
Subject: Re: Help with Lib Wrapper DLL
Posted by [jerson](#) on Sun, 15 Dec 2013 07:56:06 GMT
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Unable to attach the VC++ express solution here. I do not know why the ZIP is being rejected.

So, I have posted the Form1.h which explains the process that seems to work.

#pragma once

namespace psocpgm {

```
using namespace System;
using namespace System::ComponentModel;
using namespace System::Collections;
using namespace System::Windows::Forms;
using namespace System::Data;
using namespace System::Drawing;
using namespace PP_ComLib_Wrapper; /* this is also the name of the DLL which is added to
Project->References */
```

```
/// <summary>
/// Summary for Form1
///
/// WARNING: If you change the name of this class, you will need to change the
///         'Resource File Name' property for the managed resource compiler tool
///         associated with all .resx files this class depends on. Otherwise,
///         the designers will not be able to interact properly with localized
///         resources associated with this form.
/// </summary>
```

```
public ref class Form1 : public System::Windows::Forms::Form
{
public:
    PP_ComLib_WrapperClass ^ pp;
```

```
    Form1(void)
    {
        InitializeComponent();
        //
        //TODO: Add the constructor code here
        //
    }
```

```
protected:
    /// <summary>
    /// Clean up any resources being used.
    /// </summary>
```

```

~Form1()
{
    if (components)
    {
        delete components;
    }
}
private: System::Windows::Forms::Button^ button1;
protected:
private: System::Windows::Forms::Button^ button2;

private:
    /// <summary>
    /// Required designer variable.
    /// </summary>
    System::ComponentModel::Container ^components;

#pragma region Windows Form Designer generated code
    /// <summary>
    /// Required method for Designer support - do not modify
    /// the contents of this method with the code editor.
    /// </summary>
    void InitializeComponent(void)
    {
        this->button1 = (gcnew System::Windows::Forms::Button());
        this->button2 = (gcnew System::Windows::Forms::Button());
        this->SuspendLayout();
        //
        // button1
        //
        this->button1->Location = System::Drawing::Point(27, 12);
        this->button1->Name = L"button1";
        this->button1->Size = System::Drawing::Size(76, 30);
        this->button1->TabIndex = 0;
        this->button1->Text = L"button1";
        this->button1->UseVisualStyleBackColor = true;
        this->button1->Click += gcnew System::EventHandler(this, &Form1::button1_Click);
        //
        // button2
        //
        this->button2->Location = System::Drawing::Point(260, 13);
        this->button2->Name = L"button2";
        this->button2->Size = System::Drawing::Size(74, 29);
        this->button2->TabIndex = 1;
        this->button2->Text = L"button2";
        this->button2->UseVisualStyleBackColor = true;
        this->button2->Click += gcnew System::EventHandler(this, &Form1::button2_Click);
        //

```

```

// Form1
//
this->AutoScaleDimensions = System::Drawing::SizeF(6, 13);
this->AutoScaleMode = System::Windows::Forms::AutoScaleMode::Font;
this->ClientSize = System::Drawing::Size(355, 54);
this->Controls->Add(this->button2);
this->Controls->Add(this->button1);
this->Name = L"Form1";
this->Text = L"Form1";
this->Load += gcnew System::EventHandler(this, &Form1::Form1_Load);
this->ResumeLayout(false);

}
#pragma endregion
private: System::Void Form1_Load(System::Object^ sender, System::EventArgs^ e)
{
    pp = gcnew PP_ComLib_WrapperClass;
}
private: System::Void button1_Click(System::Object^ sender, System::EventArgs^ e)
{
    if(!pp->w_IsConnected())
    {
        if(pp->w_ConnectToLatest() == 0)
        {
            this->Text = "PP COM-object " + pp->Version();
        }
        else
            this->Text = "No PP is installed on your PC";
    }
}
private: System::Void button2_Click(System::Object^ sender, System::EventArgs^ e)
{
    if(pp->w_IsConnected())
    {
        pp->w_Disconnect();
        this->Text = "PP COM-object " + pp->Version();
    }
}
};
}

```