

Re: Inter-app communication

Source: <http://www.tech-archive.net/Archive/VC/microsoft.public.vc.language/2007-11/msg00327.html>

- *From:* "Alexander Nickolov" <agnickolov@xxxxxxxx>
 - *Date:* Tue, 13 Nov 2007 12:18:23 -0800
-

I'd suggest a bit more object oriented approach using COM. Have a COM object hosted in a DLL outside of that app return the answer for you and only start the application if it's warranted. You can also have the COM object in another small out-of-proc COM server instead of a DLL, as long as it's not hosted in the application itself.

--

=====
Alexander Nickolov
Microsoft MVP [VC], MCSD
email: agnickolov@xxxxxxxx
MVP VC FAQ: <http://vcfaq.mvps.org>
=====

"Steph" <steph@xxxxxxxxxxxxxxxxxxxx> wrote in message
news:FE1DC58D-315F-42A6-A6A1-6E5670B3EB75@xxxxxxxxxxxxxxxxxxxx

I'm writing a menu app, which will launch lots of other apps, some which will be written by me, others not. I want to be able to ask those apps whether or not they are currently able to run. Their answer will depend on many things, but for example, they might say no if a particular piece of hardware is missing.

What I'd like to know, is what the best mechanism for this question and response is? I could run the app, send it a windows message and wait for a return message, but then I have the difficulty in deciding how long to wait for the response (it may not come), and identifying the sender, as I am asking several apps the same question.

There must be an accepted way of doing this, I'm just not sure what it is.

I'm using VS2005 (soon 2008) C++ with MFC and Windows Vista

Any help gratefully accepted.

Steph