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Preface

This manual documents the LispWorks COM/Automation API, which provides a toolkit for using Microsoft COM and Automation with Common Lisp.

For details of using OLE and ActiveX controls with the CAPI, see the class capi:ole-control-pane in the CAPI Reference Manual.

This preface contains information you need when using the rest of this manual. It discusses the purpose of this manual, the typographical conventions used, and gives a brief description of the rest of the contents.

Assumptions

The manual assumes that you are familiar with:

- LispWorks
- The LispWorks FLI.
- Common Lisp and CLOS, the Common Lisp Object System
- The functionality of Microsoft COM/Automation.

Unless otherwise stated, examples given in this document assume that the current package has com on its package-use-list.
Conventions used in the manual

Throughout this manual, certain typographical conventions have been adopted to aid readability.

Text which refers to Lisp forms is printed like this. Variables and values described in the reference sections are printed like this.

Entries in the reference sections are listed alphabetically and each entry is headed by the symbol name and type, followed by a number of fields providing further details. These fields consist of a subset of the following: “Summary”, “Signature”, “Superclasses”, “Subclasses”, “Slots”, “Accessors”, “Readers”, “Compatibility Note”, “Description”, “Notes”, “Examples”, and “See Also”.

Entries with a long “Description” section usually have as their first field a short “Summary” providing a quick overview of the purpose of the symbol being described.

The “Signature” section provides details of the arguments taken by the functions and macros and values returned, separated by the => sign. The top level of parentheses is omitted, but parentheses used for destructuring in macros are included explicitly. Optional items in the syntax of macros are denoted using square brackets [like this]. Repeated items have an asterisk suffix like this*.

For classes, only direct sub- and superclasses are detailed in the “Subclasses” and “Superclasses” sections of each entry.

Examples show fragments of code and sometimes the results of evaluating them.

Finally, the “See also” section provides a reference to other related symbols.

Please let us know if you find any mistakes in the LispWorks documentation, or if you have any suggestions for improvements.

A Description of the Contents

The manual is divided into three sections, relating to COM, Automation and tools respectively. The COM and Automation sections each contain a user guide and a reference chapter.
Chapter 1, Using COM introduces the principles behind the LispWorks COM API and describes how to use it to call COM methods and implement COM servers.

Chapter 2, COM Reference Entries provides a detailed description of every function, macro, variable and type in the LispWorks COM API.

Chapter 3, Using Automation introduces the LispWorks Automation API and describes how to use it to call Automation methods and implement Automation servers.

Chapter 4, Automation Reference Entries provides a detailed description of every function, macro, variable and type in the LispWorks Automation API.

Chapter 5, Tools describes some tools which are available in the LispWorks IDE to help with debugging applications using COM/Automation.
Using COM

1.1 Prerequisites

Because COM is a low level binary API, many features of the LispWorks COM API depend on the LispWorks FLI. See the LispWorks Foreign Language Interface User Guide and Reference Manual for details. You should also have a working knowledge of Microsoft COM.

To compile IDL files, you will need Microsoft® Visual C++® installed.

1.2 Including COM in a Lisp application

This section describes how to load COM and generate any FLI definitions needed to use it, and how to build a COM DLL.

1.2.1 Loading the modules

Before using any of the LispWorks COM API, it must be loaded by evaluating

(require "com")

1.2.2 Generating FLI definitions from COM definitions

COM definitions are typically described in one of two ways, either as IDL files, which allow the full range of COM definitions or as type libraries, which
are generally only used for Automation. Before you can use any COM functionality in a Lisp application, you need to convert the COM definitions into Lisp FLI definitions and various supporting data structures. This corresponds to using `midl.exe` or the MFC Class Wizard when writing C/C++ COM code.

To convert an IDL file, either compile it using the function `midl` or add it to a system definition with the option `:type :midl-file` and compile and load the system.

**Note:** types like `IDispatch` must declared before they are used, for this conversion to work.

Conversion of type libraries is covered in Chapter 3, "Using Automation".

### 1.2.3 Standard IDL files

Certain standard IDL files have already been converted to FLI definitions as part of the COM API modules. These are listed below and should not be converted again.

#### Table 1.1 Pre converted IDL files

<table>
<thead>
<tr>
<th>IDL file</th>
<th>Part of Lisp module</th>
</tr>
</thead>
<tbody>
<tr>
<td>UNKNWN.IDL</td>
<td>com</td>
</tr>
<tr>
<td>WTYPES.IDL</td>
<td>com</td>
</tr>
<tr>
<td>OADIDL.IDL</td>
<td>automation</td>
</tr>
<tr>
<td>OCIAuto.IDL</td>
<td>automation</td>
</tr>
<tr>
<td>OCIDL.IDL</td>
<td>automation</td>
</tr>
</tbody>
</table>

### 1.2.4 Making a COM DLL with LispWorks

You can make a DLL with LispWorks by using `deliver (or save-image)` with the `:dll-exports` keyword. The value of the `:dll-exports` keyword can include the keyword `:com`, which exports (with appropriate definitions) the standard four symbols that a COM DLL needs:

```lisp
DllGetClassObject
DllRegisterServer
DllUnregisterServer
DllCanUnloadNow
```
If no other symbols are exported, the value of :dll-exports can be the keyword :com, which means the same as the list (:com). See the LispWorks Delivery User Guide for more details.

### 1.3 The mapping from COM names to Lisp symbols

COM names are typically a mixture of upper and lower case letters and digits, with words capitalized. These names are mapped to Lisp symbols, adding hyphens to match typical Lisp conventions for word boundaries. These examples illustrate some conversions:

<table>
<thead>
<tr>
<th>COM name</th>
<th>Lisp name</th>
</tr>
</thead>
<tbody>
<tr>
<td>IUnknown</td>
<td>i-unknown</td>
</tr>
<tr>
<td>pStr</td>
<td>p-str</td>
</tr>
<tr>
<td>DWORD</td>
<td>dword</td>
</tr>
<tr>
<td>IEnumVARIANT</td>
<td>i-enum-variant</td>
</tr>
</tbody>
</table>

In addition, COM methods with the propget attribute have a get- prefix added to their names and COM methods with the propput or propputref attributes have a put- prefix added to their names. Note that these prefixes are not used when calling methods via Automation.

To see the mapping for a particular file, look at the output while loading a converted IDL file or type library.

### 1.4 Obtaining the first COM interface pointer

All interaction with a remote COM server is done via its interface pointers and the most common way to obtain the first interface pointer is using the function create-instance. This takes the CLSID of the server and returns an interface pointer for the i-unknown interface unless another interface name is specified.

For example, the following will create an instance of Microsoft Word:

```
(create-instance "000209FF-0000-0000-C000-000000000046")
```
15 Reference counting

The lifetime of each COM interface pointer is controlled by its reference count. When a new reference to a COM interface pointer is made, the function `add-ref` should be called to increment its reference count. When a reference is removed, the function `release` should be called to decrement it again. The macro `with-temp-interface` can be useful when working with temporary interface pointers to ensure that they are released when a body of code exits in any way.

Refer to standard COM texts for more details of the reference counting rules. The LispWorks COM API does not perform any automatic reference counting (sometimes called `smart pointers` in C++).

16 Querying for other COM interface pointers

An interface pointer can be queried to discover if the underlying object supports other interfaces. This is done using the function `query-interface`, passing the interface pointer and the `refiid` of the interface to query. A `refiid` is either a foreign pointer to a GUID structure or a `symbol` naming a COM interface as described in Section 1.3.

For example, the function below will find the COM interface pointer for its `i-dispatch` interface:

```
(defun find-dispatch-pointer (ptr)
  (query-interface ptr 'i-dispatch))
```

The macro `with-query-interface` can be used to query an interface pointer and automatically release it again on exit from a body of code.

17 Calling COM interface methods

The macros `call-com-interface` and `with-com-interface` are used to call COM methods. To call a COM method, you need to specify the interface name, the method name, a COM interface pointer and suitable arguments. The interface and method names are given as symbols named as in Section 1.3 and the COM interface pointer is a foreign pointer of type `com-interface`. In both macros, the `args` and `values` are as specified in the Section 1.7.1.
1.7 Calling COM interface methods

The `with-com-interface` macro is useful when several methods are being called with the same COM interface pointer, because it establishes a local macro that takes just the method name and arguments.

For example, the following are equivalent ways of calling the `move` and `resize` methods of a COM interface pointer `window-ptr` for the `i-window` interface:

```lisp
(progn
  (call-com-interface (window-ptr i-window move) 10 10)
  (call-com-interface (window-ptr i-window resize) 100 100))

(with-com-interface (call-window-ptr i-window) window-ptr
  (call-window-ptr move 10 10)
  (call-window-ptr resize 100 100))
```

### 1.7.1 Data conversion when calling COM methods

All IDL definitions map onto FLI definitions, mirroring the mapping that `midl.exe` does for C/C++. However, IDL provides some additional type information that C/C++ lacks (for instance the `string` attribute), so there are some additional conversions that Lisp performs when it can.

The COM API uses the information from the IDL to convert data between FLI types and Lisp types where appropriate for arguments and return values of COM method calls. In particular:

- Primitive integer types are represented as Lisp integers.
- Primitive char types are represented as Lisp characters.
- Primitive float types are represented as Lisp float types.
- COM interface pointers are FLI objects represented as objects of type `com-interface`, which supports type checking of the interface name.
- Except as detailed below, all other COM types are represented as their equivalent FLI types. This includes other pointer types and structs.

In COM, all parameters have a `direction` which can be either `in`, `out` or both `in` and `out` (referred to as `in-out` here). Arguments and values for client-side COM method calls reflect the direction as described in the following sections. For a complete version of the example code, see the file...
In the LispWorks installation.

1.7.1.1 In parameters

In parameters are passed as positional arguments in the order they are specified and do not affect the return values.

- A parameter with the `string` attribute can be passed either as a foreign pointer or as a Lisp string (converted to a foreign string with dynamic extent for the duration of the call).

- A parameter whose type is either an array type or a pointer type with a `size_is` attribute can be passed either as a foreign pointer or, if the element type is not a foreign aggregate type, as a Lisp array of the appropriate rank (converted to a foreign array with dynamic extent for the duration of the call).

- Otherwise, the Lisp value is converted using the FLI according to the mapping of types defined above.

For example, given the IDL

```idl
import "unknwn.idl";

[ object,
  uuid(E37A70A0-EFC9-11D5-BF02-000347024BEE)
]
interface IArgumentExamples : IUnknown
{
  typedef [string] char *argString;

  HRESULT inMethod([in] int inInt,
                   [in] argString inString,
                   [in] int inArraySize,
                   [in, size_is(inArraySize)] int *inArray);
}
```

the method `in-method` can be called with Lisp objects like this:
1.7 Calling COM interface methods

(let ((array #(7 6)))
  (call-com-interface (arg-example i-argument-examples
                       in-method)
                        42
                        "the answer"
                        (length array)
                        array))

or with foreign pointers like this:

(fli:with-dynamic-foreign-objects ()
  (let* ((farray-size 2)
         (farray (fli:allocate-dynamic-foreign-object
                  :type :int
                  :nelems farray-size
                  :initial-contents '(7 6)))
         (fli:with-foreign-string (fstring elt-count byte-count)
                                  "the answer"
                                  (declare (ignore elt-count byte-count))
         (call-com-interface (arg-example i-argument-examples
                              in-method)
                              42
                              fstring
                              farray-size
                              farray)))

Note that the int arguments are always passed as Lisp integer because int is a primitive type.

1.7.1.2 Out parameters

Out parameters are always of type pointer in COM and never appear as positional arguments in the Lisp call. Instead, there is a keyword argument named after the parameter, which can be used to pass an object to be modified by the method. In addition, each out parameter generates a return value, which will be eq to the value of keyword argument if it was passed and otherwise depends on the type of the parameter as described below.

- If the value of the keyword argument is a foreign pointer then it is passed directly to the method and is expected to point to an object of the appropriate size to contain the returned data.
- If the value of the keyword argument is nil then a null pointer is passed to the method.
Except where specified below, if the keyword argument is omitted, a foreign object with dynamic extent is created to contain the value and a pointer to this object is passed to the method. On return, the contents may be converted back to a Lisp object as specified.

A parameter with the `string` attribute is converted to a Lisp string if the keyword is not passed. If the keyword is passed, the memory for the string might need to be freed by `co-task-mem-free` if nothing else does this.

A parameter whose type is either an array type or a pointer type with a `size_is` attribute will be converted to a Lisp array if the keyword is not passed and the element type is not a foreign aggregate type. If the keyword argument is not passed then a new Lisp array is made. If the value of the keyword argument is a Lisp array then that is filled.

For a parameter whose type is a foreign aggregate type, such as `struct`, the keyword argument must be passed and its value must be as a foreign pointer. This pointer is passed directly to the method.

For a parameter with the `iid_is` attribute, a `com-interface` pointer is returned using the indicated iid parameter to control the interface name.

Otherwise, the dynamic extent foreign pointer is dereferenced to obtain the Lisp return value, as if by calling `fli:dereference`.

For example, given the IDL

```idl
import "unknown.idl";

[ object,
  uuid(E37A70A0-EFC9-11D5-BF02-000347024BE1)
] interface IArgumentExamples : IUnknown
{
  typedef [string] char *argString;

  HRESULT outMethod([out] int *outInt,
                    [out] argString *outString,
                    [in] int outArraySize,
                    [out, size_is(outArraySize)] int *outArray);
}
```
1.7 Calling COM interface methods

the method `out-method` can return Lisp objects like this:

```lisp
(multiple-value-bind (hres int string array)
    (call-com-interface (arg-example i-argument-examples
                          out-method)
                        8))
;; int is of type integer
;; string is of type string
;; array is of type array
```

or fill an existing array like this:

```lisp
(let ((out-array (make-array 5)))
  (multiple-value-bind (hres int string array)
      (call-com-interface (arg-example i-argument-examples
                          out-method)
                          (length out-array)
                          :out-array out-array)
    ;; int is of type integer
    ;; string is of type string
    ;; array is eq to out-array and was filled)
)
```

