

MAPI problem

Source:

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From: Ray (rlewis_at_beeb.net)

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Hi

How do you set the address in MAPI. The code below sends the message to SMTP server ok with the correct subject and text, but I can't quite figure out how to get the address right.

```
public void DoMail(String addr,String msg, String subj)
{
    MapiMessage message=new MapiMessage();
    MapiRecipDesc recipDesc =new MapiRecipDesc();
    message.lpOriginator=recipDesc.lpEntryID;
    message.lpszNoteText=msg;
    message.lpszSubject=subj;
    recipDesc.lpszAddress=addr;
    MAPISendMail (IntPtr.Zero, IntPtr.Zero, message, MAPI_LOGON_UI, 0);
}
```

I guess that the problem is with the line
message.lpOriginator=recipDesc.lpEntryID;

I am doing the following declarations:

```
public const uint MAPI_LOGON_UI = 0x00000001;
[StructLayout(LayoutKind.Sequential, CharSet=CharSet.Ansi)]
public class MapiMessage
{
    public uint ulReserved = 0;
    public string lpszSubject = string.Empty;
    public string lpszNoteText = string.Empty;
    public string lpszMessageType = null;
    public string lpszDateReceived = DateTime.Now.ToString("yyyy/MM/dd hh:mm");
    public string lpszConversationID = string.Empty;
    public uint flFlags = 0;
    public IntPtr lpOriginator = IntPtr.Zero;
    public uint nRecipCount = 0;
    public IntPtr lpRecips = IntPtr.Zero;
    public uint nFileCount = 0;
    public IntPtr lpFiles = IntPtr.Zero;
```

```
}

[StructLayout(LayoutKind.Sequential, CharSet=CharSet.Ansi)]
public class MapiRecipDesc
{
    public uint ulReserved = 0;
    public uint ulRecipClass = MAPI_ORIG;
    public string lpszName = string.Empty;
    public string lpszAddress = string.Empty;
    public uint ulEIDSize = 0;
    public IntPtr lpEntryID = IntPtr.Zero;
}

[DllImport("MAPI32.DLL", CharSet=CharSet.Ansi)]
public static extern uint MAPISendMail(IntPtr lhSession, IntPtr ulUIParam,
MapiMessage lpMessage, uint flFlags, uint ulReserved);
```

Ray