

Re: Connect to remote COM object and registering typelib

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 - *Date:* Wed, 12 Dec 2007 18:38:46 -0500
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sawer <sawer@xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx> wrote:

So; if want to use a server (for example a dll) in remote computer without knowing nothing about object, will we want server itself?

You mean, do you need to have the DLL present on your local machine? No, you don't have to. Like I said, if you somehow know the CLSID of the object and the name of the server it resides on, you don't need any kind of registration on the local machine – no registry entries are necessary.

AS said, we must register it, so we will use regsvr32 with dll; So dll must be in our local computer.

There are other ways to write to registry. The developer could have provided a .reg file, or an installation program that just writes necessary registry entries. There's nothing magical about regsvr32.

Why do we make remote connection, if we get the server itself? Isn't this absurd?

The remote server could have access to resources you don't have locally. E.g. some special hardware is attached to that computer but not to yours, and the whole purpose of the COM object is to let you control that hardware. Or the other computer is just much more powerful than yours, and you use the COM object to get that computer to perform some heavy number crunching for you.

Is there any practical ways that programmer use to register servers without getting server itself?

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Lots.

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With best wishes,
Igor Tandetnik

With sufficient thrust, pigs fly just fine. However, this is not necessarily a good idea. It is hard to be sure where they are going to land, and it could be dangerous sitting under them as they fly overhead. -- RFC 1925

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