

Parameter Passing from C# to C++

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I need to build a managed DLL in C++ and call it from C#. I need this to work with remoting as well.

In C#, class objects are reference types, so if an object is passed directly to a C++ method it is considered a reference to the object.

C# call:

```
i = some_method( some_object );
```

C++ method:

```
int some_method( some_class ^ some_object)
{
    int result;

    some_object->member1 = 123;
    result = some_object->member2 * 2;

    return result;
}
```

This is fine until we need to run with remoting. For C# to marshal the

class object in both directions (so the function can change members of the object and pass the new value back), then in C# we must use a "ref"

call:

```
i = some_method( ref some_object );
```

How should the C++ method be written to accept this call?

Thanks – any suggestions are appreciated.

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