or set the contents of foreign memory like this:

```lisp
(fli:with-dynamic-foreign-objects ((out-int :int)
                                      (out-string WIN32:LPSTR))
  (let* ((out-farray-size 5)
         (out-farray (fli:allocate-dynamic-foreign-object
                      :type :int
                      :nelems out-farray-size)))
    (multiple-value-bind (hres int string array)
        (call-com-interface (arg-example i-argument-examples
                             out-method)
                             out-farray-size
                             :out-int out-int
                             :out-string out-string
                             :out-array out-farray)
      ;; Each foreign pointer contains the method’s results
      ;; int is the foreign pointer out-int
      ;; string is the foreign pointer out-string
      ;; array is the foreign pointer out-array
      ;; Note that the string must be freed as follows:
      (co-task-mem-free (fli:dereference out-string))))
)
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1.7.1.3 In-out parameters

In-out parameters are always of type pointer in COM and are handled as a mixture of in and out. In particular, they have both a positional parameter and a keyword parameter, which can be used to control the value passed and conversion of the value returned respectively. Each in-out parameter generates a return value, which will be eq to the value of the keyword argument if it was passed and otherwise depends on the type of the parameter as below.

- As for out parameters, if the value of the keyword argument is a foreign pointer then it is passed directly to the method and is expected to be of the appropriate size to contain the returned data. If the value of the keyword argument is nil then a null pointer is passed to the COM call. The positional argument should be nil in these cases. If the keyword argument not passed, a foreign object with dynamic extent is created to contain the value, initialized with data from the positional argument before calling the method and possibly converted back to a Lisp value on return.

- For a parameter with the string attribute, the positional argument is handled as for the in argument string case and the keyword argument is handled as for the out argument string case. The functions co-task-mem-alloc and co-task-mem-free should be used to manage the memory for the string itself.

- For a parameter whose type is a non-aggregate array type or a pointer to a non-aggregate type that has the size_is attribute, the positional argument is handled as for the in argument array case and the keyword argument is handled as for the out argument array case. To update an existing array, pass it as both the positional and keyword argument values.

- For a parameter whose type is a foreign aggregate type, the keyword argument must be passed and its value must be a foreign pointer. This pointer is passed directly to the method and the positional argument should be nil.

- Otherwise, a foreign object with dynamic extent is created, set to contain the value of positional argument before calling the method and
dereferenced on return to obtain the Lisp return value, as if by calling \texttt{fli:dereference}.

For example, given the IDL

\begin{verbatim}
import "unknwn.idl*;
[
  object,
  uuid(E37A70A0-EFC9-11D5-BF02-000347024BE1)
]
interface IArgumentExamples : IUnknown
{
  typedef [string] char *argString;

 HRESULT inoutMethod([in, out] int *inoutInt,
                      [in, out] argString *inoutString,
                      [in] int inoutArraySize,
                      [in, out, size_is(inoutArraySize)] int *inoutArray);
}
\end{verbatim}

the method \texttt{inout-method} can receive and return Lisp objects like this:

\begin{verbatim}
(let ((in-array #(7 6)))
  (multiple-value-bind (hres int string array)
    (call-com-interface (arg-example i-argument-examples
                           inout-method) 42
                         "the answer"
                         (length in-array)
                         in-array)
    ;; int is of type integer
    ;; string is of type string
    ;; array is of type array)
)
\end{verbatim}

or fill an existing array like this:
Using COM

(let* ((in-array #(7 6))
       (out-array (make-array (length in-array))))
  (multiple-value-bind (hres int string array)
      (call-com-interface (arg-example i-argument-examples
                              inout-method)
        42
        "the answer"
        (length in-array)
        in-array
        :inout-array out-array)
      ;; int is of type integer
      ;; string is of type string
      ;; array is eq to out-array, which was filled
      ))

or update an existing array like this:

(let* ((inout-array #(7 6)))
  (multiple-value-bind (hres int string array)
      (call-com-interface (arg-example i-argument-examples
                              inout-method)
        42
        "the answer"
        (length inout-array)
        inout-array
        :inout-array inout-array)
      ;; int is of type integer
      ;; string is of type string
      ;; array is eq to inout-array, which was updated
      ))

1.7.2 Error handling

Most COM methods return an integer hresult to indicate success or failure, which can be checked using succeeded, s_ok, hresult-equal or check-hresult.

In addition, after calling a COM method that provides extended error information, you can call the function get-error-info to obtain more details of any error that occurred. This is supplied with a list of fields, which should be keywords specifying the parts of the error information to obtain.

For example, in the session below, tt is a COM interface pointer for the i-test-suite-1 interface:
1.8 Implementing COM interfaces in Lisp

Lisp implementations of COM interfaces are created by defining an appropriate class and then defining COM methods for all the interfaces implemented by this class.

The class can inherit from `standard-i-unknown` to obtain an implementation of the `i-unknown` interface. This superclass provides reference counting and an implementation of the `query-interface` method that generates COM interface pointers for the interfaces specified in the class definition. It also supports aggregation.

There are two important things to note about COM classes and methods:

- The implementation objects and COM interface pointers are different things: an interface pointer must be queried from the implementation object explicitly and the function `com-object-from-pointer` can be used to obtain an object from an interface pointer. This is show in Figure 1.1 below.

- COM methods are not defined with `defmethod` because they have very specific conventions for passing arguments and returning values that are different from those of Lisp.
1 Using COM

Figure 1.1 The relationship between an Lisp object and its COM interface pointers

1.8.1 Steps required to implement COM interfaces

To implement a COM interface in Lisp, you need the following:

1. Some COM interface definitions, converted to Lisp as specified in Section 1.2.2

2. A COM object class defined with the macro `define-com-implementation`, specifying the interface(s) to implement.


4. If the objects are to be created by another process, a description of the class factories created with `make-factory-entry` and registered with `register-class-factory-entry`.

5. Initialization code to call `co-initialize`. It should also call `start-factories` in a thread that will be processing Windows messages (for instance a CAPI thread) if you have registered class factories.

1.8.2 The lifecycle of a COM object

Since COM objects can be accessed from outside the Lisp world, possibly from a different application, their lifetimes are controlled more carefully than those
of normal Lisp objects. The diagram below shows the lifecycle of a typical COM object.

```
Start
  \rightarrow CLOS object initialization
  \rightarrow CLOS object in Lisp
  \rightarrow COM object initialization
  \rightarrow CLOS object in Lisp
  \rightarrow COM interfaces referenced by clients
  \rightarrow COM usage
  \rightarrow COM object destruction
  \rightarrow CLOS object in Lisp
  \rightarrow Garbage collection
  \rightarrow End
```

Figure 1.2 The lifecycle of a COM object

Each COM object goes through the following stages.

1. **CLOS object initialization.**
   In the first stage, the object is created by a call to `make-instance`, either by a class factory (see Section 1.8.3) or explicitly by the application. The normal CLOS initialization mechanisms such as `initialize-instance` can be used to initialize the object. During this stage, the object is known only to Lisp and can be garbage collected if the next stage is not reached.

2. **COM initialization.**
   At some point, the server makes the first COM interface pointer for the object by invoking the COM method `query-interface`, either automatically in the class factory or explicitly using by using macros such as `query-object-interface` or `call-com-object`. When this happens, the object’s reference count will become 1 and the object will be stored in
the COM runtime system. In addition, the generic function `com-object-initialize` is called to allow class-specific COM initialization to be done.

3. **COM usage.**

   In this stage, the object is used via its COM interface pointers by a client or directly by Lisp code in the server. Several COM interface pointers might be created and each one contributes to the overall reference count of the object.

4. **COM destruction.**

   This stage is entered when the reference count is decremented to zero, which is triggered by all the COM interface pointers being released by their clients. The generic function `com-object-destructor` is called to allow class-specific COM cleanups and the object is removed from the COM runtime system. From now on, the object is not known to COM world.

5. **Garbage collection.**

   The final stage of an object’s lifecycle is the normal Lisp garbage collection process, which removes the object from memory when there are no more references to it.

### 1.8.3 Class factories

The LispWorks COM runtime provides an implementation of the class factory protocol, which will construct COM objects on demand. The class factory implementation supports aggregation when passed an outer unknown pointer.

Class factories are described by objects created with `make-factory-entry` and must be registered with the COM runtime using `register-class-factory-entry`. The function `start-factories` should be called when the application initializes to start all the registered class factories.

When using the Automation API described in Chapter 3 and Chapter 4, class factories are created and registered automatically by the `define-automation-component` macro if appropriate.
1.8.4 Unimplemented methods

If the class does not define all the COM methods for the interfaces it implements, then some of those methods may be inherited from superclasses (see Section 1.8.5). If there is no direct or inherited definition of a method, then a default method that returns E_NOTIMPL will be provided automatically. The default method also fills all out arguments with null bytes and ignores all in and in-out arguments except those needed to compute the size of arrays for filling out arguments.

1.8.5 Inheritance

A COM object class will inherit COM method implementations from its superclasses if no direct method is defined. However, unlike Lisp methods where an effective method is computed from the set of applicable methods for each generic function, COM methods are always inherited in groups via their defining interface. This is because the interface is used to call a COM method, not the COM object.

Specifically, each method is inherited from the first class in the class precedence list that implements the interface where the method is declared. No attempt is made to search further down the class precedence list if this class is using the unimplemented method definition described in Section 1.8.4.

1.8.5.1 An example of multiple inheritance

The inheritance rules may lead to unexpected results in the case of multiple inheritance. For example, consider the following IDL:

```idl
// IDL definition of IFoo
import "unknwn.idl";

[ uuid(7D9EB760-E4E5-11D5-BF02-000347024BE1) ]
interface IFoo : IUnknown
{
    HRESULT meth1();
    HRESULT meth2();
    HRESULT meth3();
}
```

and these three (partial) implementations of the interface i-foo.
1. An implementation with no definition of \texttt{meth2}:

\begin{verbatim}
(define-com-implementation foo-impl-1 ()
  () (:interfaces i-foo))
(define-com-method meth1 ((this foo-impl-1))
  s_ok)
(define-com-method meth3 ((this foo-impl-1))
  s_ok)
\end{verbatim}

2. An implementation with no definition except \texttt{meth2}:

\begin{verbatim}
(define-com-implementation foo-impl-2 ()
  () (:interfaces i-foo))
(define-com-method meth2 ((this foo-impl-2))
  s_ok)
\end{verbatim}

3. A combined implementation, inheriting from steps 1 and 2.

\begin{verbatim}
(define-com-implementation foo-impl-12 (foo-impl-1 foo-impl-2)
  () (:interfaces i-foo))
\end{verbatim}

In step 3, the class \texttt{foo-impl-12} implements the interface \texttt{i-foo}, but inherits all the \texttt{i-foo} method definitions from \texttt{foo-impl-1}, which is the first class in the class precedence list that implements that interface. These method definitions include the "unimplemented" definition of \texttt{meth2} in \texttt{foo-impl-1}, which hides the definition in the other superclass \texttt{foo-impl-2}. As a result, when the following form is evaluated with \texttt{p-foo} created from an instance of \texttt{foo-impl-12}:

\begin{verbatim}
(let ((object (make-instance 'foo-impl-12)))
  (with-temp-interface (p-foo)
    (nth-value 1 (query-object-interface
                  foo-impl-12
                  object
                  'i-foo))
    (with-com-interface (call-p-foo i-foo) p-foo
      (values (call-p-foo meth1)
              (call-p-foo meth2)
              (call-p-foo meth3)))))
\end{verbatim}
the three values are \texttt{S\_OK}, \texttt{E\_NOTIMPL} and \texttt{S\_OK}.

### 1.8.5.2 A second example of multiple inheritance

Here is a further extension to the example in Section 1.8.5.1, with an additional interface \texttt{i-foo-ex} that inherits from \texttt{i-foo} as in the following IDL:

