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C3 / Src / NodeRelayDll / NodeRelayDll.cpp



33 lines (30 loc) · 816 Bytes

Code

Blame

Raw



```
1  #include "StdAfx.h"
2
3  /// Entry point of the the library.
4  ✓ BOOL WINAPI DllMain(HINSTANCE, DWORD, LPVOID)
5  {
6      // Indicate successful load of the library.
7      return TRUE;
8  }
9
10 /// Starts a NodeRelay.
11 /// @param leaveImmediately if false then waits for Relay to be shut down internally by a C3 API Co
12 ✓ extern "C" __declspec(dllexport) void StartNodeRelay()
13 {
14     FSecure::WinTools::StructuredExceptionHandling::SehWrapper(
15         []()
16         {
17             try
18             {
19                 auto relay = FSecure::C3::Utils::CreateNodeRelayFromImagePatch(
20                     [](FSecure::C3::LogMessage const&, std::string_view) {},
21                     FSecure::C3::InterfaceFactory::Instance(),
22                     EmbeddedData::Instance()[0],
23                     EmbeddedData::Instance()[1],
24                     EmbeddedData::Instance()[2],
25                     EmbeddedData::Instance().FindMatching(3));
26             }
```

```
27             relay->Join();
28         }
29         catch (...)
30         {
31         }
32     }, []() {});
33 }
```