**Run time DLL:-**

**Create a DLL project:**

* File -> New Project -> Win32 Project -> Next -> DLL -> Finish
* Add DLL code in dllmain.cpp ( Add Extern “C” {} )
* Add a new header file for header code ( Add Extern “C” {} )

**Properties:-**

**General:**

* Target Extension: .dll
* Configuration Type: Dynamic Library (.dll)

**VC++ Directories:**

Include Directories:

* C:\Program Files (x86)\Microsoft DirectX SDK (June 2010)\Include

Library Directories:

* C:\Program Files (x86)\Microsoft DirectX SDK (June 2010)\Lib\x64
* DLL project \ Debug \

**Using DLL-Create Windows Project: Set as Startup Project**

* File -> New Project -> Win32 Project -> Next -> Windows -> Empty Project -> Finish
* Add a .cpp file and add the code.

**Properties:-**

**Common Properties:-**

Add New Reference -> Add DLL -> OK

Use Library Dependency Inputs -> TRUE

**Configuration Properties:-**

General -> Output Directory -> DLL Project \ Debug \

**VC++ Directories:-**

Include Directories:

* C:\Program Files (x86)\Microsoft DirectX SDK (June 2010)\Include

Library Directories:

* C:\Program Files (x86)\Microsoft DirectX SDK (June 2010)\Lib\x64
* DLL project \ Debug \

**Linker:-**

General -> Additional Library Directories -> DLL Project \ Debug \

Input -> Additional Dependencies -> xxx.lib

Advanced -> Entry Point -> WinMain