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Java Native Interface is a lightweight, dynamic way to access native system libraries from Java. JNative supports loading and calling the functions of native libraries in two different ways: Using JNI - Introduction JNative supports native calling via JNI. JNI is a natural, convenient way to access native libraries, and many Java programmers already have experience using it. To use JNI, the developer must have a C/C++ compiler installed on their system and must either compile JNI source code or load it as a shared library. JNI is the default method of accessing native libraries for Java developers using Java 5 or later. Using JNative - Getting Started JNative provides a no-fuss, low-overhead, and flexible interface. JNative supports calling native functions via Java Native Interface without the need to write or load a native library. JNative consists of a single, minimal C++ class and some C source code that will be compiled and linked in. JNative shares with JNI some of the same problems: It can be a hassle to debug native functions, requires a non-Java environment, and is not part of the core Java API. JNative solves these problems by removing all of the complexity. JNative has two modes: mode 1 (new) loads, links, and dynamically calls native functions; mode 2 (legacy) is like JNI, except it loads and links statically without dynamic invocation. JNative Version: This library is still in development and release version is also confusing. But this updated version supports Windows 7, Mac, and Linux. Last version is also works with JDK 1.6. Java Version: For Windows 7 and Windows Vista: JDK 6u17 For Mac OS X: JDK 5u40 For Linux: JDK 5u50 JNA JNA is an alternative to JNI, which is another way to access native libraries. In this article I will tell you how to use jna, how to choose the jna as a native library, and how you can use jna. JNA: Getting Started JNA is a native, platform-independent, and high-level Java API for accessing native methods and data structures. JNA is a wrapper library on top of native APIs on your platform. It provides a clean and consistent way to write native applications and access operating system services. JNA Overview JNA allows JVM-based programs to call and access native methods and structures 09e8f5149f

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JNative is a simple library for Java, to resolve and call native functions (DLL or shared libraries) from Java. What is native? A DLL (or shared library) is a kind of library for which the operating system provides an API or programming interface. Native libraries use a complex and undocumented system of functions, as the operating system. This library for Java makes it possible to use the functions of a DLL in Java without installing a specific system library. What is a shared library? The shared library is a common library of functions that you can use without recompiling, replacing or recompiling the application that needs these functions. This library aims to reuse functions that are already compiled or easy to use in the language of Java. It also uses the dynamic linking of shared libraries, without the need of a specific system library. For example, you can load a shared library that has already been pre-installed for Linux, without creating a system library, even if the language is not supported by such a library. The library is free, open-source, available on GitHub. Here is a Hello World program that can be executed with JNative: import com.android.jni.NativeLibrary; import com.nativelib.sme.TestNativeLib1; import com.nativelib.sme.TestNativeLib2; public class HelloWorld { private static native void helloJNI() throws Exception; public static void main(String[] args) { helloJNI(); System.out.println("Done"); } public static void helloJNI() throws Exception { TestNativeLib1.helloJNI(); TestNativeLib2.helloJNI(); } } What is necessary to use the library? Download and install the native library (.jar or.dll) Add the library to the path import the library: import com.android.jni.NativeLibrary; import com.nativelib.sme.TestNativeLib1; import com.nativelib.sme.TestNativeLib2; Because JNative is a dynamic library, it needs the header to be able to resolve functions (methods or pointers):

What's New in the JNative?

JNative provides the Native Interface to Java via the JNI technology. It provides the same services as this technology in the JVM to allow developers to access native libraries. It also supports 'Dynamic Linking'. JNative started as a port of SDF (Smart Dynamic Forwarding) to Java. It means that a JNative DLL/lib is attached to the current instance of the Java Virtual Machine, and dynamically loaded when required. Now it can load Java shared libraries as well. This version of JNative is really tested and is stable. It supports windows, mac os and linux. About JNDI (Java Naming and Discovery Interface): JNDI is the standard for addressing names and objects in a Java environment. It allows Java programs to find and communicate with other Java programs and servers. Using JNDI, a Java application can access a remote object reference by specifying the address of that object. This often allows applications to avoid recompiling their core for different network services. You can get more information about JNDI at: How to run JNative: In Linux using java command or in Mac OS using: /usr/local/bin/java. JNative Command: jnative-j2se.jar JNative jar with the feature 'Dynamic Linking' Using JNative to access to native libraries. Create a Java application to use the Native libraries to be accessible from Java as follows: First, create a Class file as follows: Then, create a package to access the object: Finally, you need to create a Class to access your DLL or JNI: java ClassName It's that's it. JNative Use: This is a dll/lib that calls native. Using JNative, you can get and set variables, methods etc... JNative API Reference: JNative Api.html - JNative API Reference JNative DynamicLink.html - Dynamic Linking JNative Dll.html - Native Dynamic Linking (Dynamic Linking) JNative.jar - JNative jar A: If you don't have the source for those libraries and the libraries do not rely on platform specific code

System Requirements:

Minimum: OS: Windows 7/8.1/10 (64-bit) CPU: AMD Athlon or Intel Core 2 Duo RAM: 2GB GPU: HD5770, HD5870, HD7970 or HD7950 DirectX: 9.0c or higher Recommended: CPU: AMD FX-series or Intel Core i3-series RAM: 4GB GPU: GTX550/560

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