```idl
interface IFooEx : IFoo
{
RESULT meth4();
}
```

This interface has the following additional implementations:

1. An implementation defining all the methods in \texttt{i-foo-ex}:

   ```lisp
   (define-com-implementation foo-ex-impl-1 ()
   ()
   (:interfaces i-foo-ex))
   (define-com-method meth1 ((this foo-ex-impl-1))
   s_ok)
   (define-com-method meth2 ((this foo-ex-impl-1))
   s_ok)
   (define-com-method meth3 ((this foo-ex-impl-1))
   s_ok)
   (define-com-method meth4 ((this foo-ex-impl-1))
   s_ok)
   ```

2. A combined implementation, inheriting from step 3 from Section 1.8.5.1 and step 1 above.

   ```lisp
   (define-com-implementation foo-ex-impl-2 (foo-impl-12 foo-ex-impl-1)
   ()
   (:interfaces i-foo-ex))
   ```

In step 2, the class \texttt{foo-ex-impl-2} implements the interface \texttt{i-foo-ex} and is a subclass of \texttt{foo-ex-impl-1}, which implements \texttt{i-foo}. When the following form is evaluated with \texttt{p-foo-ex} created from an instance of \texttt{foo-ex-impl-2}:
(let ((object (make-instance 'foo-ex-impl-2)))
  (with-temp-interface (p-foo-ex)
    (nth-value 1 (query-object-interface
                  foo-ex-impl-2
                  object
                  'i-foo-ex))
    (with-com-interface (call-p-foo i-foo-ex) p-foo-ex
      (values (call-p-foo meth1)
              (call-p-foo meth2)
              (call-p-foo meth3)
              (call-p-foo meth4))))))

the four values are S_OK, E_NOTIMPL, S_OK and S_OK.

Note that, even though foo-ex-impl-2 only explicitly implements i-foo-ex, the methods meth1, meth2 and meth3 were declared in its parent interface i-foo. This means that their definitions (including the "unimplemented" definition of meth2) are inherited from foo-impl (via foo-impl-12), because foo-impl-12 is before foo-ex-impl-2 in the class precedence list of foo-ex-impl-2. Only meth4, which is declared in i-foo-ex, is inherited from foo-ex-impl-1.

### 1.8.6 Data conversion in define-com-method

All IDL definitions map onto FLI definitions, mirroring the mapping that midl.exe does for C/C++. However, IDL provides some additional type information that C/C++ lacks (for instance the string attribute), so there are some additional conversions that Lisp performs when it can. For a complete example of data conversion, see the file examples\com\manual\args\args-impl.lisp in the LispWorks installation.

#### 1.8.6.1 FLI types

The COM API uses the information from the IDL to convert data between FLI types and Lisp types where appropriate for arguments and return values of COM method definitions. In particular:

- Primitive integer types are represented as Lisp integers
- Primitive char types are represented as Lisp characters.
- Primitive float types are represented as Lisp float types.
1.8 Implementing COM interfaces in Lisp

- COM interface pointers are represented as objects of type `com-interface`, which supports type checking of the interface name.
- All other types are represented as their equivalent FLI types. This includes other pointer types and structs.

Each argument is the IDL has a corresponding argument in the `define-com-method` form. In addition, each argument has a `pass-style` which specifies whether additional conversions are performed.

If the `pass-style` of a parameter is `:foreign`, then the value will be exactly what the FLI would provide, i.e. foreign pointers for strings and for all `out` or `in-out` parameters (which are always pointers in the IDL).

If the `pass-style` of a parameter is `:lisp`, then the conversions described in the following sections will be done.

1.8.6.2 In parameters

For `in` parameters:

- A parameter with the `string` attribute will be converted to a Lisp string. The string should not be destructively modified by the body.
- A parameter of COM type `BSTR` will be converted to a Lisp string. The string should not be destructively modified by the body.
- A parameter of COM type `VARIANT*` will be converted to a Lisp object according to the VT code in the variant (see Table 3.1, page 89).
- A parameter of COM type `SAFEARRAY(type)` or `SAFEARRAY(type)*` will be converted to a Lisp array. The elements of type `type` are converted as in Table 3.1.
- A parameter of COM type `VARIANT_BOOL` will be converted to `nil` (for zero) or `t` (for any other value). Note that a parameter of type `BOOL` will be converted to an `integer` because type libraries provide no way to distinguish this case from the primitive integer type.
- A parameter whose type is an array type or a pointer type with a `size_is` attribute will be converted to a temporary Lisp array. The Lisp array might have dynamic extent.
• Otherwise, the value is converted to a Lisp value using the FLI according to the mapping of types defined in Section 1.8.6.1.

1.8.6.3 Out parameters

For *out* parameters:

• A parameter whose type is an array type or a pointer type with a size_is attribute will be converted to a Lisp array of the appropriate size allocated for the dynamic extent of the body forms. After the body has been evaluated, the contents of the array will be copied into the foreign array that the caller has supplied.

• For other types, the parameter will be nil initially and the body should use setq to set it to the value to be returned.

In the latter case, the value will be converted to a foreign object after the body has been evaluated. The following conversions are done:

• For a parameter with the string attribute, a Lisp string will be converted to a foreign string using CoTaskMemAlloc().

• For a parameter of COM type BSTR*, a Lisp string will be converted to a foreign string using SysAllocString().

• For a parameter of COM type VARIANT*, the value can be any Lisp value, with the VT code being set according to the Lisp type (see Table 3.1, page 89). If exact control is required, use the pass-style :foreign and the function set-variant.

• For a parameter of COM type SAFEARRAY((type)*)*, the value can be either a foreign pointer to an appropriate SAFEARRAY or a Lisp array. In the latter case, a new SAFEARRAY is created which contains the elements of the Lisp array converted as in Table 3.1.

• For a parameter of COM type VARIANT_BOOL*, the value can be a generalized boolean.

• Otherwise, the Lisp value will be converted using the FLI according to the mapping of types defined in Section 1.8.6.1.
1.8 Implementing COM interfaces in Lisp

1.8.6.4 In-out parameters

For in-out parameters:

- A parameter whose type is an array type or a pointer type with a
  \texttt{size\_is} attribute will be converted to a Lisp array of the appropriate
  size allocated for the dynamic extent of the body forms. The initial con-
  tents of the Lisp array will be taken from the foreign array which was
  passed by the caller. After the body has been evaluated, the contents of
  the Lisp array will be copied back into the foreign array.

- For a parameter with the \texttt{string} attribute, the parameter will be the
  converted to a Lisp string. To return a different string, the parameter
  should be set to another (non \texttt{eq}) Lisp string, which will cause the origi-
  nal foreign string to be freed with \texttt{CoTaskMemFree()} and a new foreign
  string allocated with \texttt{CoTaskMemAlloc()}. The initial string should not
  be destructively modified by the body.

- For a parameter of COM type \texttt{BSTR*}, the parameter will be the con-
  verted to a Lisp string. To return a different string, the parameter should
  be set to another (non \texttt{eq}) Lisp string, which will cause the original for-
  eign string to be freed with \texttt{SysFreeString()} and a new foreign string
  allocated with \texttt{SysAllocString()}.

- For parameters of COM type \texttt{VARIANT*}, the parameter will be con-
  verted to a Lisp object (see Table 3.1, page 89). To return a different
  value, the parameter should be set to another (non \texttt{eq}) value, which will
  be placed back into the \texttt{VARIANT} with the VT code being set according
  to the Lisp type (see Table 3.1, page 89). If exact control of the VT code is
  required, use the \texttt{pass-style:foreign} and the function \texttt{set-variant}.

- For parameters of COM type \texttt{SAFEARRAY(type)*}, the parameter will be
  converted to a Lisp array. The elements of type \texttt{type} are converted as in
  Table 3.1. To return a different value, the parameter should be set to
  another (non \texttt{eq}) value, which can be either a foreign pointer to an
  appropriate \texttt{SAFEARRAY} or a Lisp array. In the latter case, a new \texttt{SAFEAR-
  RAY} is created which contains the elements of the Lisp array converted
  as in Table 3.1.

- For parameter of COM type \texttt{VARIANT\_BOOL*}, the parameter will be \texttt{nil}
  or \texttt{t} according to the initial value (zero or non zero). To return a differ-
1 Using COM

ent value, set the parameter to a new value, which can be a generalized boolean.

1.9 Calling COM object methods from Lisp

Within the implementation of a COM object, the macros `call-com-object` and `with-com-object` can be used to call COM methods directly for a COM object without using an interface pointer. To call a COM method, you need to specify the class name, the method name, the interface name if the method name is not unique, a COM object and suitable arguments. The class name is a symbol as used in the `define-com-implementation` form and can be a superclass of the actual object class. The method and interface names are given as symbols named as in Section 1.3. and the arguments and values are as specified below in Section 1.9.1. These macros should be used with caution because they assume that the caller knows the implementation's `pass-style` for all the arguments.

The `with-com-object` macro is useful when several methods are being called with the same COM object, because it establishes a local macro that takes just the method name and arguments.

1.9.1 Data conversion when calling COM object methods

No explicit argument or return value conversion is done by `call-com-object` or `with-com-object`. As a result, every argument must be passed as a positional argument and must be of the type expected by the method’s implementation. The allowable types are described in the following sections.

1.9.1.1 In parameters

For `in` parameters,

- For a parameter with the `string` attribute, the value can be a Lisp string.
- For a parameter of COM type `BSTR`, the value can be a Lisp string.
- For a parameter whose type is an array type or a pointer type with a `size_is` attribute, the value can be a Lisp array of the appropriate rank and dimension.
• Otherwise, the value should match what the FLI would generate for the parameter’s type.

1.9.1.2 Out parameters

For \textit{out} parameters,

• If \texttt{nil} is passed, the value from the method is returned without any conversion.

• For a parameter whose type is an array type or a pointer type with a \texttt{size\_is} attribute, the value can be a Lisp array. The contents of the array will be modified by the method and the array will be returned as a value.

• Otherwise, the value should be a foreign pointer of the type that the FLI would generate for the parameter’s type. The foreign pointer will be returned as a value.

1.9.1.3 In-out parameters

For \textit{in-out} parameters,

• For a parameter whose type is an array type or a pointer type with a \texttt{size\_is} attribute, the value can be a Lisp array. The contents of the array will be modified by the method and the array will be returned as a value.

• For a parameter with the \texttt{string} attribute, the parameter can be a Lisp string. The value of the parameter at the end of the body will be returned as a value.

• For a parameter of COM type \texttt{BSTR*}, the parameter can be a Lisp string. The value of the parameter at the end of the body will be returned as a value.

• For parameters of COM type \texttt{VARIANT*}, the parameter can be any Lisp object. The value of the parameter at the end of the body will be returned as a value.

• If the value is a foreign pointer of the type that the FLI would generate for the parameter’s type then the foreign object it points to will be the
value of the parameter. The foreign pointer will be returned as a value, with the new contents as modified (or not) by the method.

- Otherwise, the parameter is passed directly to the method and the value of the parameter at the end of the body will be returned as a value.
The following chapter documents COM functionality.

add-ref

<table>
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<tr>
<th>Function</th>
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<td>Summary</td>
</tr>
<tr>
<td>Increments the reference count of a COM interface pointer.</td>
</tr>
<tr>
<td>Package</td>
</tr>
<tr>
<td>com</td>
</tr>
<tr>
<td>Signature</td>
</tr>
<tr>
<td>add-ref interface-ptr =&gt; ref-count</td>
</tr>
<tr>
<td>Arguments</td>
</tr>
<tr>
<td>interface-ptr</td>
</tr>
<tr>
<td>A COM interface pointer.</td>
</tr>
<tr>
<td>Values</td>
</tr>
<tr>
<td>ref-count</td>
</tr>
<tr>
<td>The new reference count.</td>
</tr>
<tr>
<td>Description</td>
</tr>
<tr>
<td>Each COM interface pointer has a reference count which is used by the server to control its lifetime. The function add-ref should be called whenever an extra reference to the interface pointer is being made. The function invokes the COM method IUnknown::AddRef so the form (add-ref ptr) is equivalent to using call-com-interface as follows:</td>
</tr>
</tbody>
</table>
Example

(add-ref p-foo)

See also

release
interface-ref
query-interface
call-com-interface

**automation-server-command-line-action**

*Function*

Summary

Reports what action was specified for the automation server.

Package

com

Signature

automation-server-command-line-action => action

Arguments

None.

Values

One of the keywords :register, :unregister or :embedding, or nil.

Description

The function `automation-server-command-line-action` inspects the command line to see what action was specified for the automation server. The possible return values have the following meanings:

:register

The server should register itself (by register-server). Specified by /RegServer.

:unregister

The server should unregister itself (by unregister-server). Specified by /UnRegServer.

:embedding

The server was run with /Embedding or -Embedding.

nil

No recognized action.
See also register-server
unregister-server

automation-server-main

Function

Summary
For use as the main function for an automation server.

Package
com

Signature
automation-server-main &key exit-delay exit-function new-process force-server forced-exit-delay quit-on-registry-error handle-registry-error

Arguments
exit-delay A non-negative real number.
exit-function A function specifier.
new-process A boolean.
force-server A boolean.
forced-exit-delay A non-negative real number.
quit-on-registry-error A boolean.
handle-registry-error A boolean.

Description
The function automation-server-main is for use as the main function for an automation server.

exit-delay, if supplied, sets the exit delay for automation-server-top-loop, by calling set-automation-server-exit-delay with it.

exit-function is an exit-function for automation-server-top-loop. The default value of exit-function is server-can-exit-p.
new-process controls whether to run automation-server-top-loop in its own process.

force-server controls whether to force running the automation server even if the application starts normally. The default value of force-server is t.

forced-exit-delay specifies the exit-delay in seconds when the server is forced.

automation-server-main checks the command line (using automation-server-command-line-action) for what action it should do, and then does it.

If the action is :register or :unregister, automation-server-main tries register or unregister the server (using register-server and unregister-server). If the operation succeeds, automation-server-main just returns :register or :unregister.

handle-registry-error controls what happens if there is an error while trying to register or unregister. If nil is supplied then error is called, and if a non-nil value is supplied, then the error is handled. If handle-registry-error is not supplied, by default the error is handled, but if the command line contains -debug or /debug, the error is not handled. The default value of handle-registry-error is nil.

quit-on-registry-error controls what happens if an error occurs during registration. If it is non-nil (the default), then automation-server-main calls quit with the appropriate status value (5). Otherwise it returns :register-failed or :unregister-failed. The default value of quit-on-registry-error is t.

If the command line action is :embedding or the action is nil and force-server is non-nil (the default) then automation-server-main runs the server by using automation-server-top-loop. If new-process is nil (the default), automation-server-top-loop is called on the current process. In this case automation-server-main returns only after automa-
tion-server-top-loop exits (and the server was closed). If new-process is true, automation-server-top-loop is called on its own process and automation-server-main returns immediately.

If the server is "forced", that is the action is nil but force-server is non-nil, and forced-exit-delay is non-nil, the exit-delay is set to forced-exit-delay (using set-automation-server-exit-delay). This overrides the value of the argument exit-delay.

automation-server-main returns the result of automation-server-command-line-action, except in the case of registry failure as described above.

Notes

1. automation-server-main is intended to be used as the main function in an automation server that is delivered as an executable (rather than as a DLL).

2. When the application acts only as automation server, automation-server-main can be the function argument to deliver, or the restart-function in save-image (multiprocessing t is needed too). It will deal correctly with registration when the command line argument is supplied, otherwise runs the server until it can exit and then returns (the application will exit because there will not be any other processes).

3. When the application also needs to do other things, automation-server-main can be used to run the server. Note that with the default values when automation-server-main runs the server it does not return until the server exits, so you need to either pass :new-process t, or run it on its own process. You will also need to consider whether to wait when failing to register, and hence may want to pass :quit-on-registry-failure nil.

See also

automation-server-top-loop
automation-server-command-line-action
set-automation-server-exit-delay
**automation-server-top-loop**

**Function**

**Summary**

A function to run a COM server.

**Package**

com

**Signature**

`automation-server-top-loop &key exit-delay exit-function`

**Arguments**

- `exit-function`  A function designator.
- `exit-delay`  A non-negative real number specifying a time in seconds.

**Description**

The function `automation-server-top-loop` calls `co-initialize` and `start-factories`, and then processes messages, until the server can exit. Since COM works by messages, it will end up processing all COM requests.

`exit-function` determines when the server can exit. It defaults to `server-can-exit-p`, which is normally the right function. This returns `t` when the COM server is not used and there are no other "working processes". See the documentation for `server-can-exit-p`. When `exit-function` is supplied, it needs to be a function of no arguments which returns true when the server can exit. The `exit-function` is used like a wait function: it is called repeatedly, it needs to be reasonably fast, and should not wait for anything.

Once the server can exit, `automation-server-top-loop` delays exiting for another period of time, `exit-delay` seconds. `exit-delay` defaults to 5, and can be set by calling `set-automation-server-exit-delay`. If supplied, `exit-delay` is passed to `set-automation-server-exit-delay` on entry. However, later calls to `set-automation-server-exit-delay` can change the `exit-delay`.

After the delay `automation-server-top-loop` checks again by calling `exit-function`. If this returns false it goes on to process messages. Otherwise it stops the factories, calls `co-uninitialize` and returns.
Notes

1. **automation-server-top-loop** interacts with the deliver keyword `:quit-when-no-windows`, such that the delivered application does not quit even after all CAPI windows are closed as long as **automation-server-top-loop** has not returned.

2. **automation-server-top-loop** does not return while the server is active. Typically it will be running on its own process.

3. **automation-server-top-loop** uses `mp:general-handle-event` to process Lisp events, so it is possible to run in the same thread operations that rely on such messages. In particular, CAPI windows can start on the same process. However, all COM input is processed in this thread, so it is probably better to start CAPI windows on other processes, so that they do not interfere with each other.

4. **automation-server-top-loop** does not return a useful value.

See also

- start-factories
- stop-factories
- automation-server-main
- server-can-exit-p
- set-automation-server-exit-delay

---

**call-com-interface**  

*Macro*

Summary  
Invokes a method from a particular COM interface.

Package  
`com`

Signature  

```
call-com-interface spec arg* => values
```

```
spec ::= (interface-ptr interface-name method-name)
```
Arguments

<table>
<thead>
<tr>
<th>Argument</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>spec</td>
<td>The interface pointer and a specification of the method to be called.</td>
</tr>
<tr>
<td>interface-ptr</td>
<td>A form which is evaluated to yield a COM interface pointer.</td>
</tr>
<tr>
<td>interface-name</td>
<td>A symbol which names the com interface. It is not evaluated.</td>
</tr>
<tr>
<td>method-name</td>
<td>A symbol which names the method. It is not evaluated.</td>
</tr>
<tr>
<td>arg</td>
<td>Arguments to the method (see Section 1.7.1, “Data conversion when calling COM methods” for details).</td>
</tr>
</tbody>
</table>

Values

<table>
<thead>
<tr>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>values</td>
<td>Values from the method (see Section 1.7.1, “Data conversion when calling COM methods” for details).</td>
</tr>
</tbody>
</table>

Description

The macro call-com-interface invokes the method method-name for the COM interface interface-name, which should be the type or a supertype of the actual type of interface-ptr. The args and values are described in detail in Section 1.7.1, “Data conversion when calling COM methods”.

Example

This example invokes the COM method GetTypeInfo in the interface IDispatch.

```lisp
(defun get-type-info (disp tinfo &key
                    (locale LOCALE_SYSTEM_DEFAULT))
  (multiple-value-bind (hres typeinfo)
    (call-com-interface
      (disp i-dispatch get-type-info)
      tinfo locale)
    (check-hresult hres 'get-type-info)
    typeinfo))

See also

with-com-interface
query-interface
Macro

call-com-object

Summary
Invokes a COM method on a COM object.

Package
com

Signature
call-com-object spec arg* => values

spec ::= (object class-name method-spec &key interface)

method-spec ::= method-name | (interface-name method-name)

Arguments
spec
The object and a specification of the method to be called.

object
A form which is evaluated to yield a COM object.

class-name
A symbol which names the COM implementation class. It is not evaluated.

method-spec
Specifies the method to be called. It is not evaluated.

method-name
A symbol naming the method to call.

interface-name
A symbol naming the interface of the method to call. This is only required if the implementation class class-name has more than one method with the given method-name.

interface
An optional form which when evaluated should yield a COM interface pointer. This is only needed if the definition of the method being called has the interface keyword in its class-spec.
Arguments to the method (see Section 1.9.1, “Data conversion when calling COM object methods” for details).

Values Values from the method (see Section 1.9.1, “Data conversion when calling COM object methods” for details).

Description The macro call-com-object invokes the method method-name for the COM class class-name, which should be the type or a supertype of the actual type of object. The args and values are described in detail in Section 1.9.1, “Data conversion when calling COM object methods”.

Note that, because this macro requires a COM object, it can only be used by the implementation of that object. All other code should use call-com-interface with the appropriate COM interface pointer.

Examples

(call-com-object (my-doc doc-impl move) 0 0)

(call-com-object (my-doc doc-impl resize) 100 200)

See also with-com-object
query-object-interface
call-com-interface

check-hresult

Macro

Summary Signals an error if a result code indicates a failure.

Package com

Signature check-hresult hresult function-name

Arguments hresult An integer hresult.

function-name A name for inclusion in the error message.
The **check-hresult** macro checks the *hresult* and returns if the it is one of the 'succeeded' values, for instance *S_OK* or *S_FALSE*. Otherwise it signals an error of type *com-error*, which will include the *function-name* in its message.

Examples

```lisp
(check-hresult S_OK "test") => nil

(check-hresult E_NOINTERFACE "test")
 signals an error mentioning "test"
```

See also

- succeeded
- hresult
- hresult-equal

---

**co-create-guid**

*Function*

**Summary**

Makes a unique refguid object.

**Package**

`com`

**Signature**

```lisp
co-create-guid &key register => refguid
```

**Arguments**

`register`  
A generalized boolean.

**Values**

`refguid`  
A refguid object.

**Description**

The function **co-create-guid** makes a new unique refguid object. If *register* is true (the default), then the table of known refguids is updated.

**Examples**

Make a GUID without registering it in the table of known refguids:

```lisp
(com:co-create-guid :register nil)
=>
#<REFGUID FOO C76B64AP-969A-4EFF-97BC-6CE2EB65019B>
```
See also

refguid
make-guid-from-string
com-interface-refguid
guid-equal
guid-to-string
refguid-interface-name

co-initialize  

Function

Summary
Initialize the COM library in the current thread.

Package
com

Signature
c-co-initialize &optional co-init

Arguments
co-init  
Flags to specify the concurrency model and initialization options for the thread.

Description
The function co-initialize initializes COM for the current thread. This must be called by every thread that uses COM client or server functions.

The default value of co-init is COINIT_APARTMENTTHREADED. Other flags are allowed as for the dwCoInit argument to CoInitializeEx.

Examples
(co-initialize)

See also
co-uninitialize

co-task-mem-alloc  

Function

Summary
Allocates a block of foreign memory for use in COM method argument passing.
Package    com

Signature  co-task-mem-alloc &key type pointer-type initial-element
            initial-contents nelems => pointer

Arguments  type         A FLI type specifying the type of the object
to be allocated. If type is supplied, pointer-
type must not be supplied.
pointer-type A foreign pointer type specifying the type of
the pointer object to be allocated. If pointer-
type is supplied, type must not be supplied.
initial-element A keyword setting the initial value of every
element in the newly allocated object to initial-element.
initial-contents A list of forms which initialize the contents
of each element in the newly allocated
object.
nelems       An integer specifying how many copies of
the object should be allocated. The default
value is 1.

Values      pointer     A pointer to the specified type or pointer-type.

Description The function co-task-mem-alloc calls the C function
CoTaskMemAlloc() to allocate a block of memory. The vari-
ous arguments are handled in the same way as for the func-
tion fli:allocate-foreign-object (see the LispWorks

Examples   Two ways to allocate memory for an integer:
           (co-task-mem-alloc :type :int)
           (co-task-mem-alloc :pointer-type '(:pointer :int))

See also   co-task-mem-free
**co-task-mem-free**

**Function**

Summary  Frees a block of foreign memory used in COM method argument passing.

Package  com

Signature  co-task-mem-free pointer => pointer2

Arguments  
- **pointer**  A foreign pointer for the block to be freed.

Values  
- **pointer2**  The same as **pointer**.

Description  The function **co-task-mem-free** calls the C function `CoTaskMemFree()` to free a block of memory. The pointer should not be dereferenced after calling this function.

