Subject: Creating a com object
Posted by tojocky on Thu, 09 Jun 2011 07:16:45 GMT
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Hello All.

Now I'm trying to create a com object.
If I do not use Upp::String class then all works fine.
Midl compile without errors, the generated library loaded in other system without error and can use.

But when I try to use Upp::String then the created com object (dll) does not load into other system.

The Upp:String I use internly only:
like this:

```
Upp::String test("Some examples");
```

Any hints are welcome!

Add:

forgot to say:
I add in link option:

```
/DEF:".\AddIn.def"
```

where .def file contains:

```
; AddIn.def : Declares the module parameters.

LIBRARY      "1CAddIn_test.dll"

EXPORTS
 DllCanUnloadNow     PRIVATE
 DllGetClassObject   PRIVATE
 DllRegisterServer   PRIVATE
 DllUnregisterServer PRIVATE
```

If I use CString or char* then it work without any problem.

Subject: Re: Creating a com object
Posted by tojocky on Thu, 09 Jun 2011 08:14:58 GMT
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found a doc link:
http://www.ultimatepp.org/srcdoc$Ole$ocx$en-us.html

trying to follow!

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Subject: Re: Creating a com object
Posted by tojocky on Thu, 09 Jun 2011 12:10:13 GMT
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tojocky wrote on Thu, 09 June 2011 11:14found a doc link:
http://www.ultimatepp.org/srcdoc$Ole$ocx$en-us.html

trying to follow!

tested ole calculator from examples and don't work.

I have been attached a simple example:

if in
void upp_test() function
or in
STDMETHODIMP CMyClass::MyMetod(BSTR *StrokaIn, BSTR *StrokaOut) method

decomment the String initialization variable line then I can't load the library in other system (www.1c.ru)

Please Help!

File Attachments
1) 1CAddIn_test.zip, downloaded 486 times

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Subject: Re: Creating a com object
Posted by rylek on Sun, 12 Jun 2011 20:54:08 GMT
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Hello Tojocky!

I've just had a quick look at your test example. I've tried to link it statically under VC71 and, even with the commented String lines, I'm unable to register the object using regsvr32; CComModule::RegisterServer fails here:

inline HRESULT CComModule::RegisterServer(BOOL bRegTypeLib /*= FALSE*/, const CLSID* pCLSID /*= NULL*/) throw()
{

```
 HRESULT hr = S_OK;
 _ATL_OBJMAP_ENTRY* pEntry = m_pObjMap;
 if (pEntry != NULL)
```

Here, the m_pObjMap member is NULL and therefore registration bails out with an error code. Unfortunately I'm not a big MFC expert, I co-authored U++ among others in order not to have to become one, but it seems to me that the trouble is caused by MFC's DllMain not being called during OCX initialization (DllMainCRTStartup should invoke it through _pRawDllMain which gets initialized in MFC's atlmfc/src/mfc/dllmodul.cpp, but as I see it in the debugger it contains NULL).

Theoretically I can imagine that usage of U++ somehow brings in linking of standard C++ libraries before MFC libraries (as U++ uses standard C++ libraries but not MFC) and this causes the dummy DllMain stub from crt/src/dllmain.c to be linked into the application instead of the correct one from src/mfc/dllmodul.cpp. It might be possible to call the MFC's DllMain manually by declaring DllMain in your application and calling directly the RawDllMain function from the MFC package, but I'm afraid the obvious problem might be a mere after-effect of a deeper problem in MFC initialization in a DLL linked by U++ IDE (omission of a flag Developer Studio sets automatically or something like that); in my opinion it would be best to generate a dummy MFC OCX using Developer Studio, then try to re-build it using TheIDE and compare the linker command lines.

Regards

Tomas

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Subject: Re: Creating a com object
Posted by tojocky on Tue, 14 Jun 2011 18:15:38 GMT
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rylek wrote on Sun, 12 June 2011 23:54Hello Tojocky!

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Regards

Tomas

Heloo Tomas,

Thank you very much for explanation.

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Subject: Re: Creating a com object
Posted by JeyCi on Mon, 02 Nov 2020 07:44:26 GMT
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tojocky wrote on Thu, 09 June 2011 09:16But when I try to use Upp::String then the created com object (dll) does not load into other system.
BTW, I think you can try
Quote:WString -
WString implementation does not use small string optimization, first step is 23 wchars stored in 48 bytes memory block without reference counting, for larger string once again reference counting is applied. Sizes are also directly stored in "int" member variables.

it is exactly like BSTR - according to this description taken from U++ Help topics

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Subject: Re: Creating a com object
Posted by mirek on Tue, 03 Nov 2020 09:36:50 GMT
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JeyCi wrote on Mon, 02 November 2020 08:44tojocky wrote on Thu, 09 June 2011 09:16But when I try to use Upp::String then the created com object (dll) does not load into other system.
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BTW, please note you are answering to the message 9 years old

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