1. Start Visual Studio 2019
2. Create a new project
3. Select Dynamic-Link Library with exports (DLL)
4. Create project name RawPluginCPlusPlus code

Add code to RawPluginCPlusPlusCode.cpp

|  |
| --- |
| // RawPluginCPlusPlusCode.cpp : Defines the exported functions for the DLL.  //  #include "pch.h"  #include "framework.h"  #include "RawPluginCPlusPlusCode.h"  // This is an example of an exported function.  RAWPLUGINCPLUSPLUSCODE\_API int AddTwo(int x, int y)  {  return x + y;  } |

Add code to RawPluginCPlusPlusCode.h

|  |
| --- |
| // The following ifdef block is the standard way of creating macros which make exporting  // from a DLL simpler. All files within this DLL are compiled with the RAWPLUGINCPLUSPLUSCODE\_EXPORTS  // symbol defined on the command line. This symbol should not be defined on any project  // that uses this DLL. This way any other project whose source files include this file see  // RAWPLUGINCPLUSPLUSCODE\_API functions as being imported from a DLL, whereas this DLL sees symbols  // defined with this macro as being exported.  #ifdef RAWPLUGINCPLUSPLUSCODE\_EXPORTS  #define RAWPLUGINCPLUSPLUSCODE\_API \_\_declspec(dllexport)  #else  #define RAWPLUGINCPLUSPLUSCODE\_API \_\_declspec(dllimport)  #endif  extern "C" RAWPLUGINCPLUSPLUSCODE\_API int AddTwo(int x, int y); |

1. Select ‘Release’ and ‘x64’ configuration in Visual Studio
2. Select Build menu and press Build Solution
3. Start Xojo 2019 r1.1
4. Create a new Desktop project in Windows and save it as RawPlugin.xojo\_binary\_file
5. Change the Xojo project to an x64 application
6. Copy the dll file from C:\Users\Owner\Desktop\New\RawPlugin\RawPluginCPlusPlusCode\x64\Release\ RAWPLUGINCPLUSPLUSCODE.dll and paste it beside the RawPlugin.xojo\_binary\_file
7. Add three TextFields to hold two numbers from the user (numbers to be added) and the last Textfield to show the answer.
8. Add the following code to an action event

|  |
| --- |
| Sub Action() Handles Action  Declare Function AddTwo Lib "C:\Users\Owner\Desktop\New\RawPlugin\RAWPLUGINCPLUSPLUSCODE.dll" (x as Integer, y as Integer) As Integer  Dim Answer as Integer    If System.IsFunctionAvailable("AddTwo", "C:\Users\Owner\Desktop\New\RawPlugin\RAWPLUGINCPLUSPLUSCODE.dll") Then  Answer = AddTwo(5, 3) //Add 5 + 3  Answer = AddTwo(TFFirstNumber.Text.CLong, TFSecondNumber.Text.CLong)  Else  Answer = 0 //Error  End If    TFAnswer.Text = Answer.ToText  End Sub |

Here is a screen grab of the running program.

