
Subject: Is this illegal?

Posted by [jnz](#) on Fri, 04 May 2007 07:15:44 GMT

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I'm trying to create a closed source dll that has access to the engine calls in scripts.dll.
The GNU doesn't say anything about calling custom code with a function pointer, But then, it doesn't say much else either.

So, here's what i did:

Scripts.dll

```
//.h
#include <string>
using namespace std;

typedef void (*CI)(string);
typedef void (*CO)(string);

void Con_In(string Str);
void Con_Out(string Str);
```

```
//.cpp
#include "scripts.h"
#include "engine.h"
void Con_In(string Str)
{
    Console_Input(Str.c_str());
}
void Con_Out(string Str)
{
    Console_Output("%s", Str.c_str());
}
```

MyDLI

```
#include <string>
using namespace std;

typedef void (*CI)(string);
typedef void (*CO)(string);

CI Console_Input;
CO Console_Output;
```

```
extern "C"
{
  __declspec(dllexport) void InitCustomCommands(CI ConIn, CO ConOut)
  {
    Console_Output = ConOut;
    Console_Input = ConIn;

    Console_Output("myDll Loaded.\n");

  }
}
```
