

---

Subject: Re: Using COM object  
Posted by [JeyCi](#) on Thu, 20 Mar 2025 19:23:55 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I'm not sure, that given link is what you need -- - it seems to be just prototype of this -- yes, you can import functions from Dll (that you can see with Dependency Walker), but from COM these will be those from vtbl (virtual table, - an array of function pointers) that in COM just give access to the COM-container/wrapper (like DllInstall, DllGetClassObject, DllRegister - aka some general stuff), and from virtual interface(s) of COM, some of which acts as Class Factory, you implement class(es) itself with its methods ==> thus, declaration of FN in DLI seems doubtful for me, but I didn't yet experiment with DI class from here

C-classes-from-a-DLL (incl. COM)

to register in cmd regsvr32 "C:\myCOM.dll"  
to unregister regsvr32 /u "C:\myCOM.dll"

you can import your comDll if it has TypeLib inside -- see in oleview.exe

but can just create Client with CoInitialize() and corresponding CoUninitialize() pair. Then get CLSID from CLSIDFromProgID(..[COMname.CoClass]..) and CoCreateInstance() to create IDispatchPtr, that can use then to dispatch any method from COM-Interface

---