Example  

(co-task-mem-free ptr)

See also  co-task-mem-alloc

---

**co-uninitialize**

**Function**

Summary  Close the COM library in the current thread.

Package  com

Signature  co-uninitialize

Description  The function **co-uninitialize** closes the COM library on the current thread. This should be called when COM is no longer required, for instance before exiting the application.

Examples  

(co-uninitialize)

See also  co-initialize
**com-error**

*Condition Class*

Summary
The condition class used to signal errors from COM.

Package
com

Superclasses
error

Subclasses
com-dispatch-invoke-exception-error

Initargs
: hresult  
An integer giving the hresult of the error.

: function-name  
Either nil or a string or symbol describing the function that generated the error.

Readers
com-error-hresult  
com-error-function-name

Description
The class com-error is used by the Lisp COM API when signalling errors that originate as hresult code from COM.

Example
This function silently ignores the E_NOINTERFACE error:

```
(defun call-ignoring-nointerface-error (function)
  (handler-bind
    ((com-error
      #'(lambda (condition)
        (when (hresult-equal (com-error-hresult condition) E_NOINTERFACE)
          (return-from call-ignoring-nointerface-error nil)))
      (funcall function)))
```

See also
check-hresult  
hresult-equal  
hresult
**com-interface**

**Class**

Summary The class of all COM interface pointers.

Package `com`

Superclasses `fli:foreign-pointer`

Description The class `com-interface` is used for all COM interface pointers.

Example

```lisp
(typep (query-interface ptr 'i-unknown) 'com-interface)
=> t
```

See also `call-com-interface`

**com-interface-refguid**

**Function**

Summary Return the `refguid` object for a named COM interface.

Package `com`

Signature `com-interface-refguid interface-name => refguid`

Arguments

- `interface-name` A symbol naming a COM interface.

Values

- `refguid` The `refguid` object matching `interface-name`.

Description The function `com-interface-refguid` returns a `refguid` object that matches `interface-name`, which should be a symbol as described in Section 1.3, “The mapping from COM names to Lisp symbols”. This definition of this COM interface must have been converted to Lisp FLI definitions as in Section 1.2.2, “Generating FLI definitions from COM definitions” or Section 3.1, “Including Automation in a Lisp application”.

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Examples

```
(guid-to-string (com-interface-refguid 'i-unknown))
=> "00000000-0000-0000-C000-000000000046"
```

See also

refguid
guid-equal
guid-to-string
make-guid-from-string
refguid-interface-name

com-object

Class

Summary

The ancestor of an COM object implementation classes.

Package

com

Superclasses

standard-object

Subclasses

standard-i-unknown

Description

The class com-object is the ancestor of all COM object implementation classes. In general, it is more useful to inherit from its subclass standard-i-unknown, which provides an implementation of the i-unknown interface.

Example

For a COM object my-doc:

```
(typep my-doc 'com-object) => t
```

See also

standard-i-unknown

com-object-destructor

Generic Function

Summary

Called when a COM object loses its last interface pointer.

Package

com
Signature  com-object-destructor  object

Arguments  object  A COM object.

Method  com-object-destructor (object standard-i-unknown)

Signatures  com-object-destructor :around  (object standard-i-unknown)

Description  The generic function com-object-destructor is called by the implementation of the class standard-i-unknown at the point where the last COM interface pointer is removed for the object, i.e. where the overall reference count becomes zero. After this, the object is known only to Lisp and is not involved in any COM operations and will be freed as normal by the garbage collector. The built-in primary method specializing on standard-i-unknown does nothing. The built-in around method specializing on standard-i-unknown frees the memory used by the COM interface pointers. Typically, after methods are defined to handle class-specific cleanups.

This function should not be called directly by user code.

Examples  (defmethod com-object-destructor :after  ((my-doc doc-impl))  (close (document-file my-doc)))

See also  com-object-initialize
          standard-i-unknown

com-object-from-pointer  

Function

Summary  Return the COM object that implements a particular COM interface pointer.

Package  com
### com-object-from-pointer

**Signature**

\[
\text{com-object-from-pointer} \ \text{pointer} \Rightarrow \text{object}
\]

**Arguments**

- **pointer**: A foreign pointer.

**Values**

- **object**: A COM object or nil.

**Description**

The function **com-object-from-pointer** returns the COM object that implements pointer. The value of **pointer** should be a foreign pointer or COM interface pointer that was created by LispWorks itself and implemented by a subclass of **com-object**. If **pointer** is not a known COM interface pointer then nil is returned.

**Example**

\[
\text{(com-object-from-pointer my-ptr)}
\]

**See also**

- **com-object**

### com-object-initialize

**Generic Function**

**Summary**

Called when a COM object gets its first interface pointer.

**Package**

**com**

**Signature**

\[
\text{com-object-initialize} \ \text{object}
\]

**Arguments**

- **object**: A COM object.

**Method Signatures**

\[
\text{com-object-initialize (object standard-i-unknown)}
\]

**Description**

The generic function **com-object-initialize** is called by the built-in class **standard-i-unknown** at the point where the first COM interface pointer is made for the object. Prior to this, the object is known only to Lisp and is not involved in any COM operations. The built-in primary method specializing on **standard-i-unknown** does nothing.
This function should not be called directly by user code.

Examples
(defmethod com-object-initialize :after
  ((my-doc doc-impl))
  (ensure-open-document-file my-doc))

See also
com-object-destructor
standard-i-unknown

com-object-query-interface

Generic Function

Summary
Called by the built in implementation of \texttt{query-interface}.

Package
com

Signature
\texttt{com-object-query-interface \textit{object iid}}

Arguments
\begin{itemize}
  \item \textit{object} \ A COM object.
  \item \textit{iid} \ A GUID foreign pointer.
\end{itemize}

Method Signatures
\texttt{com-object-query-interface (object standard-i-unknown) (iid \texttt{t})}

Description
The generic function \texttt{com-object-query-interface} is called by the built-in implementation of \texttt{query-interface} for the class \texttt{standard-i-unknown}. The built-in primary method specializing on \texttt{standard-i-unknown} handles the \texttt{i-unknown} interface and all the interfaces specified by the \texttt{define-com-implementation} form for the class of \texttt{object}.

In most cases, there is no need to specialize this generic function for user-defined classes.

This function should not be called directly by user code.

See also
\begin{itemize}
  \item \texttt{define-com-implementation}
  \item \texttt{standard-i-unknown}
\end{itemize}
**create-instance**

*Function*

**Summary** Starts the implementation of a remote COM object and returns its interface pointer.

**Package** com

**Signature**

\[
\text{create-instance} \hspace{0.5em} \text{clsid} \hspace{0.5em} \&\text{key} \hspace{0.5em} \text{unknown-outer} \hspace{0.5em} \text{clsctx} \hspace{0.5em} \text{riid} \hspace{0.5em} \text{errorp} \\
\Rightarrow \text{interface-ptr}
\]

**Arguments**

- **clsid** A string or a \textit{refguid} giving a CLSID to create.
- **unknown-outer** A COM interface pointer specifying the outer \textit{i-unknown} if the new instance is to be aggregated.
- **clsctx** A CLSCTX value, which defaults to CLSCTX\_SERVER.
- **riid** An optional \textit{refiid} giving the name of the COM interface return.
- **errorp** A boolean. The default is \textit{t}.

**Values**

- **interface-ptr** A COM interface pointer for \textit{riid}.

**Description** Creates an instance of the COM server associated with \textit{clsid} and returns an interface pointer for its \textit{riid} interface. If \textit{riid} is \textit{nil}, then \textit{i-unknown} is used.

If the server cannot be started, then an error of type \textit{com-error} will be signalled if \textit{errorp} is \textit{t}, otherwise \textit{nil} will be returned.

If **unknown-outer** is non-nil, it will be passed as the outer unknown interface to be aggregated with the new instance.

**Notes** To create an \textit{i-dispatch} interface and set an event handler, you can use \textit{create-instance-with-events}.

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Example:  
(create-instance  
"000209FF-0000-0000-C000-000000000046")

See also: refguid  
refiid  
i-unknown  
create-object  
create-instance-with-events

**define-com-implementation**

*Macro*

**Summary**  
Defines an implementation class for a particular set of interfaces.

**Package**  
com

**Signature**  
define-com-implementation class-name (superclass-name*)  
(slot-specifier*) class-option*

**Arguments**  
*class-name*  
A symbol naming the class to define.  
*superclass-name*  
A symbol naming a superclass to inherit from.  
*slot-specifier*  
A slot description as used by defclass.  
*class-option*  
An option as used by defclass.

**Description**  
The macro **define-com-implementation** defines a  
*standard-class* which is used to implement a COM object.  
Normal defclass inheritance rules apply for slots and Lisp methods.

Each *superclass-name* argument specifies a direct superclass of  
the new class, which can be another COM implementation  
class or any other *standard-class* provided that *com-object* is included somewhere in the overall class precedence list. To get the built-in handling for the *i-unknown*
interface, inherit from standard-i-unknown (which is the default superclass if no others are specified).

The slot-specifiers are standard defclass slot definitions.

The class-options are standard defclass options. In addition the following options are recognized:

(:interfaces interface-name*)

Each interface-name specifies a COM interface that the object will implement. i-unknown should not be specified unless the you wish to replace the standard implementation provided by standard-i-unknown. If more than one interface-name is given then all the methods must have different names (except for those which are inherited from a common parent interface).

(:inherit-from class-name interface-name*)

This indicates that the class will inherit the implementation of all the methods in the interfaces specified by the interface-names directly from class-name. The class-name must be one of the direct or indirect superclasses of the class being defined. Without this option, methods from superclasses are inherited indirectly and can be shadowed in the class being defined. Use of :inherit-from allows various internal space-optimizations.

For example, given a COM class foo-impl which implements the i-foo interface, this definition of bar-impl:

(define-com-implementation bar-impl (foo-impl)
 ()
 (:interfaces i-foo))
will allow methods from i-foo to be shadowed whereas this definition:

```lisp
(define-com-implementation bar-impl (foo-impl)
  (:interfaces i-foo)
  (:inherit-from foo-impl i-foo))
```

will result in an error if a method from i-foo is redefined for bar-impl.

```lisp
(:dont-implement interface-name*)
```

This option tells standard-i-unknown that it should not respond to query-interface for the given interface-names (which should be parents of the interfaces implemented by the class being defined). Normally, standard-i-unknown will respond to query-interface for a parent interface by returning a pointer to the child interface.

For example, given an interface i-foo-internal and sub-interface i-foo-public, the following definition

```lisp
(define-com-implementation foo-impl ()
  ()
  (:interfaces i-foo-public))
```

specifies that foo-impl will respond to query-interface for i-foo-public and i-foo-internal, whereas the following definition

```lisp
(define-com-implementation foo-impl ()
  (:interfaces i-foo-public)
  (:dont-implement i-foo-internal))
```

specifies that foo-impl will respond to query-interface for i-foo-public only.

Examples

```lisp
(define-com-implementation i-robot-impl ()
  ((tools :accessor robot-tools))
  (:interfaces i-robot)
  )
```
(define-com-implementation i-r2d2-impl (i-robot-impl)
  ()
  (:interfaces i-robot i-r2d2))

See also
define-com-method
standard-i-unknown

define-com-method

Macro

Summary
The define-com-method macro is used to define a COM method for a particular implementation class.

Package
com

Signature
(define-com-method method-spec (class-spec arg-spec*)
  form*)

method-spec ::= method-name | (interface-name method-name)
class-spec ::= (this class-name &key interface)
arg-spec ::= (parameter-name [direction [pass-style]])

Arguments
method-spec Specifies the method to be defined.
method-name A symbol naming the method to define.
interface-name A symbol naming the interface of the method to define. This is only required if the implementation class class-name has more than one method with the given method-name.

class-spec Specifies the implementation class and variables bound to the object with in the forms.
this A symbol which will be bound to the COM object whose method is being invoked.
class-name A symbol naming the COM implementation class for which this method is defined.
**interface**
A optional symbol which will be bound to the COM interface pointer whose method is being invoked. Usually this is not needed unless the interface pointer is being passed to some other function in the implementation.

**arg-spec**
Describes one of the method’s arguments.

**parameter-name**
A symbol which will be bound to that argument’s value while the forms are evaluated.

**direction**
Specifies the direction of the argument, either :in, :out or :in-out. If specified, it must match the definition of the interface. The default is taken from the definition of the interface.

**pass-style**
Specifies how the argument will be converted to a Lisp value. It can be either :lisp or :foreign, the default is :lisp.

**form**
Forms which implement the method. The value of the final form is returned as the result of the method.

**Description**
The macro `define-com-method` defines a COM method that implements the method `method-name` for the COM implementation class `class-name`. The extended `method-spec` syntax is required if `class-name` implements more than one interface with a method called `method-name` (analogous to the C++ syntax `InterfaceName::MethodName`).

The symbol `this` is bound to the instance of the COM implementation class on which the method is being invoked. The symbol `this` is also defined as a local macro (as if by `with-com-object`), which allows the body to invoke other methods on the instance.

If present, the symbol `interface` is bound to the interface pointer on which the method is being invoked.
Each foreign argument is converted to a Lisp argument as specified by the *pass-style*. See Section 1.8.6, “Data conversion in define-com-method” for details.

If an error is to be returned from an Automation method, the function **set-error-info** can be used to provide more details to the caller.

Example

```
(define-com-method (i-robot rotate)
   ((this i-robot-impl)
    (axis :in)
    (angle-delta :in))
   (let ((joint (find-joint axis)))
      (rotate-joint joint))
   S_OK)
```

See also

- **define-com-implementation**
- **set-error-info**
- **set-variant**

### find-clsid

**Function**

**Summary**

Searches the registry for a GUID or ProgId.

**Package**

`com`

**Signature**

```
find-clsid name &optional errorp => refguid
```

**Arguments**

- `name` A string or a `refguid`.
- `errorp` A generalized boolean.

**Values**

- `refguid` A `refguid`.

**Description**

The function **find-clsid** searches for the supplied GUID or ProgId in the registry.
name can be a string representing a GUID (with or without
the curly brackets) or a string containing a ProgId. Otherwise
name can be a refguid, which is simply returned.

If find-clsid fails to find the GUID, it either signals an error
or returns nil, depending on the value of errorp. The default
value of errorp is t.

Example To find the GUID of the Explorer ActiveX:

(com:find-clsid "Shell.Explorer")

get-object Function

Summary Returns an interface pointer for a named object.

Signature get-object name &key riid errorp => interface-ptr

Arguments name A string.

riid An optional refiid giving the name of the
COM interface return.

errorp A boolean. The default value is t.

Values interface-ptr A COM interface pointer for riid.

Description The function get-object finds an existing object named by
name in the Running Object Table or activates the object if it is
not running.

get-object returns an interface pointer for the object's riid
interface. If riid is nil, then i-unknown is used.

If an error occurs, an error of type com-error will be sig-
nalled if errorp is non-nil, otherwise nil will be returned.

Example If C:\temp\spreadsheet.xls is open in Microsoft Excel
2007, then its WorkBook interface can be obtained using
(get-object "c:\Temp\spreadsheet.xls" :riid 'i-dispatch)

See also
create-instance
create-object
get-active-object

guid-equal

Function

Summary
Compares the GUID data in two GUID pointers.

Package
com

Signature
guid-equal guid1 guid2 => flag

Arguments
guid1
A foreign pointer to a GUID object.
guid2
A foreign pointer to a GUID object.

Values
flag
A boolean, true if guid1 and guid2 contain the same GUID data.

Description
The function guid-equal compares the GUID data in guid1 and guid2 and returns true if the data is identical.

Examples
(guid-equal (com-interface-refguid 'i-unknown) (com-interface-refguid 'i-dispatch))
=> nil

(guid-equal (com-interface-refguid 'i-unknown) (make-guid-from-string "00000000-0000-0000-C000-000000000046"))
=> t

See also
refguid
com-interface-refguid
guid-to-string
make-guid-from-string
refguid-interface-name
**guid-to-string**

Function

**Summary**
Converts a GUID to a string of hex characters.

**Package**
com

**Signature**
guid-to-string guid => guid-string

**Arguments**
guid
A foreign pointer to a GUID object.

**Values**
guid-string
A string in the standard hex format for GUIDs.

**Description**
The function `guid-to-string` converts the data in the `guid` to a string of hex characters in the standard format.

**Example**

```lisp
(guid-to-string (com-interface-refguid 'i-unknown)) => "00000000-0000-0000-C000-000000000046"
```

**See also**
refguid
com-interface-refguid
guid-equal
make-guid-from-string
refguid-interface-name

**hresult**

FLI type descriptor

**Summary**
The FLI type corresponding to HRESULT in C/C++.

**Package**
com

**Signature**
hresult

**Description**
The `hresult` type is a signed 32 bit integer. When used as the result type of a COM method, the value E_UNEXPECTED is returned if the COM method body does not return an integer.
See also  

hresult-equal  
check-hresult

### hresult-equal

**Function**

**Summary**  
Compares one \texttt{hresult} to another.

**Package**  
\texttt{com}

**Signature**  
\texttt{hresult-equal hres1 hres2 => flag}

**Arguments**  
\texttt{hres1}  
An integer \texttt{hresult}.

\texttt{hres2}  
An integer \texttt{hresult}.

