

# Re: How do I pinvoke this function?

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- *From:* "Nicholas Paldino [.NET/C# MVP]" <[mvp@xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx](mailto:mvp@xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx)>
  - *Date:* Thu, 21 Jun 2007 15:22:27 -0400
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Ben,

While that is the case, COM demands that all interfaces derive from IUnknown. If an interface has to derive from that, then the vtable for that interface is always going to be populated with the entries for the methods in IUnknown in the first three slots, followed by the methods for the interface itself. Since the interface here doesn't derive from IUnknown, its vtable is not going to have those entries.

There is no way that this interface could be used in COM.

—  
– Nicholas Paldino [.NET/C# MVP]  
– [mvp@xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx](mailto:mvp@xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx)

"Ben Voigt [C++ MVP]" <[rbv@xxxxxxxxxxxxxx](mailto:rbv@xxxxxxxxxxxxxx)> wrote in message [news:%23qFCpDDtHHA.1060@xxxxxxxxxxxxxxxxxxxxxxxxxxxx](mailto:news:%23qFCpDDtHHA.1060@xxxxxxxxxxxxxxxxxxxxxxxxxxxx)

"Nicholas Paldino [.NET/C# MVP]" <[mvp@xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx](mailto:mvp@xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx)> wrote in message [news:ePBhq1CtHHA.1212@xxxxxxxxxxxxxxxxxxxxxxxxxxxx](mailto:news:ePBhq1CtHHA.1212@xxxxxxxxxxxxxxxxxxxxxxxxxxxx)

That's the thing, if it doesn't derive from IUnknown, then it can't possibly be a COM interface pointer. Just because it is an interface doesn't mean that it is supported by COM.

COM is as much a binary standard for v-table layout as anything else, and that interface would meet the COM binary standard.

—  
– Nicholas Paldino [.NET/C# MVP]  
– [mvp@xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx](mailto:mvp@xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx)

"Ben Voigt [C++ MVP]" <[rbv@xxxxxxxxxxxxxx](mailto:rbv@xxxxxxxxxxxxxx)> wrote in message [news:%23orbHrCtHHA.4796@xxxxxxxxxxxxxxxxxxxxxxxxxxxx](mailto:news:%23orbHrCtHHA.4796@xxxxxxxxxxxxxxxxxxxxxxxxxxxx)

Re: How do I pinvoke this function?

"Nicholas Paldino [.NET/C# MVP]"

<mvp@xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx> wrote  
in message

news:%23%232aRXCtHHA.4796@xxxxxxxxxxxxxxxxxxxxxxxx

Karthik,

I believe in this case that IProgress is not  
actually a class, but  
an interface pointer. The thing is, while you  
will be able to call it  
in C#, you won't be able to call the methods  
on the interface pointer,  
as it needs to be a COM interface pointer in  
order to interop  
correctly. .NET interop

It looks like a COM interface pointer to me... or at least  
binary  
compatible. No IUnknown or IDispatch support though.

You'll need a type library for it, and to run tlbimp.

The lack of IUnknown may cause problems.

does not support native C++ interfaces.

Your P/Invoke declaration would look like  
this:

```
[DllImport("THE_DLL.dll", SetLastError =  
true)]  
static extern void SomeFunc(IntPtr handle,  
IntPtr progress);
```

And the best you could do with the progress  
pointer is pass it  
around.

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- Nicholas Paldino [.NET/C# MVP]  
- mvp@xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx

"Karthik V"

<karthikveeramani@xxxxxxxx> wrote in  
message



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