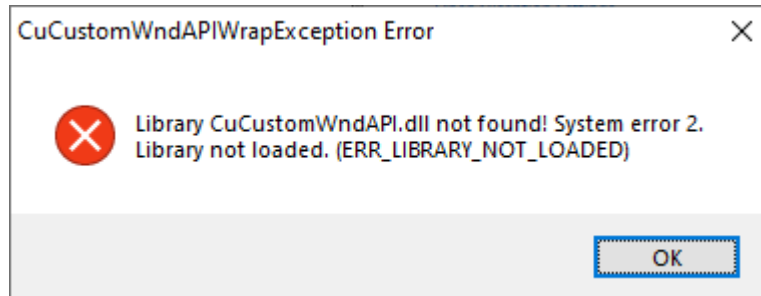
2. If you run into this message



it means that you are running a 64 bit application on a 32 bit based system, or viceversa. Please modify the default platform from the Configuration Manager.

Once you have selected the correct platform you need to load the correct reference (x64 / x86).

3. If you run into this message



you have to copy the C++ dll (CuCustomWndAPI.dll) in the same folder of CuCustomWndAPIWrp.dll.
If you are running in Debug mode, check the debug folder where the exe is created.