**Values**  
\texttt{flag}  
A boolean, true if \texttt{hres1} and \texttt{hres2} are equal.

**Description**  
The function \texttt{hresult-equal} compares \texttt{hres1} and \texttt{hres2} and returns true if they represent the same \texttt{hresult}. This function differs from the Common Lisp function \texttt{eql} because it handles signed and unsigned versions of each \texttt{hresult}.

**Example**  
\texttt{E\_NOTIMPL} is negative, so

\begin{verbatim}
(eql E\_NOTIMPL 2147500033) => nil

(hresult-equal E\_NOTIMPL 2147500033) => t
\end{verbatim}

See also  

hresult  
check-hresult  
com-error

### i-unknown

**COM Interface Type**

**Summary**  
The Lisp name for the \texttt{IUnknown} COM interface.
The symbol `i-unknown` is the name given to the `IUnknown` COM interface within Lisp. The name results from the standard mapping described in Section 1.3, “The mapping from COM names to Lisp symbols”.

Examples

```lisp
(query-interface ptr 'i-unknown)
```

See also

`standard-i-unknown`

`i-dispatch`

---

### interface-ref  

**Macro**

**Summary**

Accesses a place containing an interface pointer, maintaining reference counts.

**Package**

`com`

**Signature**

`interface-ref iptr => iptr`

```lisp
(setf interface-ref) new-value iptr => new-value
```

**Arguments**

- `iptr` A place containing a COM interface pointer or `nil`.
- `new-value` A COM interface pointer or `nil`.

**Description**

`interface-ref` is useful when manipulating a place containing an interface pointer.

The `setf` expander increments the reference count, as if by `add-ref`, of `new-value`, unless it is `nil`. It then decrements the reference count, as if by `release`, of the existing value in `iptr`, unless this is `nil`. Note that this order is important in the case that the new value is the same as the current value. Finally the value of place `iptr` is set to `new-value`.

---

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The reader `interface-ref` simply returns its argument and does no reference counting. It may be useful in a form which both reads and writes a place like `incf`.

See also `add-ref`  
`release`

### `make-factory-entry`  
Function

**Summary**
Make a object which can be used to register a class factory.

**Package**
`com`

**Signature**

```
make-factory-entry &key clsid implementation-name
constructor-function constructor-extra-args
friendly-name
prog-id version-independent-prog-id
```

**Arguments**

- `clsid`  
The CLSID of the coclass.

- `implementation-name`  
A Lisp symbol naming the implementation class.

- `constructor-function`  
A function to construct the object. If `nil`, the default constructor is used which makes an instance of the `implementation-name` and queries it for a `I-unknown` interface pointer. The default constructor also handles aggregation.

- `constructor-extra-args`  
Extra arguments to pass to the `constructor-function`.

- `friendly-name`  
The name of the coclass for use by application builders.

- `prog-id`  
The ProgID of the coclass.
version-independent-prog-id

The VersionIndependentProgID of the coclass.

Description

Makes an object to contain all the information for class factory registration in the COM runtime. This object should be passed to register-class-factory-entry to perform the registration. This done automatically if you use define-automation-component described in the Chapter 3, "Using Automation".

Examples

(make-factory-entry
 :clsid (make-guid-from-string
  "7D9EB762-E4E5-11D5-BF02-000347024BE1")
 :implementation-name 'doc-impl
 :prog-id "Wordifier.Document.1"
 :version-independent-prog-id "Wordifier.Document"
 :friendly-name "Wordifier Document")

See also register-class-factory-entry

make-guid-from-string

Function

Summary

Make a refguid object from a hex string.

Package

com

Signature

make-guid-from-string string &optional interface-name
 => refguid

Arguments

string A string in the standard hex format for GUIDs.
interface-name A symbol naming a COM interface. If non-nil, the refguid will be will added to the table of known refguids.

Values

refguid A refguid object matching string.
Description

The function `make-guid-from-string` makes a `refguid` object from `string`. If the GUID data matches a known `refguid`, then that is returned. Otherwise, a new `refguid` is created and returned. If `interface-name` is non-nil, then the table of known `refguids` is updated. If the GUID is already known under a different name, an error is signalled.

Examples

This GUID is a predefined one for `i-unknown`:

```lisp
(refguid-interface-name
 (make-guid-from-string
   "00000000-0000-0000-C000-000000000046"))
=> I-UNKNOWN
```

See also

`refguid`

`com-interface-refguid`

`guid-equal`

`guid-to-string`

`refguid-interface-name`

---

**midl**

*Function*

**Summary**

Converts an IDL file into Lisp FLI definitions.

**Package**

`com`

**Signature**

```
midl file &key package depth mapping-options output-file load import-search-path
```

**Arguments**

- `file` A pathname designator giving the name of an IDL file.
- `package` The package in which definitions are created. Defaults to the current package.
- `depth` How many levels of IDL `import` statement to convert to Lisp. This defaults to 0, which means only convert definitions for the IDL file itself. Imported files should be converted
and loaded before the importing file. Some of the standard files are preloaded, so should not be loaded again (see Section 1.2.3, “Standard IDL files”).

**mapping-options**
Allows options to be passed controlling the conversion of individual definitions.

**output-file**
If this is `nil` (the default), the IDL file is compiled in-memory. Otherwise a Lisp fasl is produced so the definitions can be reloaded without requiring recompilation. If `output-file` is `t` then the fasl is named after the IDL file, otherwise `output-file` is used as a pathname designator to specify the name of the fasl file.

**load**
If this is true (the default) then any fasl produced is loaded after being compiled. Otherwise, the fasl must be loaded explicitly with `load`. This argument has no effect if `output-file` is `nil`.

**import-search-path**
Specifies where to look for files referenced by `import` statements in the IDL. The default value, which is `:default`, causes a search in the same directory as `file`. Otherwise the value should be a list of pathname designators specifying directories to search. After searching using the value of `import-search-path`, `midl` looks in any directory in the `INCLUDE` environment variable.

**Description**
This function is used to convert an IDL file into Lisp FLI definitions, which is necessary before the types in the file can be used from the Lisp COM API. See Section 1.3, “The mapping from COM names to Lisp symbols” for the details on how these FLI definitions are named.
midl requires that types like IDispatch are declared before they are used.

Examples
To compile myfile.idl into memory:
(midl "myfile.idl")
To compile myfile.idl to myfile.ofasl:
(midl "myfile.idl" :output-file t :load nil)
To compile myfile.idl to myfile.ofasl and load it:
(midl "myfile.idl" :output-file t)

See also :midl-file

:midl-file
Defsystem Member Type

Summary
The :midl-file defsystem member type can be used to include IDL files in a Lisp system definition.

Package com

Description
When a file is given the type :midl-file, compiling the system will compile the IDL file to produce a fasl. Loading the system will load this fasl. The :package, :mapping-options and :import-search-path keywords can specified as for midl.

Examples
;; Include the file myfile.idl in a system
(defsystem my-system ()
  :members (\"myfile.idl\" :type :midl-file))

See also midl
query-interface  Function

Summary  Attempts to obtain a COM interface pointer for one interface from another.

Package  com

Signature  query-interface  interface-ptr  iid  &key  errorp  =>  interface-for-iid

Arguments  interface-ptr  A COM interface pointer to be queried.
  iid  The iid of a COM interface.
  errorp  A boolean. The default is t.

Values  interface-for-iid  The new COM interface pointer or nil.

Description  The function query-interface function invokes the COM method IUnknown::QueryInterface to attempt to obtain an interface pointer for the given iid. The iid can be a symbol naming a COM interface or a refguid foreign pointer containing its iid.

If the IUnknown::QueryInterface returns successfully then the new interface pointer interface-for-iid is returned.

If errorp is true, then nil is returned if the interface pointer cannot be found, otherwise an error of type com-error is signalled.

Example  (query-interface p-foo 'i-bar)

See also  reffguid
          com-error
          add-ref
          release
          with-temp-interface
          with-query-interface
query-object-interface            Macro

Summary Obtains a COM interface pointer for a particular interface from a COM object.

Package com

Signature query-object-interface class-name object iid &key ppv-object => hresult, interface-ptr-for-iid

Arguments class-name The COM object class name of the object. This can be a superclass name.
object A COM object to be queried.
 iid The iid of a COM interface.
 ppv-object If specified, this should be a foreign pointer which will be set to contain the interface-ptr-for-iid.

Values hresult The hresult.
 interface-ptr-for-iid The new interface pointer or nil if none.

Description The macro query-object-interface invokes the COM method IUnknown::QueryInterface to attempt to obtain an interface pointer for the given iid. The iid can be a symbol naming a COM interface or a refguid foreign pointer containing its iid.

The first value is the integer hresult from the call to IUnknown::QueryInterface. If the result indicates success, then interface-ptr-for-iid is returned as the second value.

Example (query-object-interface foo-impl p-foo 'i-bar)

See also refguid
    hresult
**refguid**

*FLI type descriptor*

**Summary**
A FLI type used to refer to GUID objects.

**Package**
com

**Signature**
refguid

**Description**
The `refguid` type is a pointer to a GUID structure, like the type `REFGUID` in C. In addition, a table of named `refguids` is maintained, using the names chosen when COM interface types are converted to a Lisp FLI definitions by `midl` or parsing a type library.

**Example**

```lisp
(typep (com-interface-refguid 'i-unknown) 'refguid)
=> t
```

**See also**
com-interface-refguid
guid-equal
guid-to-string
make-guid-from-string
refguid-interface-name
refiid
midl

---

**refguid-interface-name**

*Function*

**Summary**
Returns the COM interface name of a `refguid` if known.

**Package**
com

**Signature**
refguid-interface-name `refguid` => `interface-name`

**Arguments**
`refguid` A `refguid` object.

**Values**
`interface-name` A symbol naming the COM interface of `refguid`. 
Description Returns a symbol naming the COM interface of refguid, which must be a refguid object known to Lisp.

Example

```
(refguid-interface-name
 (make-guid-from-string
  "00000000-0000-0000-C000-000000000046"))
```

=> i-unknown

See also refguid
com-interface-refguid
guid-equal
guid-to-string
make-guid-from-string

refiid

**FLI type descriptor**

Summary A FLI type used to refer to iids.

Package com

Signature refiid

Description The refiid foreign type is a useful converted type for iid arguments to foreign functions. When given a symbol, it looks up the GUID as if by calling com-interface-refguid. Otherwise the value should be a foreign pointer to a GUID structure, which is passed directly without conversion.

Example Given the definition of print-iid:

```
(fli:define-foreign-function print-iid
  ((iid refiid)))
```

then these two forms are equivalent:

```
(print-iid 'i-unknown)
(print-iid (com-interface-refguid 'i-unknown))
```
See also com-interface-refguid
refguid

**register-class-factory-entry**  
*Function*

**Summary**
Registers the description of a class factory.

**Package**
com

**Signature**
register-class-factory-entry new-factory-entry

**Arguments**
new-factory-entry

A factory entry from make-factory-entry.

**Description**
Register the factory entry with the COM runtime so that register-server, unregister-server, start-factories and stop-factories will know about the coclass in the factory entry. This is done automatically if you use define-automation-component described in the Chapter 3, “Using Automation”.

**Examples**

See also make-factory-entry
start-factories
stop-factories
register-server
unregister-server

**register-server**  
*Function*

**Summary**
Externally registers all class factories known to Lisp.

**Package**
com
Signature  \texttt{register-server \&key clctx}

Arguments  \texttt{clctx}  The CLSCTX in which to register the class factory.

Description  The \texttt{register-server} function updates the Windows registry to contain the appropriate keys for all the class factories registered in the current Lisp image. For Automation components, the type libraries are registered as well. During development, the type library will be found wherever the system definition specified, but after using LispWorks delivery it must be located in the directory containing the application's executable or DLL.

This function should be called when an application is installed, usually by detecting the \texttt{/RegServer} command line argument.

When running on 64-bit Windows, 32-bit LispWorks updates the 32-bit registry view and 64-bit LispWorks updates the 64-bit registry view. LispWorks does not change the registry reflection settings.

Example  \begin{verbatim}
(defun start-up-function ()
  (cond ((member "/RegServer" system:*line-arguments-list*
       :test 'equalp)
      (register-server))
    ((member "/UnRegServer" system:*line-arguments-list*
       :test 'equalp)
      (unregister-server))
    (t
      (co-initialize)
      (start-factories)
      (start-application-main-loop)))
  (quit))
\end{verbatim}

See also  \texttt{unregister-server}

\texttt{register-class-factory-entry}
start-factories
stop-factories

release

Summary
The \texttt{release} function decrements the reference count of an interface pointer.

Package
\texttt{com}

Signature
\texttt{release interface-ptr => ref-count}

Arguments
\texttt{interface-ptr} \hspace{1em} A COM interface pointer.

Values
\texttt{ref-count} \hspace{1em} The new reference count.

Description
Each COM interface pointer has a reference count which is used by the server to control its lifetime. The function \texttt{release} should be called whenever a reference to the interface pointer is being removed. The function invokes the COM method \texttt{IUnknown::Release} so the form \texttt{(release ptr)} is equivalent to using \texttt{call-com-interface} as follows:

\begin{verbatim}
(call-com-interface (ptr i-unknown release))
\end{verbatim}

Example
\texttt{(release p-foo)}

See also
\texttt{add-ref}
\texttt{interface-ref}
\texttt{query-interface}
\texttt{with-temp-interface}

s_ok

Summary
Compares a result code to the value of \texttt{s\_ok}.
Package com

Signature \( s\_ok \ hresult \Rightarrow flag \)

Arguments \( hresult \) An integer \( hresult \).

Values \( flag \) A boolean.

Description The \( s\_ok \) macro checks the \( hresult \) and returns true if its value is that of the constant \( S\_OK \).

Examples

\[
(S\_OK \ S\_OK) \Rightarrow t \\
(S\_OK \ S\_FALSE) \Rightarrow \text{nil} \\
(S\_OK \ E\_NOINTERFACE) \Rightarrow \text{nil}
\]

See also succeeded hresult hresult-equal check-hresult

server-can-exit-p server-in-use-p

Functions

Summary Predicates for whether a COM server is in use or can exit.

Package com

Signature \( \text{server-can-exit-p} \Rightarrow result \)

Signature \( \text{server-in-use-p} \Rightarrow result \)

Arguments None.

Values \( result \) A boolean.
Description

The function `server-in-use-p` returns true when the COM server is in use, which means one or more of the following:

1. There are live objects other than the class factories.
2. Any of the class factories has more than one reference.
3. The server is locked by a client call to the COM method `IClassFactory::LockServer`.

The function `server-can-exit-p` returns true if the server can exit, which means that the server is not in use (that is, `(not (server-in-use-p))` returns `t`, and also that there are no other "working processes", which means that all other processes except the one that calls `server-can-exit-p` are "Internal servers" (see `mp:process-run-function`).

The main purpose of `server-can-exit-p` is to be the exit-function for `automation-server-top-loop`, either as the default or called from a supplied exit-function.

See also

`automation-server-top-loop`

---

**set-automation-server-exit-delay**

*Function*

**Summary**

Sets the `exit-delay` used by `automation-server-top-loop`.

**Package**

`com`

**Signature**

`set-automation-server-exit-delay exit-delay`

**Arguments**

`exit-delay` A non-negative real number specifying a time in seconds.

**Description**

The function `set-automation-server-exit-delay` sets the `exit-delay` which is used by `automation-server-top-loop` to delay exiting once the server is unused.
set-automation-server-exit-delay can be called both before and after automation-server-top-loop, and can be used repeatedly after automation-server-top-loop was called to dynamically change the exit-delay. The setting persists over saving and delivering an image, so it can be used in the delivery script too.

See also automation-server-top-loop

standard-i-unknown

Class

Summary
A complete implementation of the i-unknown interface.

Package com

Superclasses com-object

Subclasses standard-i-dispatch
standard-i-connection-point-container

Initargs :outer-unknown
An optional interface pointer to the outer unknown interface if this object is aggregated.

Description
The class standard-i-unknown provides a complete implementation of the i-unknown interface.

The class provides a reference count for the object which calls the generic function com-object-initialize when the object is given a reference count and com-object-destructor when it becomes zero again. These generic functions can be specialized to perform initialization and cleanup operations.

The class also provides an implementation of query-interface which calls the generic function com-object-query-interface. The default method han-
dles \text{i-unknown} and all the interfaces specified by the 
\text{define-com-implementation} form for the class of the 
object.

