
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++.
