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WWE 2K18 – CODEX. WWE.2K18.Enduring.Icons.Pack.Unlocker-CODEX is an easy-to-use software to unlock the game in seconds. Download WWE 2K18 CODEX Game:.Q: How to call a C# method from a C++ code? I have a C++ program which I want to call a function that is in a C# DLL. The project is a cross-platform (i.e. both are natively compiled, on windows and linux) I tried adding the DLL as a reference into my C++ project, but I get the following error: Error 1 error C2039:

'ConstructA' : is not a member of 'MyNamespace' The function signature is as follows (this is inside a namespace of MyNamespace): namespace MyNamespace { void ConstructA(); } What should I do? A: Either you expose a function that calls the managed function or you expose a function that returns a reference to an object that holds a reference to the managed object. For the first option you can either have a fully qualified name: // The function in the DLL void C#Function(); or an opaque token: // The function in the DLL void ConstructA(); Then in your C++ you would use the fully qualified name or the opaque token to invoke it. For example, if you use a fully qualified name: void (*cpp_function)(); cpp_function = (void (*)(void))CMyDLL; // Use cpp_function like a normal function pointer If you use the opaque token:

MyNamespace::ConstructA a; // Use a as a normal reference This is called function overloading. Q: Issue with external javascript files I am using some external javascript libraries for a custom theme I am building. However the javascript files are not being loaded. I have read a few threads here about this, and the advice that was given is that I should set up a custom theme.php, but this seems a bit of a pain, especially as I'm using a child theme of a theme that I purchased. I also don't see any
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