There is support for \text{aggregation} via the \text{:outer-unknown ini-
targ}, which is also passed by built-in class factory implement-
tation.

Example

Inheriting from a non-COM class requires 
\text{standard-i-unknown} to be mentioned explicitly:

\begin{verbatim}
(define-com-implementation doc-impl
  (document-mixin standard-i-unknown)
  ()
  (:interfaces i-doc))
\end{verbatim}

See also

\text{define-com-implementation}
\text{standard-i-dispatch}
\text{standard-i-connection-point-container}
\text{com-object-initialize}
\text{com-object-destructor}
\text{com-object-query-interface}
\text{com-object}
\text{i-unknown}

\textbf{start-factories} \quad \textit{Function}

\textbf{Summary} \quad Starts all the registered class factories.

\textbf{Package} \quad \text{com}

\textbf{Signature} \quad start-factories \&optional \text{clsetx}

\textbf{Arguments} \quad \text{clsetx} \quad \text{The CLSCTX in which to start the factories.}

\textbf{Description} \quad The \text{start-factories} function starts all the registered class 
factories in the given \text{clsetx}, which defaults to
CLSCTX_LOCAL_SERVER. This function should be called once when a COM server application starts if it has externally registered class factories.

See also
register-class-factory-entry
stop-factories
register-server
unregister-server
co-initialize

stop-factories

Function

Summary
Stops all the registered class factories.

Package
com

Signature
stop-factories

Description
The stop-factories function stops all the registered class factories. This function should be called once before a COM server application exits if it has externally registered class factories.

See also
register-class-factory-entry
start-factories
register-server
unregister-server
co-uninitialize

succeeded

Macro

Summary
Checks an hresult for success.

Package
com
Signature  \texttt{succeeded \ hresult} \Rightarrow \texttt{flag}

Arguments  \texttt{hresult}  An integer \texttt{hresult}.

Values  \texttt{flag}  A boolean.

Description  The \texttt{succeeded} macro checks the \texttt{hresult} and returns true if the it is one of the 'succeeded' values, for instance \texttt{S\_OK} or \texttt{S\_FALSE}.

Examples  \texttt{(succeeded \ S\_OK)} \Rightarrow \texttt{t}

\texttt{(succeeded \ E\_NOINTERFACE)} \Rightarrow \texttt{nil}

See also  \texttt{check-hresult}
\texttt{hresult}
\texttt{hresult-equal}
\texttt{s\_ok}

\textbf{unregister-server}  \textit{Function}

Summary  Externally unregisters all class factories known to Lisp.

Package  \texttt{com}

Signature  \texttt{unregister-server}

Description  The \texttt{unregister-server} function updates the Windows registry to remove the appropriate keys for all the class factories registered in the current Lisp image. For Automation components, the type libraries are unregistered as well.

This function should be called when an application is uninstalled, usually by detecting the \texttt{/UnRegServer} command line argument.

When running on 64-bit Windows, 32-bit LispWorks updates the 32-bit registry view and 64-bit LispWorks updates the 64-
bit registry view. LispWorks does not change the registry reflection settings.

Example

```lisp
(defun start-up-function ()
  (cond ((member "/UnRegServer"
         system:*line-arguments-list*
        :test 'equalp)
         (unregister-server))
  ((member "/RegServer"
         system:*line-arguments-list*
        :test 'equalp)
         (register-server))
  (t
   (co-initialize)
   (start-factories)
   (start-application-main-loop)))
  (quit))
```

See also

- register-server
- register-class-factory-entry
- start-factories
- stop-factories

**with-com-interface**

*Macro*

**Summary**

Used to simplify invocation of several methods from a particular COM interface pointer.

**Package**

com

**Signature**

```lisp
with-com-interface disp interface-ptr form* => values
disp ::= (dispatch-function interface-name)
```

**Arguments**

- `disp` The names of the dispatch function and interface.
**dispatch-function**  A symbol which will be defined as a local macro, as if by \texttt{macrolet}. The macro can be used by the \texttt{forms} to invoke the methods on \texttt{interface-ptr}.

**interface-name**  A symbol which names the COM interface. It is not evaluated.

**interface-ptr**  A form which is evaluated to yield a COM interface pointer that implements \texttt{interface-name}.

**form**  A form to be evaluated.

**Values**

**values**  The values returned by the last \texttt{form}.

**Description**

When the macro \texttt{with-com-interface} evaluates the \texttt{forms}, the local macro \texttt{dispatch-function} can be used to invoked the methods for the COM interface \texttt{interface-name}, which should be the type or a supertype of the actual type of \texttt{interface-ptr}.

The \texttt{dispatch-function} macro has the following signature:

\texttt{dispatch-function method-name arg* => values}

where

- **method-name**  A symbol which names the method. It is not evaluated.
- **arg**  Arguments to the method (see Section 1.7.1, “Data conversion when calling COM methods” for details).
- **values**  Values from the method (see Section 1.7.1, “Data conversion when calling COM methods” for details).

**Example**  This example invokes the COM method \texttt{GetTypeInfo} in the interface \texttt{IDispatch}.
(defun get-type-info (disp tinfo &key (locale LOCALE_SYSTEM_DEFAULT))
  (multiple-value-bind (hres typeinfo)
      (with-com-interface (call-disp i-dispatch) disp
      (call-disp get-type-info tinfo locale))
    (check-hresult hres 'get-type-info)
    typeinfo))

See also
  call-com-interface

**with-com-object**  
*Macro*

**Summary**  
Used to simplify invocation of several methods from a given COM object.

**Package**  
com

**Signature**  
with-com-object disp object form* => values

disp ::= (dispatch-function class-name &key interface)

**Arguments**  
*disp*  
The names of the dispatch function and object class.

*dispatch-function*  
A symbol which will be defined as a macro, as if by macrolet. The macro can be used by the forms to invoke the methods on *object*.

*class-name*  
A symbol which names the COM implementation class. It is not evaluated.

*interface*  
An optional form which when evaluated should yield a COM interface pointer. This is only needed if the definition of the methods being called have the *interface* keyword in their *class-specs*.

*object*  
A form which is evaluated to yield a COM object.

*form*  
A form to be evaluated.
Values

values
The values returned by the last form.

Description
When the macro call-com-object evaluates the forms, the local macro dispatch-function can be used to invoked the methods for the COM class class-name, which should be the type or a supertype of the actual type of object.

The dispatch-function macro has the following signature:

\[
dispatch-function\ method-spec\ arg^{*}\ =>\ values
\]

\[
method-spec::=\ method-name\ |\ (interface-name\ method-name)
\]

where

method-spec
Specifies the method to be called. It is not evaluated.

method-name
A symbol naming the method to call.

interface-name
A symbol naming the interface of the method to call. This is only required if the implementation class class-name has more than one method with the given method-name.

arg
Arguments to the method (see Section 1.9.1, “Data conversion when calling COM object methods” for details).

values
Values from the method (see Section 1.9.1, “Data conversion when calling COM object methods” for details).

Note that, because with-com-object requires a COM object, it can only be used by the implementation of that object. All other code should use with-com-interface with the appropriate COM interface pointer.

Example

(with-com-object (call-my-doc doc-impl) my-doc
 (call-my-doc move 0 0)
 (call-my-doc resize 100 200))
See also  
call-com-object  
define-com-method  
with-com-interface

with-temp-interface  

Macro

Summary  
Used to simplify reference counting for a COM interface pointer.

Package  
com

Signature  
with-temp-interface (var) interface-ptr form* => values

Arguments  

var  
A variable which is bound to interface-ptr while the forms are evaluated.

interface-ptr  
A form which is evaluated to yield a COM interface pointer.

form  
A form to be evaluated.

Values  
values  
The values returned by the last form.

Description  
When the macro with-temp-interface evaluates the forms, the variable var is bound to the value of interface-ptr. When control leaves the body (whether directly or due to a non-local exit), release is called with this interface pointer.

Example  
This example invokes the COM method GetDocumentation in the interface ITypeInfo on an interface pointer which must be released after use.

(defun get-tinfo-member-documentation (disp tinfo member-id)  
  (with-temp-interface (typeinfo)  
    (get-type-info disp tinfo)  
    (call-com-interface (typeinfo i-type-info  
      get-documentation)  
      member-id))

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See also

release

with-query-interface

with-query-interface

Macro

Summary

Used to simplify reference counting when querying a COM interface pointer.

Package

com

Signature

with-query-interface disp interface-ptr form* => values

disp ::= (punknown interface-name &key errorp dispatch)

Arguments

punknown A variable which is bound to the queried interface pointer while the forms are evaluated.

interface-name A symbol which names the COM interface. It is not evaluated.

errorp A boolean indicating whether an error should be signaled if interface-name is not implemented by interface-ptr.

dispatch A symbol which will be defined as a local macro, as if by macrolet as if by with-com-interface. The macro can be used by the forms to invoke the methods on punknown.

interface-ptr A form which is evaluated to yield a COM interface pointer to query.

form A form to be evaluated.

Values

values The values returned by the last form.

Description

The macro with-query-interface calls query-interface to find an interface pointer for interface-name from the exist-
ing COM interface pointer \textit{interface-ptr}. While evaluates the \textit{forms}, the variable \textit{punknown} is bound to the queried pointer and the pointer is released when control leaves the body (whether directly or due to a non-local exit).

If \textit{errorp} is true, then \textit{punknown} is bound to \texttt{nil} if the interface pointer cannot be found, otherwise an error of type \texttt{com-error} is signalled.

If \textit{dispatch} is specified, then a local macro is created as if by \texttt{with-com-interface} to invoke COM interface methods on \textit{punknown}.

\textbf{Example} \ \ \ \ This example invokes the methods on an \texttt{i-bar} interface pointer queried from an existing interface pointer.

\begin{verbatim}
(with-query-interface (p-bar i-bar
  :dispatch call-bar)
  p-foo
  (call-bar bar-init)
  (call-bar bar-print))
\end{verbatim}

\textbf{See also} \texttt{query-interface} \ 
\texttt{release} \ 
\texttt{with-temp-interface}
2 COM Reference Entries
3

Using Automation

3.1 Including Automation in a Lisp application

This section describes how to load Automation and generate any FLI definitions needed to use it.

3.1.1 Loading the modules

Before using any of the LispWorks Automation APIs, you need to load the module using

(require "automation")

3.1.2 Generating FLI definitions from COM definitions

Automation components and interfaces that are to be used by the Automation API must be placed in a type library using suitable tools. In some cases, this type library will be supplied as part of the DLL or executable containing the component.

Some of the Automation APIs described in this chapter require you to convert the definitions in the type library into FLI definitions. This is done by compiling and loading a system definition that references the library with the options :type :midl-type-library-file. The names in the type library are
converted to Lisp symbols as specified in “The mapping from COM names to Lisp symbols” on page 3

Note: this is not required by all the APIs, for example see “Calling Automation methods without a type library” on page 88 and “A simple implementation of a single Automation interface” on page 92.

3.1.3 Reducing the size of the converted library

Suppose you have a `defsystem` system definition form that references a library: that is, a system member has options `:type :midl-type-library-file` as described in “Generating FLI definitions from COM definitions” on page 85.

For this member, the option `:com` can be added to specify whether all the COM functionality is required. The keyword can take these values:

- `t` Analyze and generate all the required code for calling and implementing the interfaces from the type library. This is the default value.
- `nil` Analyze but do not generate any code for calling or implementing COM interfaces from the type library. It is still possible to call Automation methods.
- `:not-binary` Analyze but do not generate any code for calling or implementing COM interfaces from the type library. It is still possible to call Automation methods and implement `dispinterfaces` in the type library, but not dual or COM interfaces.

Using the value `nil` or `:not-binary` generates much smaller code and is therefore much faster. However, it is never obligatory to use the option `:com`.

Use `:com nil` when the application calls Automation interfaces from the type library but does not implement any of them or need to call any methods from dual interfaces using `call-com-interface`.

Use `:com :not-binary` when the application implements only `dispinterfaces` from the library. This is typically required for implementing `sink` interfaces for use with connection points.
3.2 Starting a remote Automation server

A remote Automation server is started from Lisp by using its coclass name, CLSID or ProgID. The macro `with-coclass` can be used to make an instance of an automation server from its coclass name for the duration of its body. The function `create-object` can be used to start an automation server given its CLSID or ProgID. The function `create-instance-with-events` can be used to start and automation server and set its event handler. The function `get-active-object` can be used to look for a registered running instance of a coclass in the system Running Object Table.

3.3 Calling Automation methods

Automation methods can be called either with or without a compiled type library. In both cases, arguments and return values are converted according to the types specified by the method’s definition.

3.3.1 Calling Automation methods using a type library

To use this approach, you must have the type library available at compile-time (see “Generating FLI definitions from COM definitions” on page 85). Information from the type library is built into your application, which makes method calling more efficient. However, it also makes it less dynamic, because the library at the time the application is run must match.

There are three kinds of Automation method, each of which is called using macros designed for the purpose.

- Ordinary methods are called using the macros `call-dispatch-method` and `with-dispatch-interface`. If there is no Automation method with the given method name, then a property getter with the same name is called if it exists, otherwise an error is signaled. The `setf` form of `call-dispatch-method` can be used to call property setter methods.

- Property getter methods are called using the macro `call-dispatch-get-property`. For an example see `examples/com/ole/simple-container/defsys.lisp`. 


Property setter methods are called using the macros \texttt{call-dispatch-put-property} or the \texttt{setf} form of \texttt{call-dispatch-get-property}.

To use these macros, you need to specify the interface name, the method name, a COM interface pointer for the \texttt{i-dispatch} interface and suitable arguments. The interface and method names are given as symbols named as in Section 1.3 on page 3 and the COM interface pointer is a foreign pointer of type \texttt{com-interface}. In all the macros, the \texttt{args} and \texttt{values} are as specified in the Section 3.3.3.

The \texttt{with-dispatch-interface} macro is useful when several methods are being called with the same COM interface pointer, because it establishes a local macro that takes just the method name and arguments.

\subsection*{3.3.2 Calling Automation methods without a type library}

This approach is useful if the type library is not available at compile time or you want to allow methods to be called dynamically without knowing the interface pointer type at compile-time. It can be less efficient than using the approach in Section 3.3.1, but is often the simplest approach, especially if the Automation component was written to be called from a language like Visual Basic.

There are three kinds of Automation method, each of which is called using functions designed for the purpose.

- Ordinary methods are called using the function \texttt{invoke-dispatch-method}. If there is no Automation method with the given method name, then a property getter with the same name is called if it exists, otherwise an error is signaled. The \texttt{setf} form of \texttt{invoke-dispatch-method} can be used to call property setter methods.

- Property getter methods are called using the function \texttt{invoke-dispatch-get-property}.

- Property setter methods are called either using the function \texttt{invoke-dispatch-put-property} or the \texttt{setf} form of \texttt{invoke-dispatch-get-property}.

To use these function, you need to specify a COM interface pointer for the \texttt{i-dispatch} interface, the method name and suitable arguments. The method
name is given as a string or integer and the COM interface pointer is a foreign pointer of type `com-interface`. In all the functions, the `args` and `values` are as specified in the Section 3.3.3.

### 3.3.3 Data conversion when calling Automation methods

The arguments and return values to Automation methods are restricted to a small number of simple types, which map to Lisp types as follows:

<table>
<thead>
<tr>
<th>Automation type</th>
<th>VT code</th>
<th>Lisp type</th>
</tr>
</thead>
<tbody>
<tr>
<td>null value</td>
<td>VT_NULL</td>
<td>the symbol :null</td>
</tr>
<tr>
<td>empty value</td>
<td>VT_EMPTY</td>
<td>the symbol :empty</td>
</tr>
<tr>
<td>SHORT</td>
<td>VT_I2</td>
<td>integer</td>
</tr>
<tr>
<td>LONG</td>
<td>VT_I4</td>
<td>integer</td>
</tr>
<tr>
<td>FLOAT</td>
<td>VT_R4</td>
<td>single-float</td>
</tr>
<tr>
<td>DOUBLE</td>
<td>VT_R8</td>
<td>double-float</td>
</tr>
<tr>
<td>CY</td>
<td>VT_CY</td>
<td>not supported</td>
</tr>
<tr>
<td>DATE</td>
<td>VT_DATE</td>
<td>not supported</td>
</tr>
<tr>
<td>BSTR</td>
<td>VT_BSTR</td>
<td>string</td>
</tr>
<tr>
<td>IMessage*</td>
<td>VT_DISPATCH</td>
<td>FLI (:pointer i-dispatch)</td>
</tr>
<tr>
<td>SCODE</td>
<td>VT_ERROR</td>
<td>integer</td>
</tr>
<tr>
<td>VARIANT_BOOL</td>
<td>VT_BOOL</td>
<td>nil or t</td>
</tr>
<tr>
<td>VARIANT*</td>
<td>VT_VARIANT</td>
<td>recursively convert</td>
</tr>
<tr>
<td>IUnknown*</td>
<td>VT_UNKNOWN</td>
<td>FLI (:pointer i-unknown)</td>
</tr>
<tr>
<td>DECIMAL</td>
<td>VT_DECIMAL</td>
<td>not supported</td>
</tr>
<tr>
<td>BYTE</td>
<td>VT_UI1</td>
<td>integer</td>
</tr>
<tr>
<td>SAFEARRAY</td>
<td>VT_ARRAY</td>
<td>array</td>
</tr>
<tr>
<td>dynamic</td>
<td>dynamic</td>
<td>lisp-variant</td>
</tr>
</tbody>
</table>

When an Automation argument is a `lisp-variant` object, its type is used to set the VT code. See `make-lisp-variant` and `set-variant`.

