

Re: Calling Still Image API in C#

Source:

<http://www.tech-archive.net/Archive/DotNet/microsoft.public.dotnet.framework.interop/2004-02/0610.html>

From: Travis Butynski (NOSPAM_at_vynsc.com)

Date: 02/25/04

Date: Wed, 25 Feb 2004 15:49:18 -0500

Ok, well I guess that is great! Although I would have preferred a working solution, I guess the knowledge that it is a bug in Windows is somewhat reassuring. Since there will be some time before Longhorn is released I believe I will go ahead and include the removal of this key as part of my application's uninstall.

I would like to express my gratitude for your (and everyone else's) assistance with this matter. It has certainly been a learning experience to work on the interface definitions and the interaction with the StillImage API. Once again, thank you.

Travis

"James Dailey" <v-jdail@online.microsoft.com> wrote in message news:j9EPbZy#DHA.2928@cpmsftngxa06.phx.gbl...

> Travis,

>

> *It appears that you are calling the API correctly. If you are not getting any errors back from the call to the interface then your implementation of the interface in C# should be correct. From what I have seen it looks to be*

> *correct. In fact our C# guy said that you have done a great job with the interface definition conversions.*

>

> *So, what the heck is going on?!!*

>

> *Congratulations, you just found Windows OS Bug, number 003865! ;-)*

>

> *The fact that you are seeing the StiProxyEvent key hang around in the registry is not because of an error on your part but rather because of a known code defect in the Windows 2k – XP coded base. This bug was found internally and reported in our bug database. It has been scheduled to be fixed for the next release of the Windows OS (Longhorn).*

>

> *As a workaround for this code defect, we (the PSS Dev team) are recommending that you remove the registry key for your registered application manually (via the registry APIs). However, if you don't need*

to

> *remove this key we recommend that you just leave it. The registry key you
> mention, along with a few others related to the STI API, are not published
> and therefore subject to change for the next release of the OS.*

>

> *Thanks,*

>

> *James*

> *Microsoft Developer Support Engineer*

>

>

> *This posting is provided "AS IS" with no warranties and confers no rights.*

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