

## Re: call of ShellExecuteEx causes error message

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*Source:*

<http://www.tech-archive.net/Archive/Development/microsoft.public.win32.programmer.networks/2007-05/msg00126>

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- *From:* Ananya <[Ananya@xxxxxxxxxxxxxxxxxxxxxxxxxxxxxx](mailto:Ananya@xxxxxxxxxxxxxxxxxxxxxxxxxxxxxx)>
  - *Date:* Mon, 14 May 2007 09:10:00 -0700
- 

Thanks, I will do that. However, I already saw in the debugger that the correct color information of the Photoshop image was communicated.

Well, I am now trying to do this communication in a new way, no more with the lpParameters string of ShellExecuteInfo, but with socket communication.

Please look at my new question:  
how to wait for socket communications

Thanks!

"Ali" wrote:

On May 13, 11:03 am, Ananya <[Ana...@xxxxxxxxxxxxxxxxxxxxxxxxxxxxxx](mailto:Ana...@xxxxxxxxxxxxxxxxxxxxxxxxxxxxxx)> wrote:

Well, it's not networking on the internet, it's simply trying to make a connection between my C++ and my Java program. Is this the right forum for my question?  
My Java program brings up its own window and is for drawing curves, and my C++ program makes it a plugin to Photoshop

Ok, here is some code:  
char o[5] = "open";  
char a[43] = "C:\\Dev\\AnanyaCurves0.new\\AnanyaCurvesW.exe";

```
//define pix vector from Photoshop image  
vector<int> pix;  
int pixCount = w*h; /width times height of image
```

```
...// correct code for getting pixels array
```

```
unsigned int red, green, blue;  
int pixint;  
for (int y = 0; y < h; y++)  
{
```

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```
for (int x = 0; x < w; x++)
{
red = pixels[y*w+x];
green = pixels[pixCount + y*w+x];
blue = pixels[2*pixCount + y*w+x];}

pixint = 0xff000000 | ((red<<16) + (green<<8) + blue);
pix.push_back(pixint);

}
}

//make string from pix vector
string str;
string countstr = convertIntToString(pixCount);
str = countstr + " ";
string pixstring;
for (i = 0; i < pixCount; i++)
{
pixstring = convertIntToString(pix[i]);
str+= pixstring + " ";}

str = str + "\0";
const char *s = str.c_str(); // get const char * representation

//call ShellExecuteEx
SHELLEXECUTEINFO ei = {0};
ei.cbSize = sizeof(ei);
ei.fMask = SEE_MASK_NOCLOSEPROCESS;
ei.lpVerb = o;
ei.lpFile = a;
ei.lpParameters = s;
ei.nShow = SW_NORMAL;
ShellExecuteEx(&ei);
```

Thanks for looking at my code! Please let me know if you need more code, such as my code for locking and unlocking handles. As I said before, when I give other information for the string s, ShellExecute works, it just doesn't work for the pix vector information, but the pix vector is correct.

"Ali" wrote:

On May 13, 5:20 pm, Ananya  
<Ana...@xxxxxxxxxxxxxxxxxxxxxxxxxxxx> wrote:

I am using ShellExecuteEx to call a Java native executable from my C++ program.

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When, for the lpParameters of SHELLEXECUTEINFO, I just gave some simple information, the call of ShellExecuteEx worked.

But when I added the color information of all pixels of an image (even if the image is as small as 18x18 pixels), I get the following error message with my Java executable name in the title: Windows cannot access the specified device, path, or file. You may not have the appropriate permissions to access the item.

However when I just double click on my Java executable, it does run.

So what am I doing wrong?

Thanks for your time!

Huh! and how exactly it is related to networking? are you trying to call shell over internet? Copy/paste your code so folks around here would point the exact problem.

ali

Frankly, i can't see anything wrong with your code;-) Ananya , i'll strongly recommend to use file technique for testing purpose as it will make your life easy to debug both applications.

```
for (i = 0; i < pixCount; i++)  
{
```

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```
pixstring = convertIntToString(pix[i]);  
str+= pixstring + " ";  
}
```

```
str = str + "\\0";
```

WRITE your 'str' to some file for example pix.txt, and now call the shell.

```
ShellExecuteEx(&ei);
```

By doing above you can always open your input file (pix.txt) to observe the data,

```
ali
```