

Re: COM sometimes turns exceptions into HRESULTs, sometimes doesn't – why?

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- *From:* Kim Gräsman <kim@xxxxxxxx>
 - *Date:* Thu, 13 Oct 2005 23:40:42 -0700
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Hello Aaron,

```
threadproc
try
create object
call object.method
cause an access violation
catch
log error
```

Hmm... Are you relying on try/catch for catching structured exceptions (like Access Violation)?

There's a project-wide setting to enable this behavior, called /EHa, if I recall correctly.

This is sometimes frowned upon because it extends the original meaning of catch(...), which was "catch any *C++* exception that may be thrown", and structured exceptions are not C++ exceptions. That, and because it loses all information about the error condition -- all you have left is "something broke!".

```
Well that's a good question ... basically there are multiple DLLs
implementing a common interface, loaded at runtime depending on
configuration. It could have done with exported C++ classes as well, I
guess (or even a C API). Someone got carried away with COM.
```

Yeah, COM has all the infrastructure finished, so I can see why that choice was made. Exceptions are still verboten, though.

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Best regards,
Kim Gräsman

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