

Accessing the current module's HINSTANCE from a static library

 devblogs.microsoft.com/oldnewthing/20041025-00

October 25, 2004



Raymond Chen

If you're writing a static library, you may have need to access the `HINSTANCE` of the module that you have been linked into. You could require that the module that links you in pass the `HINSTANCE` to a special initialization function, but odds are that people will forget to do this.

If you are using a Microsoft linker, you can take advantage of a pseudovisible which the linker provides.

```
EXTERN_C IMAGE_DOS_HEADER __ImageBase;  
#define HINST_THISCOMPONENT ((HINSTANCE)&__ImageBase)
```

The pseudovisible `__ImageBase` represents the DOS header of the module, which happens to be what a Win32 module begins with. In other words, it's the base address of the module. And the module base address is the same as its `HINSTANCE`.

So there's your `HINSTANCE`.

[Raymond is currently on vacation; this message was pre-recorded.]

[Raymond Chen](#)

Follow

