
Subject: Passing BYTE array to COM DLL written in VC++
Posted by [darrick.white](#) on Wed, 19 Feb 2003 16:42:46 GMT
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I have an issue about passing a parameter from IDL to a DLL created from VC++. I'm using IDL's IDLcomIDispatch object to make my call. The DLL treats the parameter as an output parameter. However, when I pass the parameter from IDL as a BYTE array, the DLL receives garbage. The COM object was created using VC++ ATL COM Wizard, simple object. Below is the IDL code and VC++ function I'm trying to use.

*** IDL 5.6 CODE *****

Pro ImageInfo

```
ref = OBJ_NEW('IDLcomIDispatch$CLSID$AF3C3F6F_299C_11D7_ABB3_00B0D 0C74243')
```

```
image = BYTE('OKAY, WHY IS THIS NOT WORKING')
result = ref->initializeImageInfo(image)
```

```
print, result
```

```
OBJ_DESTROY, ref
```

```
End
```

*** VC++ 6.0 CODE Segment *****

```
STDMETHODIMP CImageInformation::initializeImageInfo
    (BYTE* imageHeaderAddress,
     long *returnValuePtr)
```

```
{
```

```
    try
```

```
    {
```

```
        ofstream examplefile ("example.txt");
```

```
        if (examplefile.is_open())
```

```
        {
```

```
            /* imageHeaderAddress is garbage */
```

```
            examplefile << imageHeaderAddress << "\n";
```

```
            examplefile << "Done.\n";
```

```
            examplefile.close();
```

```
        }
```

```
        /* imageHeaderAddress will get initialized here */
```

```
        *returnValuePtr =
```

```
Assistant::sInitializeImageInfo((char*)imageHeaderAddress);
```

```
.
.
.
```

}