In and `in-out` parameters are passed as positional arguments in the calling forms and `out` and `in-out` parameters are returned as additional values. If there is an argument with the `retval` attribute then it is returned as the first value.
3.3.4 Using collections

The macro `do-collection-items` can be used to iterate over the items or an interface that implements the Collection protocol. If the collection items are interface pointers, they must be released when not needed.

For example, to iterate over the `Table` objects from the `Tables` collection of a `MyDocument` interface pointer

```
(with-temp-interface (tables)
  (call-dispatch-get-property
   (doc my-document tables))
  (do-collection-items (table tables)
    (inspect-the-table table)
    (release table)))
```

3.3.5 Using connection points

Event sink interfaces can be connected and disconnected using the functions `interface-connect` and `interface-disconnect`.

For example, the following macro connects a sink interface pointer `event-handler` to a source of `i-clonable-events` events `clonable` for the duration of its body.

```
(defmacro handling-clonable-events ((clonable event-handler)
  &body body)
  (lw:with-unique-names (cookie)
    (lw:rebinding (clonable event-handler)
      `(let ((,cookie nil))
        (unwind-protect
          (progn
            (setq ,cookie
              (interface-connect ,clonable
                'i-clonable-events
                ,event-handler))
            ,@body)
          (when ,cookie
            (interface-disconnect ,clonable
              'i-clonable-events
              ,cookie))))))
)
3.3.6 Error handling

When an Automation server returns an error code, the calling macros such as call-dispatch-method signal an error of type com-error. The error message will contain the source and description fields from the error.

For example, if pp is a dispatch pointer to i-test-suite-1:

```lisp
CL-USER 184 > (call-dispatch-method
       (pp nil i-test-suite-1 fx))
"in fx" ;; implementation running
Error: COM IDispatch::Invoke Exception Occurred (0 "fx") : foo
1 (abort) Return to level 0.
2 Return to top loop level 0.

Type :b for backtrace, :c <option number> to proceed, or :? for other options
```

3.4 Implementing Automation interfaces in Lisp

This section describes two techniques for implementing Automation interfaces in Lisp. The choice of technique usually depends on whether you are implementing a complete server or a simple event sink. The section then describes other kinds of interfaces that can be implemented and how to report errors to the caller of a method.

3.4.1 A complete implementation of an Automation server

In the case where you are designing an set of COM interfaces and implementing a server to support them, you need to make a complete implementation in Lisp. This allows several Automation interfaces to be implemented by a single class and also supports dual interfaces.

The implementation defines an appropriate class, inheriting from the class standard-i-dispatch to obtain an implementation of the COM interface i-dispatch. This implementation of i-dispatch will automatically invoke the appropriate COM method.

For dual interfaces, the methods should be defined in the same way as described for COM interfaces in Section 1.8 on page 13.
For dispinterfaces, the methods should be implemented using the macro define-dispinterface-method or by a specialized method of the generic function com-object-dispinterface-involve.

To implement an Automation interface in Lisp with standard-i-dispatch, you need the following:

1. A type library for the component, converted to Lisp as specified in Section 3.1 on page 85.
2. A COM object class defined with define-automation-component or define-automation-collection, specifying the coclass or interface(s) to implement.
4. For an out-of-process Automation component, either use automation-server-main or have registration code which calls register-server and unregister-server, typically after checking the result of automation-server-command-line-action or explicitly checking the command line for arguments /RegServer and /UnRegServer.
5. Initialization code which either calls automation-server-top-loop or automation-server-main, or calls co-initialize and start-factories in a thread that will be processing Windows messages (for instance a CAPI thread).

3.4.2 A simple implementation of a single Automation interface

In the case where you are implementing a single dispinterface that was designed by someone else, for example an event sink, you can usually avoid needing to parse a type library or define a class to implement the interface.

Instead, you implement a dispinterface using the class simple-i-dispatch by doing the following:

1. Obtain an interface pointer that will provide type information for the component, to be used as the related-dispatch argument in the call to the function query-simple-i-dispatch-interface. In the case where you are implementing an event sink, the source interface pointer will usually do this.
2. Optionally, define a class with `defclass` inheriting from `simple-i-dispatch`. The class `simple-i-dispatch` can be used itself if no special callback object is required.

3. Implement an `invoke-callback` that selects and implements the methods of the interface.

4. Define initialization code which calls `co-initialize`, obtains the `related-dispatch` from step 1, makes an instance of the COM object class defined in step 2 with the `invoke-callback` from step 3, obtains its interface pointer by calling `query-simple-i-dispatch-interface` (passing the `related-dispatch`) and attaches this interface pointer to the appropriate sink in the `related-dispatch` (for example using connection point functions such as `interface-connect`). This must all be done in a thread that will be processing Windows messages (for instance a CAPI thread).

### 3.4.3 Implementing collections

Interfaces that support the Collection protocol can be implemented using the macro `define-automation-collection`. This defines a subclass of `standard-automation-collection`, which implements the minimal set of collection methods and calls Lisp functions to provide the items. If the collection items are interface pointers, appropriate reference counting must be observed. See the example in the directory `examples/com/automation/collections/`.

### 3.4.4 Implementing connection points

Lisp implementations can act as event sources via a built-in implementation of the `IConnectionPointContainer` interface, which `define-automation-component` provides if source interfaces are specified. A built-in implementation of `IConnectionPoint` handles connections for each interface and the macro `do-connections` can be used to iterate over the connections when firing the events.

### 3.4.5 Reporting errors

Classes defined using `define-automation-component` allow extended error information to be returned for all Automation methods. Within the body of a
define-com-method definition, the function set-error-info can be called to describe the error. In addition, this function returns the value of DISP_E_EXCEPTION, which can be returned directly as the hresult from the method.

For example:

```lisp
(define-com-method (i-test-suite-1 fx)
  ((this c-test-suite-1))
  (print "in fx")
  (set-error-info :description "foo"
                   :iid 'i-test-suite-1
                   :source "fx")
```

3.4.6 Registering a running object for use by other applications

If other applications need to be able to find one of your running objects from its coclass, then call register-active-object to register an interface pointer for the object in the system Running Object Table. Call revoke-active-object to remove the registration.

3.4.7 Automation of a CAPI application

For an example of how to implement an Automation server that controls a CAPI application, see the file examples\com\automation\capi-application\build.lisp in the LispWorks installation.

3.5 Examples of using Automation

Several complete examples are provided in the examples subdirectory of your LispWorks library.

A simple Automation application:

```
com/automation/capi-application/readme.txt
com/automation/cl-smtp/clsmtp-impl-build.lisp
```

Controlling an Automation application:

```lisp
com/automation/capi-application/readme.txt
com/automation/cl-smtp/clsmtp-test.lisp
```
Getting events from COM interfaces:

- com/automation/events/ie-events.lisp
- com/automation/capi-application/readme.txt
3 Using Automation
The following chapter documents Automation functionality.

**com-dispatch-invoke-exception-error**  
*Condition Class*

**Summary**  
The condition class used to signal Automation exceptions.

**Package**  
com

**Superclasses**  
com-error

**Initargs**  
None

**Description**  
The class `com-dispatch-invoke-exception-error` is used by the LispWorks COM API when Automation signals an exception (`DISP_E_EXCEPTION`).

**See also**  
com-dispatch-invoke-exception-error-info
com-dispatch-invoke-exception-error-info  

**Function**

**Summary**
Retrieves information stored in a com-dispatch-invoke-exception-error.

**Package**
com

**Signature**
com-dispatch-invoke-exception-error-info condition fields => field-values

**Arguments**

- **condition**
  A com-dispatch-invoke-exception-error.

- **fields**
  A list of keywords as specified below.

**Values**

- **field-values**
  A list.

**Description**
The function com-dispatch-invoke-exception-error-info retrieves information about the exception from a com-dispatch-invoke-exception-error object. The keywords in fields are used to select which information is returned in field-values, which is a list of values corresponding to each keyword in fields.

The following keyword are supported in fields:

- **:code**
  The error code.

- **:source**
  The source of the error.

- **:description**
  The description of the error.

- **:help-file**
  The help file for the error.

- **:help-context**
  The help context for the error.
Example

(handler-case
  (com:invoke-dispatch-method counter "Run")
  (com:com-dispatch-invoke-exception-error (condition)
    (destructuring-bind (code description)
      (com:com-dispatch-invoke-exception-error-info condition
        '(:code :description))
      (format *error-output*
        "Run failed with code ~D, description ~S."
        code
description))))

See also  com-dispatch-invoke-exception-error

**call-dispatch-get-property**  
Macro

Summary  Calls an Automation property getter method from a particular interface.

Package  com

Signature  call-dispatch-get-property spec arg* => values

Arguments  

*spec*: (dispinterface-ptr dispinterface-name method-name)

*dispinterface-ptr*: A form which is evaluated to yield a COM i-dispatch interface pointer.

*dispinterface-name*: A symbol which names the Automation interface. It is not evaluated.

*method-name*: A symbol which names the property getter method. It is not evaluated.

*arg*: Arguments to the method (see Section 3.3.3, "Data conversion when calling Automation methods" for details).
Values  

Values from the method (see Section 3.3.3, “Data conversion when calling Automation methods” for details).

Description

The call-dispatch-get-property macro is used to invoke an Automation property getter method from Lisp. The dispinterface-ptr should be a COM interface pointer for the i-dispatch interface. The appropriate Automation property getter method, chosen using dispinterface-name and method-name, is invoked after evaluating each arg. The args must be values that are suitable for the method and of types compatible with Automation. The values returned are as specified by the method signature. In general, property getter methods take no arguments and return the value of the property, but see Section 3.3.3, “Data conversion when calling Automation methods” for more details.

There is also setf expander for call-dispatch-get-property, which can be used as an alternative to the call-dispatch-put-property macro.

Example

For example, in order to get and set the Width property of a MyDocument interface pointer

(call-dispatch-get-property
  (doc my-document width))

(setf (call-dispatch-get-property
  (doc my-document width))
  10)

See also

call-dispatch-put-property
call-dispatch-method

call-dispatch-method  

Macro

Summary

Calls an Automation method from a particular interface.
### Signature

```
call-dispatch-method spec arg* => values
```

```
spec ::= (dispinterface-ptr dispinterface-name method-name)
```

### Arguments

<table>
<thead>
<tr>
<th>Argument</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>spec</strong></td>
<td>The interface pointer and a specification of the method to be called.</td>
</tr>
<tr>
<td><strong>dispinterface-ptr</strong></td>
<td>A form which is evaluated to yield a COM <code>i-dispatch</code> interface pointer.</td>
</tr>
<tr>
<td><strong>dispinterface-name</strong></td>
<td>A symbol which names the Automation interface. It is not evaluated.</td>
</tr>
<tr>
<td><strong>method-name</strong></td>
<td>A symbol which names the method. It is not evaluated.</td>
</tr>
<tr>
<td><strong>arg</strong></td>
<td>Arguments to the method (see Section 3.3.3, “Data conversion when calling Automation methods” for details).</td>
</tr>
</tbody>
</table>

### Values

<table>
<thead>
<tr>
<th>Values</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>values</strong></td>
<td>Values from the method (see Section 3.3.3, “Data conversion when calling Automation methods” for details).</td>
</tr>
</tbody>
</table>

### Description

The `call-dispatch-method` macro is used to invoke an Automation method from Lisp. The `dispinterface-ptr` should be a COM interface pointer for the `i-dispatch` interface. The appropriate Automation method, chosen using `dispinterface-name` and `method-name`, is invoked after evaluating each `arg`. The `args` must be values that are suitable for the method and of types compatible with Automation. The values returned are as specified by the method signature. See Section 3.3.3, “Data conversion when calling Automation methods” for more details. If there is no Automation method with the given `method-name`, then a property getter with the same name is called if it exists, otherwise an error is signaled. The
**setf** form of **call-dispatch-method** can be used to call property setter methods.

**Example**
For example, in order to invoke the **ReFormat** method of a **MyDocument** interface pointer

`(call-dispatch-method (doc my-document re-format))`

**See also**
- **with-dispatch-interface**
- **call-dispatch-get-property**
- **call-dispatch-put-property**

---

**call-dispatch-put-property**

**Macro**

**Summary**
Calls an Automation property setter method from a particular interface.

**Package**
com

**Signature**
`call-dispatch-put-property spec arg* => values`

`spec ::= (dispinterface-ptr dispinterface-name method-name)`

**Arguments**
- **spec**: The interface pointer and a specification of the method to be called.
- **dispinterface-ptr**: A form which is evaluated to yield a COM `i-dispatch` interface pointer.
- **dispinterface-name**: A symbol which names the Automation interface. It is not evaluated.
- **method-name**: A symbol which names the property getter method. It is not evaluated.
- **arg**: Arguments to the method (see Section 3.3.3, “Data conversion when calling Automation methods” for details).
Values  

Values from the method (see Section 3.3.3, “Data conversion when calling Automation methods” for details).

Description  
The `call-dispatch-put-property` macro is used to invoke an Automation property setter method from Lisp. The `dispatch-ptr` should be a COM interface pointer for the `i-dispatch` interface. The appropriate Automation property setter method, chosen using `dispinterface-name` and `method-name`, is invoked after evaluating each `arg`. The `args` must be values that are suitable for the method and of types compatible with Automation. The values returned are as specified by the method signature. In general, property setter methods take one argument (the new value) and return the no values, but see Section 3.3.3, “Data conversion when calling Automation methods” for more details.

There is also `setf` expander for `call-dispatch-get-property`, which can be used as an alternative to the `call-dispatch-put-property` macro.

Example  
For example, in order to set the `Width` property of a `MyDocument` interface pointer

```lisp
(call-dispatch-put-property
   (doc my-document width)
  10)
```

See also  
call-dispatch-get-property  
call-dispatch-method

---

**com-object-dispinterface-invoking**  

generic function

Summary  
A generic function called by `IDispatch::Invoke` when there is no defined `dispinterface` method.

Package  
`com`
4 Automation Reference Entries

Signature

```
com-object-dispinterface-invoke com-object method-name
  method-type args
=> value
```

Arguments

- **com-object**: A COM object whose method is being invoked.
- **method-name**: A string naming the method to be called.
- **method-type**: A keyword specifying the type of method being called.
- **args**: A vector containing the arguments to the method.

Description

The generic function `com-object-dispinterface-invoke` is called by `IDispatch::Invoke` when there is no method defined using `define-dispinterface-method`.

Methods can be written for `com-object-dispinterface-invoke`, specializing on an Automation implementation class and implementing the method dispatch based on `method-name` and `method-type`.

The `method-name` argument is a string specifying the name of the method as given by the method declaration in the IDL or type library. The `method-type` argument, has one of the following values:

- `:get` when invoking a property getter method.
- `:put` when invoking a property setter method.
- `:method` when invoking a normal method.

The arguments to the method are contained in the vector `args`, in the order specified by the method declaration in the type library. For `in` and `in-out` arguments, the corresponding element of `args` contains the argument value converted to the type specified by the method declaration and then converted to Lisp objects as specified in Section 3.3.3, “Data conversion when calling Automation methods”. For `out` and `in-out` arguments, the corresponding element of `args` should be set by the
method to contain the value to be returned to the caller and will be converted to an automation value as specified in Section 3.3.3, “Data conversion when calling Automation methods”.

The value should be a value which can be converted to the appropriate return type as the primary value of the method and will be converted to an automation value as specified in Section 3.3.3, “Data conversion when calling Automation methods”. It is ignored for methods that are declared as returning void.

Notes

When using com-object-dispinterface-invoke, it is not possible to distinguish between invocations of the same method name for different interfaces when com-object implements several interfaces. If this is required, then the method must be defined with define-dispinterface-method.

Example

See the example file in
examples/com/ole/simple-container/owc-spread-sheet.lisp

See also define-dispinterface-method

create-instance-with-events

Function

Summary

A convenience function which combines create-instance and set-i-dispatch-event-handler.

Package com

Signature

create-instance-with-events clsid event-handler &rest args &key event-object => interface, list

Arguments clsid A string or a refguid giving a CLSID to create.
event-handler A function of four arguments.

event-object A Lisp object.

Values

interface An i-dispatch interface.
sinks A list of objects representing the connections made.

Description

The function create-instance-with-events is a convenience function which starts an i-dispatch interface and sets an event handler.

It first calls create-instance with clsid and all the keyword arguments except the event-object. It defaults the create-instance argument riid to the value i-dispatch.

It then calls set-i-dispatch-event-handler on the resulting interface, passing event-handler, event-object and clsid (as the coclass).

interface is the interface started, and sinks is the result of set-i-dispatch-event-handler.

Examples

See examples/com/automation/events/ie-events.lisp

See also

create-instance

set-i-dispatch-event-handler

create-object

Function

Summary Create an instance of a coclass.

Package com

Signature create-object &key clsid prodid clsctx => interface-ptr

Arguments clsid A string giving a CLSID to create.
**progid**  
A string giving a ProgID to create.

**clsctx**  
A CLSCTX value, which defaults to CLSCTX_SERVER.

**interface-ptr**  
An i-dispatch interface pointer.

**Description**  
Creates an instance of a coclass and returns its i-dispatch interface pointer. The coclass can be specified directly by using the clsid argument or indirectly using the progid argument, which will locate the CLSID from the registry.

**Examples**  
The following are equivalent ways of creating an Microsoft Word application object:

