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# Binkw32.dll Binksetsoundtrack 8



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```
#include #include int main(void) { HINSTANCE instance = LoadLibrary("C:\\Program Files\\Microsoft DirectX SDK (June 2010) Redist\\x64\\devkitsetup\\bin\\d3dx64.dll"); if (instance == NULL) { printf("LoadLibrary failed to find D3DX in path. "); } LPCSTR func = "D3DXCreateTextureFromFile"; LPCSTR func_ptr = (char *)GetProcAddress(instance, func); if (func_ptr == NULL) { printf("GetProcAddress failed to find D3DXCreateTextureFromFile in path. "); } printf("GetProcAddress returned 0x%x, %s is at 0x%x ", func_ptr, func, func_ptr); return 0; }
```

Link to it on my [github](#). Update 2

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