

Re: how to add pointer to struct as a parameter in the automation VC

Source: http://www.tech-archive.net/Archive/VC/microsoft.public.vc.ide_general/2004-03/0015.html

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Thanks David,

I'm a new user of VC and not quite familiar with the odl. I add typedef struct as follow:

```
[ uuid(891E5A48-D21F-48AB-8721-0821677ADB7B), version(1.0),
  helpfile("ABC.hlp"),
  helpstring("ABC ActiveX Control module"),
  control ]
library ABCLib
{
    importlib(STDOLE_TLB);
    importlib(STDTYPE_TLB);

    //added these 2 structures
    typedef struct ABC_SENDDATA_T {
        FILETIME ft;
        WORD wType;
        DWORD dwTransaction_id;
        int iAmount;
    } ABC_SENDDATA, *LPABC_SENDDATA;

    typedef struct ABC_RECEIVE_T {
        WORD wReturnType;
        char cVersion[10];
        WORD wType;
        char cCardName[20];
        int dBalPrepaid;
        int dAmount;
        DWORD dwTransaction_id;
    } ABC_RECEIVE, *LPABC_RECEIVE;

    // Primary dispatch interface for CIBonusCtrl
```

But it didn't compile and ask for id, however, how could I use the above structure as the parameter of a method of automation?

Actually, I want to create a method in ocx, like Method(ABC_SENDDATA *p, ABC_RECEIVE *r)

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If as you said, create an interface to put the variables of the struct as the properties, say, dllexport a number of function and these functions are only store the values of the variables, Do I need to set the variables as Global so that it's value won't loss after the client call to set the value?

like ABC->ft = Now ; ABC->wType = 1; ABC->dwTransaction_id = 1; ABC->iAmount = 1; //ABC is a ocx component.

Where ft, wType, dwTransaction_id and iAmount are all global variables in the dll.

But I think once the client call, ABC->ft = Now, the dll is quit and finished, so the "Now" wouldn't be stored in the "ft" variables after this call.

Sorry, I know the above is a bit messy but I'm quite confused about the using of pointer to structure in the automation. It'll be great to see any sample coding or reference.

Best regards,
Grace