```
#include <iostream>
using namespace std;

int myfunct(int myparam)
{
    return myparam+10;
}

int main()
{

    cout << "Call the function: " << myfunct(2) << endl << "Function address: " << &myfunct <<
endl;
    system("pause");
    return 0;
}
```

for my own interest, how do you get the function in bhs.dll and how would you make such an
application IE: stop the message from showing? the only way i know how to hack is to:

```
#include <iostream>
using namespace std;

typedef int (*_myfunctptr)(int param);
int main()
{
 _myfunctptr myfunctptr = (_myfunctptr)12423574; //some funct address

 cout << myfunctptr(2) << endl;

 system("pause");
    return 0;
}
```

how do i get the addresses of the functions i want to hack?