

Re: HOWTO: Notify owner from a DLL?

Source: <http://www.tech-archive.net/Archive/VC/microsoft.public.vc.mfc/2004-02/1060.html>

From: Joseph M. Newcomer (*newcomer_at_flounder.com*)

Date: 02/18/04

Date: Wed, 18 Feb 2004 01:37:23 -0500

I think it was Doug Harrison who pointed out a book on C++ design patterns that discusses a safe way to do this, but I'm not allowed to quote him any longer, so you'll have to check the archives.

There are some issues about program construction that simply require programs be well-behaved. Garbage-collected systems like C# and Java eliminate these problems entirely. Otherwise you have to rely on the user of your library to do the right thing. But frankly, if they don't, that's tough. You give them the specs; if they don't follow them, the phrase in common use is Life Is Hard.

joe

On Wed, 18 Feb 2004 02:37:29 GMT, "RickL" <zlinge@nospam.com> wrote:

>Thanks for the tips..
>
>I'm still a little confused about passing a string
>from the DLL to the client application.
>
>My DLL will have a serial port thread that can
>receive characters from a com port.
>Suppose I receive a 16 byte message. Now I want
>to notify the client application
>and also pass the received message to the client.
>
>Normally, my receive thread would allocate memory
>using 'new' and pass this
>pointer to the parent window as the LPARAM in
>::PostMessage(). The parent
>could do whatever it needs to with the string and
>then call 'delete' to delete the
>heap allocated string buffer.
>
>But it's not clear if I should implement a similar
>mechanism if the receive thread
>is now in a DLL. One problem I see is that I'd be
>relying on the client application
>to do the right thing and delete the heap
>allocated buffer.

microsoft.public.vc.mfc: Re: HOWTO: Notify owner from a DLL?

>

>*Joe, you mentioned providi*