
Subject: Using COM object

Posted by [forlano](#) on Thu, 17 Apr 2008 23:29:30 GMT

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Hello,

I'm trying to use an external library made by a COM object.

This is the first time I face such animal. It seems I must register it in some way. I remind to have seen a discussion about this topic in the past but I cannot find it with the search function.

In particular I would like to know if I can import it and how. In visual C++ the command seems to be

Many thanks,

Luigi

Subject: Re: Using COM object

Posted by [forlano](#) on Fri, 18 Apr 2008 07:27:24 GMT

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forlano wrote on Fri, 18 April 2008 01:29Hello,

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Is this [http://www.ultimatepp.org/srcdoc\\$Core\\$DLI\\$en-us.html](http://www.ultimatepp.org/srcdoc$Core$DLI$en-us.html)
what I am looking for a COM object?

Luigi

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.

Subject: Re: Using COM object
Posted by [tvanriper](#) on Sun, 20 Apr 2008 14:14:45 GMT
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I should be more specific...

The MIDL compiler generated the .c/.h files from another file in my Visual C++ project.

I don't know if Ultimate++ supports this very well, although you can use third-party tools in Ultimate++.

Subject: Re: Using COM object
Posted by [JeyCi](#) on Thu, 20 Mar 2025 19:23:55 GMT
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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 oview.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
