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Subject: Re: Using COM object

Posted by [tvanriper](#) on Sun, 20 Apr 2008 14:12:51 GMT

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I do not think so... the .dli mechanism looks to me as if it is intended to be used with arbitrary DLLs and the functions they expose.

I've bound to COM objects using Ultimate++ before, at my job. Basically, I sorta cheated.

I had another project in Microsoft Visual C++ that used the COM objects I wanted to use. These generated a .c and .h file that provided the bindings I needed for the COM object. I simply pulled these into my Ultimate++ project.

This said, I should think you ought to be able to use the #import trick if the DLL in question supports it. You'll need to include the right headers to make use of it (I can't recall what they are right now, and I'm at home... won't be back to work for a week or so). And, honestly, I haven't really tried it.

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