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Subject: COM servers  
Posted by [keltor](#) on Fri, 25 Oct 2013 10:21:50 GMT  
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Hi,

I am developing a simple, widget-like app in U++ that draws a graph. It occurred to me that this kind of widgets could be turned into COM servers to be used in third party applications. For example, in the case at hand, the user could embed a graph in Powerpoint and change the scale in real time, in the middle of a presentation.

However, I am quite inexperienced in programming ActiveX. I was wondering if someone has tried something similar.

Any tips would be appreciated.

Regards,

Kel

PS: There is an excellent example in Bazaar of OLE automation to control LibreOffice and Microsoft Office. But this is sort of the opposite case, and I haven't seen it anywhere and I personally don't know how (if?) it could be done.

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Subject: Re: COM servers  
Posted by [Didier](#) on Sat, 26 Oct 2013 11:13:09 GMT  
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Hi Keltor,

Very interesting idea.  
I have no idea how to use COM objects : so I can't help you.

If this can be done I would be interested by the solution (and an example of this com object)

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Subject: Re: COM servers  
Posted by [nneilson](#) on Mon, 28 Oct 2013 07:30:20 GMT  
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Hi Keltor

I don't know how LibreOffice or M\$ Office are controlled but it seems like your app would be a Client and Powerpoint would be the server.

A Client initiates a communication and a Server acts on that and responds if necessary.

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Subject: Re: COM servers

Posted by [keltor](#) on Mon, 28 Oct 2013 10:12:47 GMT

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Ah, that may be. I thought that the server had to be the app that provides the interactive content. Thanks, that makes things clearer to me.

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Subject: Re: COM servers

Posted by [koldo](#) on Wed, 30 Oct 2013 12:00:35 GMT

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Sorry Keltor. I have some idea about accessing ActiveX, but no about building them

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Subject: Re: COM servers

Posted by [keltor](#) on Thu, 31 Oct 2013 07:09:58 GMT

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Well, I know that Qt for instance is quite handy with ActiveX, I was just wondering if one can do something similar with U++. Never mind then, it was just a thought experiment.

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