

Re: Embedd DLL into executable

Source:

<http://www.tech-archive.net/Archive/Development/microsoft.public.win32.programmer.kernel/2008-01/msg00215.ht>

- *From:* "Dennis Jones" <nospam@xxxxxxxxxxx>
 - *Date:* Wed, 16 Jan 2008 15:20:15 -0800
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"Volodymyr Shcherbyna" <v_scherbina@xxxxxxxxxxxxxxxxxxx> wrote in message
<news:O%23MeMFJWIHA.2268@xxxxxxxxxxxxxxxxxxxxxxxxxxxxx>

I don't remember the details, but IIRC, it extracts the DLL from the resource to disk, then does a load (or maybe delay load) to get the DLL into memory. Then, when the program shuts down, the DLL is automatically deleted from the disk.

What is the reason? This is exactly the way, OP tries to avoid.

It depends on his reason for avoiding it. If he wants to avoid it for performance reasons, then I agree, my suggestion is not very helpful. But, on the other hand, if he wants to avoid it just so he doesn't have to figure out how to do it and write/debug a bunch of code, then an easy solution is to use existing code, which is what the article provides.

So that's why I mentioned it...just in case he just didn't want to go to all the trouble of figuring it out and writing/debugging the code.

– Dennis

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