

## Re: How to find those constants for a API Declare

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  - *Date:* Wed, 21 Mar 2007 16:21:39 -0400
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"simon" <spainabc@xxxxxxxxxxx> wrote in message  
[news:1174506035.900968.205310@xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx](mailto:news:1174506035.900968.205310@xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx)

Hello all friends. I am a VB-API beginner. I want to know hoe to find its constants for a API Declare. For example:

When we declare a function:

```
Private Declare Function RegCreateKey Lib "advapi32.dll" Alias  
"RegCreateKeyA" (ByVal hKey As Long, ByVal lpSubKey As String,  
phkResult As Long) As Long
```

```
Const ERROR_SUCCESS = 0&  
Const ERROR_BADDB = 1009&  
Const ERROR_BADKEY = 1010&  
Const ERROR_CANTOPEN = 1011&  
Const ERROR_CANTREAD = 1012&  
Const ERROR_CANTWRITE = 1013&  
Const ERROR_REGISTRY_RECOVERED = 1014&  
Const ERROR_REGISTRY_CORRUPT = 1015&  
Const ERROR_REGISTRY_IO_FAILED = 1016&  
Const HKEY_CLASSES_ROOT = &H80000000  
Const HKEY_CURRENT_USER = &H80000001  
Const HKEY_LOCAL_MACHINE = &H80000002
```

The questions are:

1. Why we just make those constants in the code?
  2. What is relevance with those constants and this API function?
  3. How can I find which constants will be used in a API function?
  4. I've heard that in the C++ head file (.h file) can be found this relation, but I don't know hoe to find it yet.
  5. Do you have any tools to refer it? The VB API viewer can find those Declares, but I can't find each API will use which constants.
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Most of your questions can be answered by consulting the Platform SDK, but I don't understand #1. The Platform SDK is the documentation for programming in Windows. There are actually many SDKs, each for a specific topic. For example, there's a DirectX SDK, Windows Media SDK, Windows Installer SDK, etc. These are all available online and all can also be downloaded for local installation on your computer (most of them free downloads, but a few SDKs

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require an MSDN subscription).

Here's a link to the online documentation for RegCreateKey:

<http://msdn2.microsoft.com/en-us/library/ms724842.aspx>

You frequently have to go to other "pages" for more information and sometimes even do more than that. For example, the docs state the function returns ERROR\_SUCCESS if successful and that if it fails, it returns a non-zero error code defined in winerror.h. So you need to have winerror.h and open it up and then really just look through it. It's harder for VB programmers because the Platform SDK (and most SDKs) are documented for C/C++ programmers.

Another thing...at the bottom of the documentation, there will be information that tells you what Windows platforms support the function, the library which exports the function, and the header file(s).

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Mike

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