
Subject: Error in OLE?

Posted by [borbek](#) on Sun, 14 Nov 2010 10:03:48 GMT

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function AsValue skip VT_BOOL

now:

```
case VT_NULL: return Null;

case VT_UI1: return (int)variant.bVal;
case VT_I2:  return (int)variant.iVal;
case VT_I4:  return (int)variant.lVal;
```

may need to add?:

```
case VT_NULL: return Null;
----> case VT_BOOL:
case VT_UI1: return (int)variant.bVal;
case VT_I2:  return (int)variant.iVal;
case VT_I4:  return (int)variant.lVal;
```

in function AsVariant:

now:

```
case DOUBLE_V: out.vt = VT_R8; out.dblVal = value; break;
case STRING_V:
case WSTRING_V: out.vt = VT_BSTR; out.bstrVal = StringToBSTR(value); break;
case DATE_V:   out.vt = VT_BSTR; out.bstrVal = WStringToBSTR(value); break;
case TIME_V:   out.vt = VT_DATE; out.date = ToDATE((Time)value);
```

may properly be as follows:

```
case DOUBLE_V: out.vt = VT_R8; out.dblVal = value; break;
case STRING_V: out.vt = VT_BSTR; out.bstrVal = StringToBSTR(value); break;
case WSTRING_V: out.vt = VT_BSTR; out.bstrVal = WStringToBSTR(value); break;
case DATE_V:
case TIME_V:   out.vt = VT_DATE; out.date = ToDATE((Time)value);
```

Subject: Re: Error in OLE?

Posted by [rylek](#) on Mon, 15 Nov 2010 18:46:14 GMT

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Hi there!

Thanks for the `STRING_V / WSTRING_V` bug; all your comments look sensible, I've just applied them, they are available on the live U++ tree.

Regards

Tomas
