

# Re: Conformant IDL array trouble

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*Source:*

<http://www.tech-archive.net/Archive/Development/microsoft.public.win32.programmer.ole/2006-09/msg00117.html>

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  - *Date:* Wed, 20 Sep 2006 09:56:49 -0700
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\_Never\_ #import a type library containing interfaces that are not Automation-compatible! Chances are some interface is defined in a way that cannot be preserved in the type library. Examples of such constructs are: local methods or local/call\_as pairs, local interfaces, methods with REFIID parameters. The list is of course longer...

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=====

<[cribface@xxxxxxxx](mailto:cribface@xxxxxxxx)> wrote in message  
<news:1158759271.458465.201000@xx>

Hi!

I'm trying to send an array of structs (actually pointers to structs) which themselves contains arrays of structs across process boundaries (see IDL below). The problem is that only the first element of the array (visReacts) inside the struct (PageState) gets marshalled. The other elements are garbage. I'm not trying to be automation compatible and I've registered and built the proxy/stub for the interface. When I'm using this interface I'm #importing the typelib and I've checked that the generated header file contains #pragma pack(push, 4)#pragma pack(pop) wrapped around the struct definitions. I've read that the lack these #pragmas could cause problems.

Any suggestions what could be causing this? Any help is very much appreciated!

Here's my IDL:

```
import "oidl.idl";  
import "ocidl.idl";
```

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```
[  
uuid(DA64440E-2FF1-4E06-A43B-F908D4A5E3F3),  
version(1.0)  
]  
library MyLib  
{  
importlib("stdole2.tlb");
```

```
[uuid(B42E70BF-F909-47bc-A221-69834A548C47)]  
struct tagVisRect {  
long left;  
long top;  
long right;  
long bottom;  
};  
typedef struct tagVisRect VisRect;
```

```
[uuid(D86AAF38-6169-4aaf-8625-CCD5123D309B)]  
struct tagPageState {  
long startSec;  
long startMicroSec;  
long stopSec;  
long stopMicroSec;  
long x;  
long y;  
int visRectsSize;  
[unique, size_is(visRectsSize)] struct tagVisRect *visRects; // Only  
the first element in this array is valid!  
};  
typedef struct tagPageState PageState;
```

```
[uuid(36D8C2F8-FF02-4d42-A5FB-1EA8E1714CEF)]  
interface IDatabaseProxy2 : IUnknown {  
HRESULT SendPageStates([in, size_is(pageStatesSize)] PageState*  
pageStates[], [in] long pageStatesSize);  
};  
};
```

Regards,

Christoffer