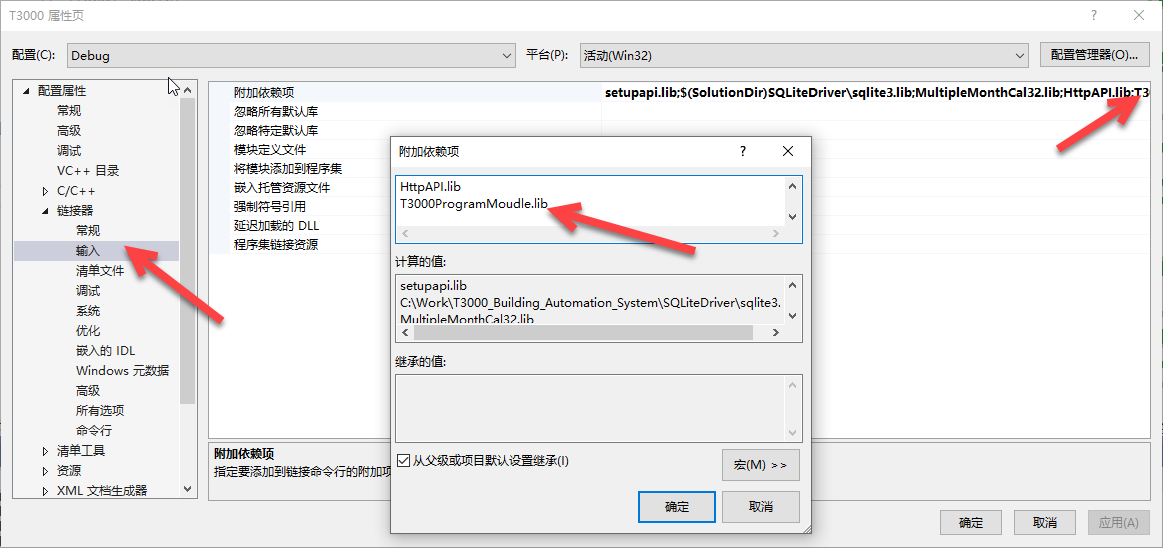
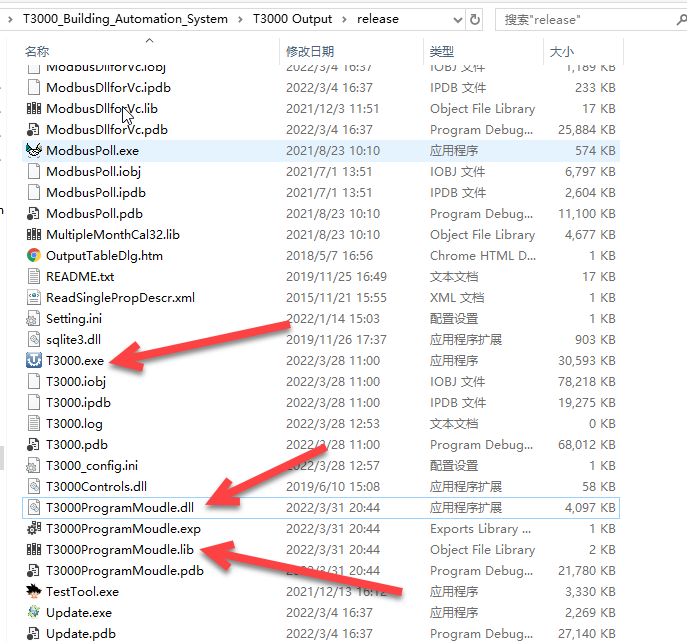
Take t300.exe calling a Dll for example

1. Add additional dependencies



Place the dynamic library in the T3000 run directory



* Include dllmain.h header file , This allows you to use the functions in the library

typedef struct

{

int errorcode;

char encode\_array[2000];

char encode\_message[255];

}encode\_str;

typedef struct

{

int errorcode;

char decode\_text[4000];

char decode\_message[255];

}decode\_str;

extern "C" \_\_declspec(dllexport) int Encode\_function(char\* input\_text, encode\_str \* encodestr);

extern "C" \_\_declspec(dllexport) char\* Decode\_function(char\* input\_code, decode\_str \* decodestr);

Function Usage Examples

#include "..\T3000ProgramMoudle\dllmain.h"

char test\_program[] = "10 REM TEST PROGRAM \r\n20 VAR = VAR1 + 1\r\n";

char ret\_value[2000] = { 0 };

encode\_str Myencodestr ;

int encode\_ret=0;

encode\_ret = Encode\_function(test\_program, &Myencodestr);

if (encode\_ret != -1)

{

MessageBox(\_T("Decode error!"));

}

char\* decode\_ret =NULL;

decode\_str Mydecode\_str;

decode\_ret = Decode\_function(Myencodestr.encode\_array, &Mydecode\_str);

if (decode\_ret == NULL)

{

MessageBox(\_T("Decode Failed!"));

}