
Subject: Help with Lib Wrapper DLL

Posted by [jerson](#) on Sun, 15 Dec 2013 05:36:10 GMT

[View Forum Message](#) <> [Reply to Message](#)

Greetings

I have attached my project with which I cannot seem to access the DLL as the program crashes when I try accessing it. LNPUBLIC makes it worse as it won't compile then.

The class I am interested in is called the PP_ComLib_WrapperClass which is within the DLL called PP_ComLib_Wrapper.dll At this moment, I have tried a lot of things and reached the point of frustration. Can someone please nudge me in the right direction with this?

The least I would like to do is access the Version() export so that I can make it work.

I have a C++ solution that works, but, I cant figure out how to port it to UPP. Any help with this appreciated.

Regards

Jerson

File Attachments

1) [PSoCl_APP.zip](#), downloaded 307 times

Subject: Re: Help with Lib Wrapper DLL

Posted by [jerson](#) on Sun, 15 Dec 2013 07:56:06 GMT

[View Forum Message](#) <> [Reply to Message](#)

Unable to attach the VC++ express solution here. I do not know why the ZIP is being rejected.

So, I have posted the Form1.h which explains the process that seems to work.

#pragma once

```
namespace psocpgm {
```

```
using namespace System;
using namespace System::ComponentModel;
using namespace System::Collections;
using namespace System::Windows::Forms;
using namespace System::Data;
using namespace System::Drawing;
using namespace PP_ComLib_Wrapper; /* this is also the name of the DLL which is added to
Project->References */
```

```

/// <summary>
/// Summary for Form1
///
/// WARNING: If you change the name of this class, you will need to change the
///         'Resource File Name' property for the managed resource compiler tool
///         associated with all .resx files this class depends on. Otherwise,
///         the designers will not be able to interact properly with localized
///         resources associated with this form.
/// </summary>
public ref class Form1 : public System::Windows::Forms::Form
{
public:
    PP_ComLib_WrapperClass ^ pp;

    Form1(void)
    {
        InitializeComponent();
        //
        //TODO: Add the constructor code here
        //
    }

protected:
    /// <summary>
    /// Clean up any resources being used.
    /// </summary>
    ~Form1()
    {
        if (components)
        {
            delete components;
        }
    }
private: System::Windows::Forms::Button^ button1;
protected:
private: System::Windows::Forms::Button^ button2;

private:
    /// <summary>
    /// Required designer variable.
    /// </summary>
    System::ComponentModel::Container ^components;

#pragma region Windows Form Designer generated code
    /// <summary>
    /// Required method for Designer support - do not modify
    /// the contents of this method with the code editor.
    /// </summary>

```

```

void InitializeComponent(void)
{
    this->button1 = (gcnew System::Windows::Forms::Button());
    this->button2 = (gcnew System::Windows::Forms::Button());
    this->SuspendLayout();
    //
    // button1
    //
    this->button1->Location = System::Drawing::Point(27, 12);
    this->button1->Name = L"button1";
    this->button1->Size = System::Drawing::Size(76, 30);
    this->button1->TabIndex = 0;
    this->button1->Text = L"button1";
    this->button1->UseVisualStyleBackColor = true;
    this->button1->Click += gcnew System::EventHandler(this, &Form1::button1_Click);
    //
    // button2
    //
    this->button2->Location = System::Drawing::Point(260, 13);
    this->button2->Name = L"button2";
    this->button2->Size = System::Drawing::Size(74, 29);
    this->button2->TabIndex = 1;
    this->button2->Text = L"button2";
    this->button2->UseVisualStyleBackColor = true;
    this->button2->Click += gcnew System::EventHandler(this, &Form1::button2_Click);
    //
    // Form1
    //
    this->AutoScaleDimensions = System::Drawing::SizeF(6, 13);
    this->AutoScaleMode = System::Windows::Forms::AutoScaleMode::Font;
    this->ClientSize = System::Drawing::Size(355, 54);
    this->Controls->Add(this->button2);
    this->Controls->Add(this->button1);
    this->Name = L"Form1";
    this->Text = L"Form1";
    this->Load += gcnew System::EventHandler(this, &Form1::Form1_Load);
    this->ResumeLayout(false);

}
#pragma endregion
private: System::Void Form1_Load(System::Object^ sender, System::EventArgs^ e)
{
    pp = gcnew PP_ComLib_WrapperClass;
}
private: System::Void button1_Click(System::Object^ sender, System::EventArgs^ e)
{
    if(!pp->w_IsConnected())
    {

```

```

if(pp->w_ConnectToLatest() == 0)
{
    this->Text = "PP COM-object " + pp->Version();
}
else
    this->Text = "No PP is installed on your PC";
}
}
private: System::Void button2_Click(System::Object^ sender, System::EventArgs^ e)
{
    if(pp->w_IsConnected())
    {
        pp->w_Disconnect();
        this->Text = "PP COM-object " + pp->Version();
    }
}
};
}

```

Subject: Re: Help with Lib Wrapper DLL
Posted by [koldo](#) on Sun, 15 Dec 2013 15:13:14 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hello Jerson

Your dll does not seem to have any Version() function.

In my case when doing dll in C++ I prefer to prepare some interface C functions to access the C++ stuff from outside the dll.

Subject: Re: Help with Lib Wrapper DLL
Posted by [Lance](#) on Sun, 15 Dec 2013 21:53:56 GMT
[View Forum Message](#) <> [Reply to Message](#)

Not sure if it's because the DLL is not created as you had expected.

dumpbin /EXPORTS

on your attached DLL shows something like:

```

2000 .reloc
2000 .rsrc
16000 .text

```

You may want to double check if you can use the dll from within another project in visual studio.

Subject: Re: Help with Lib Wrapper DLL

Posted by [jerson](#) on Mon, 16 Dec 2013 01:08:13 GMT

[View Forum Message](#) <> [Reply to Message](#)

Here is a screenshot showing the DLL in the VS object browser. As you can see, it has a whole host of classes within it. One of those classes is the PP_ComLib_WrapperClass (not in screenshot range). Unfortunately, I am unable to attach the VS project here as the ZIP file refuses to upload even though it is under the limit of 8192kb. I can reference the DLL either by VS C++ or VB6 by setting the Project->Reference to the DLL. I will try again to upload the VS project.

File Attachments

1) [vc++ss.gif](#), downloaded 672 times

Subject: Re: Help with Lib Wrapper DLL

Posted by [jerson](#) on Mon, 16 Dec 2013 01:14:37 GMT

[View Forum Message](#) <> [Reply to Message](#)

Ah, it was the Intellisense file in the ZIP that was causing the problem. It was originally 10mb compressed to 2mb in the ZIP.

File Attachments

1) [psocpgm.zip](#), downloaded 297 times

Subject: Re: Help with Lib Wrapper DLL

Posted by [jerson](#) on Mon, 16 Dec 2013 09:59:18 GMT

[View Forum Message](#) <> [Reply to Message](#)

I believe I am up against this.

<http://msdn.microsoft.com/en-us/library/ms404285%28v=vs.110%29.aspx>
see the section "Wrapping COM Objects in a Managed Application"

How can I achieve this in Upp?
