

end; end; end;

Embed C code into Delphi FMX project

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Overview

 How to compile C Code to be embed into Delphi project

How to link the C objects to the Delphi units

How to call the C functions



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How to compile C code to embed into Delphi project

- Two options to compile your C code:
 - Use C++ Builder
 - Ok for Windows, macOS 32 and mobile platforms
 - Issue: linux and macOS 64 platforms not available
 - Use other tools
 - Visual Studio for Windows
 - GCC for Linux
 - XCode for macOS and iOS
 - Android Studio for Android

How to compile C code to embed into Delphi project

- Two options for the resulting format:
 - Objects files .o, .obj
 - Shared libraries
- We use objects files for:
 - Windows 32 and 64 bits
 - macOS 32 and 64 bits
- We use shared library for:
 - Linux (by using ar command line tool)
 - iOS 32 and 64 bits
 - Android



How to compile C code to embed into Delphi project

So we use for the different platforms:

- Windows and macOS 32:
 - C++ Builder project
 - To generate C object files
- Android and iOS:
 - C++ Builder shared library project
 - To generate shared library

- Linux:
 - GCC and ar
 - To generate shared library
- macOS 64:
 - Xcode
 - To generate C object files

How to link the C objects to the Delphi units

- We need to link the C object files for Windows and macOS 32 platforms.
- For mobile platforms, we link directly each function with its shared library file and need to add the path to the shared library into the Search path.
- For macOS 64 platform, we link directly each function with its C object file.
- In Windows and macOS platforms, compiled functions in object files are prefixed with _ and need to have cdecl; calling convention.
- Some standard C functions are not recognized and we need to precise in which file the compiler can find it.
 - If we do not know where to find it, we can use Delphi functions whose result is the same.
- AnsiChar type is not available on mobile platforms, so we use Byte type.





