

# Loading a function from a DLL from C

---

Calling functions from a DLL in a C code? Don't. But it's possible.

---

I was doing one of the nastiest task ever in the last few weeks: call a function from a DLL written in C++ from native C code. Here's how to do it with latest MinGW.

The DLL contains a function, named `Test`, returning an `int`, and have one single `int` parameter and - how suprising - returns an `int` as status.

`dllhandler.h`

```
#ifndef DLLHANDLER_C_
#define DLLHANDLER_C_

#include <windows.h>
#include <winbase.h>
#include <windef.h>
#include <stdio.h>

typedef int (*TestFunc)(int);

int loadDLL( void );

#endif
```

`dllhandler.c`

```
#include "dllhandler.h"

int loadDLL( )
{
    int status = 0;
    TestFunc _TestFunc;
```

```
HINSTANCE testLibrary = LoadLibrary("test.dll");

if (testLibrary)
{
    _TestFunc = (TestFunc)GetProcAddress(testLibrary,
"Test");
    if (_TestFunc)
    {
        status = _TestFunc();
    }
    FreeLibrary(serialLibrary);
}
return status;
}
```

Created by Peter Molnar <[mail@petermolnar.net](mailto:mail@petermolnar.net)>, published at 2012-01-23 09:01 UTC, last modified at 2021-10-31 15:57 UTC , to canonical URL <https://petermolnar.net/article/loading-a-function-from-a-dll-from-c/> , licensed under CC-BY-4.0 .