

Re: comdef.h compiler error

Source:

<http://www.tech-archive.net/Archive/WindowsCE/microsoft.public.windowsce.embedded.vc/2006-08/msg00000.htm>

- *From:* "Paul G. Tobey [eMVP]" <p space tobey no spam AT no instrument no spam DOT com>
 - *Date:* Tue, 1 Aug 2006 09:27:05 -0700
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#import doesn't work in the WinCE tools, as I recall. Include the header file describing the classes in the DLL, etc., instead.

Paul T.

"PaulH" <paul.heil@xxxxxxxx> wrote in message
<news:1154447653.051378.99310@xx>

I have a VC++ project that I want to use a COM library in. So, I import my COM dll with an absolute path (since it's in my VS project directory) like this.

```
#import "C:\\...\\MyDLL.dll"
```

But, when I go to compile my project that uses that COM DLL, I get an error in comdef.h. This error doesn't appear when I don't import, and I have no trouble compiling and registering the DLL itself.

```
Error 1 error C2589: '(' : illegal token on right side of  
'::' C:\\...\\comdef.h 240  
Error 2 error C2059: syntax error : '::' C:\\...\\comdef.h 240  
Error 3 fatal error C1903: unable to recover from previous error(s);  
stopping compilation c:\\...\\windows mobile 5.0 pocket pc sdk
```

The actual comdef.h line is:

```
inline const TCHAR * _com_error::ErrorMessage() const throw()  
{  
if (m_pszMsg == NULL) {  
  
FormatMessage(FORMAT_MESSAGE_ALLOCATE_BUFFER|FORMAT_MESSAGE_FROM_SYSTEM,  
NULL,  
m_hresult,  
MAKELANGID(LANG_NEUTRAL, SUBLANG_DEFAULT),  
(LPTSTR)&m_pszMsg,  
0,  
NULL);  
if (m_pszMsg != NULL) {
```

Re: comdef.h compiler error

```
int nLen = ::strlen(m_pszMsg); //compiler error here!  
//...  
}
```

Is there a setting, or something I'm missing to get this to work that anybody can see?

Thanks,
Paul H