

# Uniface 9: dll call in uniface 9

## dll call in uniface 9

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Hello everyone, I'm trying to familiarize myself with the IDE UNIFACE 9 and its programming language, to make changes to an application. I developed a DLL in C it can return a path, so a char \*, the called function takes no argument, I wanted to call this function from UNIFACE. I could see that we could use it to Activate call: Activate "NameOfDLL". NameOfFonction (\$\$ variable) I told my dll in signatures, but I is not nothing in return. my question is: What is \$\$variable returns the return of my function? Thanks !