

Re: Dyn loaded files and owner status window

Source:

<http://www.tech-archive.net/Archive/DotNet/microsoft.public.dotnet.languages.csharp/2006-01/msg00648.html>

- *From:* Paulustrious <msdn_whoisat_paulcotter.com>
 - *Date:* Thu, 5 Jan 2006 04:23:03 -0800
-

Or quick and dirty....

Grab the handle of the window from its name (or pass it to the dll from the exe) and then send nominated events to it. The event handler will call your class.

Another method is to use sockets / named pipes if the calls are relatively infrequent.

However, the 'right' solution is as Jon Skeet said, to create an encapsulated message handler which can pass data from one object to another. He suggests another dll with events – eminently logical. There are alternatives including standalone exe/service talking to objects over sockets / named pipes / event handlers and (if you are masochistic) interrupts.

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Paul

"Jon Skeet [C# MVP]" wrote:

> GTi wrote:
>> I have a main exe program that have a status window.
>> This exe program loads several dll files with Assembly.LoadFile.
>> I want now this dll files to send my exe program messages so I can
>> display it
>> on my status window.
>> Is there any way I can call a class in my exe program from dll files?
>> The dll files don't know about the exe files and the exe program that
>> loaded may or may not have a status window.
>
> I suggest you do this using interfaces defined in another DLL –
> interfaces that both your program and your DLLs know about. The easiest
> way would probably be to make the classes in your DLLs implement an
> interface that had an event (or set of events), and then make your main
> program subscribe to those events.
>
> Jon
>
>

- **References:**

- ◆ **Dyn loaded files and owner status window**

- ◇ *From:* GTi

- ◆ **Re: Dyn loaded files and owner status window**

- ◇ *From:* Jon Skeet [C# MVP]

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