Subject: Help with Lib Wrapper DLL
Posted by jerson on Sun, 15 Dec 2013 05:36:10 GMT
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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) PSoC1_APP.zip, downloaded 269 times

Subject: Re: Help with Lib Wrapper DLL
Posted by jerson on Sun, 15 Dec 2013 07:56:06 GMT
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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 */

```cpp
/// <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>
```

```cpp
    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
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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
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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 do 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
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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 591 times
```

Subject: Re: Help with Lib Wrapper DLL
Posted by jerson on Mon, 16 Dec 2013 01:14:37 GMT
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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 253 times
```

Subject: Re: Help with Lib Wrapper DLL
Posted by jerson on Mon, 16 Dec 2013 09:59:18 GMT
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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?