```lisp
(create-object :progid "Word.Application.8")
```

```lisp
(create-object :clsid "000209FF-0000-0000-C000-000000000046")
```

**See also**  
with-coclass

---

### define-automation-collection

**Macro**

**Summary**  
Defines an implementation class for an Automation component that supports the Collection protocol.

**Package**  
com

**Signature**  
define-automation-collection class-name (superclass-name*)  
(slot-specifier*) class-option*

**Arguments**

- **class-name**  
A symbol naming the class to define.

- **superclass-name**  
A symbol naming a superclass to inherit from.

- **slot-specifier**  
A slot description as used by defclass.

- **class-option**  
An option as used by defclass.
The macro `define-automation-collection` defines a `standard-class` which is used to implement an Automation component that supports the Collection protocol. Normal `defclass` inheritance rules apply for slots and Lisp methods.

Each `superclass-name` argument specifies a direct superclass of the new class, which can be any `standard-class` provided that `standard-automation-collection` is included somewhere in the overall class precedence list. This standard class provides a framework for the collection class.

`slot-specifiers` are standard `defclass` slot definitions.

`class-options` are standard `defclass` options. In addition the following options are recognized:

```lisp
(:interface interface-name)
```

This option is required. The component will implement the `interface-name`, which must be an Automation Collection interface, containing (at least) the standard properties `Count` and `_NewEnum`. The macro will define an implementation of these methods using information from the instance of the class to count and iterate.

```lisp
(:item-method item-method-name*)
```

When specified, a COM method named `item-method-name` will be defined that will look up items using the `item-lookup-function` from the instance. If not specified, the method will be called `Item`. For Collections which do not have an item method, pass `nil` as the `item-method-name`.

Example
define-automation-component  

Macro

Summary  Define an implementation class for a particular Automation component.

Package  com

Signature  

Arguments  

class-name  A symbol naming the class to define.

superclass-name  A symbol naming a superclass to inherit from.

slot-specifier  A slot description as used by defclass.

class-option  An option as used by defclass.

Description  

The macro define-automation-component defines a standard-class which is used to implement an Automation component. Normal defclass inheritance rules apply for slots and Lisp methods.

Each superclass-name argument specifies a direct superclass of the new class, which can be any standard-class provided that certain standard classes are included somewhere in the overall class precedence list. These standard classes depend on the other options and provide the default superclass list if none is specified. The following standard classes are available:

- standard-i-dispatch is always needed and provides a complete implementation of the i-dispatch interface, based on the type information in the type library.
• *standard-i-connection-point-container* is needed if there are any source interfaces specified (via the :cocllass or :source-interfaces options). This provides a complete implementation of the Connection Point protocols.

*slot-specifiers* are standard defclass slot definitions.

*class-options* are standard defclass options. In addition the following options are recognized:

\[
\begin{align*}
\text{(:cocllass coclass-name)}
\end{align*}
\]

coclass-name is a symbol specifying the name of a coclass. If this option is specified then a class factory will be registered for this coclass, to create an instance of class-name when another application requires it. The component will implement the interfaces specified in the coclass definition and the default interface will be returned by the class factory.

Exactly one of :cocllass and :interfaces must be specified.

\[
\begin{align*}
\text{(:interfaces interface-name*)}
\end{align*}
\]

Each interface-name specifies an Automation interface that the object will implement. The i-unknown and i-dispatch interfaces should not be specified because their implementations are automatically inherited from standard-i-dispatch. No class factory will be registered for class-name, so the only way to make instances is from with Lisp by calling make-instance.

Exactly one of :cocllass and :interfaces must be specified.
(:**source-interfaces** *interface-name**)

Each *interface-name* specifies a source interface on which the object allows connections to be made. If the **:coclass** option is also specified, then the interfaces flagged with the *source* attribute are used as the default for the **:source-interfaces** option.

When there are event interfaces, the component automatically implements the *IConnectionPointContainer* interface. The supporting interfaces *IEnumConnectionPoints*, *IConnectionPoint* and *IEnumerableConnections* are also provided automatically.

(:**extra-interfaces** *interface-name**)

Each *interface-name* specifies a COM interface that the object will implement, in addition to the interfaces implied by the **:coclass** option. This allows the object to implement other interfaces not mentioned in the type library.

(:**coclass-reusable-p** *reusable*)

If *reusable* is true (the default), then the server running the component can receive requests from more than one application. If *reusable* is *nil*, then the server will receive requests only from the application that started it and the Operating System will start a new instance of the server if required.

For more details, see *REGCLS_MULTIPLEUSE* and *REGCLS_SINGLEUSE* in MSDN.

Use **define-com-method**, **define-dispinterface-method** or **com-object-dispinterface-involve** to define methods.
in the interfaces implemented by the component. See also Section 1.8.4, “Unimplemented methods”.

Example

```
(define-automation-component c-test-suite-1 ()
  ((prop3 :initform nil)
   (interface-4-called :initform nil))
  (:coclass test-suite-component)
)
```

See also

- define-com-method
- define-dispinterface-method
- com-object-dispinterface-invoke
- standard-i-dispatch
- standard-i-connection-point-container
- define-automation-collection

### define-dispinterface-method

**Macro**

**Summary**

The `define-dispinterface-method` macro is used to define a *dispinterface* method.

**Package**

`com`

**Signature**

```
define-dispinterface-method method-spec (class-spec . lambda-list) form* => value
```

```
method-spec ::= method-name | (interface-name method-name)
class-spec ::= (this class-name)
```

**Arguments**

- `method-spec` Specifies the method to be defined.
- `method-name` A symbol naming the method to define.
- `interface-name` A symbol naming the interface of the method to define. This is only required if the implementation class `class-name` has more than one method with the given `method-name`. 
class-spec  Specifies the implementation class and variables bound to the object with in the forms.

disinterface  A symbol which will be bound to the COM object whose method is being invoked.

class-name  A symbol naming the COM implementation class for which this method is defined.

lambda-list  A simple lambda list. That is, a list of parameter names.

forms  Forms which implement the method. The value of the final form is returned as the result of the method.

disinterface  The value to be returned to the caller.

Description  The macro define-disinterface-method defines a disinterface method that implements the method method-name for the Automation implementation class class-name.

The extended method-spec syntax is required if class-name implements more than one interface with a method called method-name (analogous to the C++ syntax InterfaceName::MethodName).

The symbol this is bound to the instance of the Automation implementation class on which the method is being invoked.

The number of parameter in lambda-list must match the declaration in the type library. Each in and in-out parameter is bound to the value passed to IDispatch::Invoke, converted to the type specified by the method declaration and then converted to Lisp objects as specified in Section 3.3.3, “Data conversion when calling Automation methods”. For missing values the value of the parameter is :not-found. For out and in-out arguments, the corresponding parameter should be set by the forms to contain the value to be returned to the caller and will be converted to an automation value as specified in Section 3.3.3, “Data conversion when calling Automation methods”.

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The value should be a value which can be converted to the appropriate return type as the primary value of the method and will be converted to an automation value as specified in Section 3.3.3, “Data conversion when calling Automation methods”. It is ignored for methods that are declared as returning void.

Notes
The define-com-method macro should be used to implement methods in dual interfaces.

See also
define-com-method
com-object-dispinterface-invole

disconnect-standard-sink
Function

Summary
Releases a standard sink object, stopping the events.

Package
com

Signature
disconnect-standard-sink sink => result

Arguments
sink A standard sink object.

Values
result t or nil.

Description
The function disconnect-standard-sink releases a standard sink object. This is one of the objects in the list returned by set-i-dispatch-event-handler which represents a connection it made.

disconnect-standard-sink stops the events that pass through sink.

result is t if the sink was released.

See also
create-instance-with-events
set-i-dispatch-event-handler
**do-collection-items**

**Macro**

**Summary**
Iterates over the items of an Automation Collection.

**Package**
com

**Signature**
do-collection-items (item collection) form*

**Arguments**
- **item**
  A symbol bound to each item in the collection in turn.
- **collection**
  A form which is evaluated to yield a COM i-dispatch interface pointer that implements the collection protocol.
- **form**
  A form to be evaluated.

**Description**
The do-collection-items macro executes each form in turn, with item bound to each item of the collection.

Note that for collections whose items are interface pointers, the forms must arrange for each pointer to be released when no longer needed. The collection should be a COM interface pointer for an i-dispatch interface that implements the Collection protocol. The items are converted to Lisp as specified in Section 3.3.3, “Data conversion when calling Automation methods”.

**Example**
For example, to iterate over the **Table** objects from the **Tables** collection of a **MyDocument** interface pointer

```
(with-temp-interface (tables)
  (call-dispatch-get-property
   (doc my-document tables))
  (do-collection-items (table tables)
    (inspect-the-table table)
    (release table)))
```

**See also**
call-dispatch-method
do-connections

Macro

Summary
Iterates over the sinks for a given Automation component object.

Package com

Signature
do-connections ((sink interface-name &key
dispatch automation-dispatch)
container)
form*

Arguments
sink A symbol which will be bound to each sink interface pointer.

interface-name A symbol naming the sink interface.

dispatch A symbol which will be bound to a local macro that invokes a method from the sink interface as if by with-com-interface.

automation-dispatch
A symbol which will be bound to a local macro that invokes a method from the sink interface as if by with-dispatch-interface.

container An instance of a component class that has interface-name as one of its source interfaces.

form A form to be evaluated.

Description
The macro do-connections provides a way to iterate over all the sink interface pointers for the source interface interface-name in the connection point container container. The container must be a subclass of standard-i-connection-point-container. Each form is evaluated in turn with sink bound to each interface pointer. If dispatch is given, it is defined as a local macro invoking the COM interface interface-name as if by with-com-interface.
If *automation-dispatch* is given, it is defined as a local macro invoking the Automation interface *interface-name* as if by

*with-dispatch-interface*.

Within the scope of *do-connections* you can call the local function *discard-connection* which discards the connection currently bound to *sink*. This is useful when an error is detected on that connection, for example when the client has terminated. The signature of this local function is

\[
\text{discard-connection &key release}
\]

*release* is a boolean defaulting to false. If *release* is true then *release* is called on *sink*.

**Example**

Suppose there is a source interface *i-clonable-events* with a method *on-cloned*. The following function can be used to invoke this method on all the sinks of an instance of a *clonable-component* class:

\[
\begin{align*}
\text{(defun fire-on-cloned (clonable-component)} \\
\text{\hspace{1em} (do-connections ((sink i-clonable-events \\
\text{\hspace{2em}} :dispatch call-clonable \\
\text{\hspace{3em}} clonable-component) \\
\text{\hspace{4em}} (call-clonable on-cloned value)))}
\end{align*}
\]

**See also**

*with-dispatch-interface*

*with-com-interface*

*standard-i-connection-point-container*

---

**find-component-tlb**

*Function*

**Summary**

Returns the path of the type library associated with a component name.

**Package**

*com*

**Signature**

\[
\text{find-component-tlb name &key version min-version max-version => path}
\]
## Arguments

<table>
<thead>
<tr>
<th>Argument</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>name</code></td>
<td>A string.</td>
</tr>
<tr>
<td><code>version</code></td>
<td>A string or <code>nil</code>.</td>
</tr>
<tr>
<td><code>min-version</code></td>
<td>A string or <code>nil</code>.</td>
</tr>
<tr>
<td><code>max-version</code></td>
<td>A string or <code>nil</code>.</td>
</tr>
</tbody>
</table>

## Values

<table>
<thead>
<tr>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>path</code></td>
<td>A string or <code>nil</code>.</td>
</tr>
</tbody>
</table>

## Description

The function `find-component-tlb` returns the path of the type library associated with the component `name`. `name` should be the name of a component (either a ProgID or a GUID).

If `version` is supplied, `find-component-tlb` finds only this version of the type library.

If `min-version` or `max-version`, or both of these, are supplied, they restrict which version of the type library can be found.

Each of `version`, `min-version` and `max-version`, if supplied, should be a string. The string should contain either one hexadecimal number or two hexadecimal numbers separated by a dot. The first number is the major version, the second is the minor version, which defaults to 0.

If `version` is not supplied, then `find-component-tlb` preferentially finds the library version specified in the registry for the component (if any) if it fits the specification by `max-version` and/or `min-version`, otherwise it finds the earliest version in the range specified by `min-version` and `max-version`.

`find-component-tlb` returns `nil` if it fails to find the type library within the specified version constraints.

See also: [:midl-type-library-file](#)
**find-component-value**  

**Function**

**Summary**  
Searches the registry for values associated with a component.

**Package**  
com

**Signature**  
\texttt{find-component-value name key-name} \Rightarrow \texttt{result, root}

**Arguments**
- \texttt{name}  
  A string.
- \texttt{key-name}  
  A string or a keyword.

**Values**
- \texttt{result}  
  A Lisp object.
- \texttt{root}  
  A keyword.

**Description**  
The function \texttt{find-component-value} searches the Windows registry for values associated with a component.

\texttt{name} should be the name of a component (either a ProgID or a GUID).

\texttt{key-name} should name a registry key. If it is a string, it should match the key name in the registry. Otherwise \texttt{key-name} can be one of the following keywords:

- :\texttt{library}  
  Returns the library that implements the component (if any)
- :\texttt{inproc-server32}  
  As for :\texttt{library}
- :\texttt{local-server32}  
  Returns the executable that implements the component (if any)
- :\texttt{version}  
  Returns the version
- :\texttt{prog-id}  
  Returns the ProgID
- :\texttt{version-independent-prog-id}  
  Returns the version-independent ProgId
Returns the GUID of the type library

\textbf{find-component-value} returns the value \textit{result} associated with the given \textit{key-name} in the registry for component \textit{name}. If a value is found., then there is a second returned value \textit{root} which is either :\textit{local-machine} or :\textit{user}, indicating the branch of the registry in which the value was found.

\textbf{find-component-value} simply returns \texttt{nil} if it fails to find the information.

When running on 64-bit Windows, 32-bit LispWorks looks in the 32-bit registry view and 64-bit LispWorks looks in the 64-bit registry view. LispWorks does not change the registry reflection settings.

\textbf{Examples}
\begin{verbatim}
(com:find-component-value "shell.explorer" :version)
\end{verbatim}

\textbf{get-active-object} \hspace{1cm} \textit{Function}

\textbf{Summary} \hspace{1cm} Looks for a registered running instance of a coclass.

\textbf{Signature} \hspace{1cm} \texttt{get-active-object &key clsid progid riid errorp => interface-ptr}

\textbf{Arguments}

\begin{itemize}
    \item \textit{clsid} \hspace{1cm} A string or a \texttt{refguid} giving a CLSID to create.
    \item \textit{progid} \hspace{1cm} A string giving a ProgID to create.
    \item \textit{riid} \hspace{1cm} An optional \texttt{refiid} giving the COM interface name to return.
    \item \textit{errorp} \hspace{1cm} A boolean. The default is \texttt{t}.
\end{itemize}

\textbf{Values}

\begin{itemize}
    \item \textit{interface-ptr} \hspace{1cm} A COM interface pointer for \textit{riid}.
\end{itemize}

\textbf{Description} \hspace{1cm} Looks for a registered running instance of a coclass in the system Running Object Table and returns its \textit{riid} interface pointer if any. If \textit{riid} is \texttt{nil}, then \texttt{i-unknown} is used.
The coclass can be specified directly by using the `clsid` argument or indirectly using the `progid` argument, which will locate the CLSID from the registry.

If `errorp` is true, then an error is signaled if no instances are running. Otherwise `nil` is returned if no instances are running.

Example

```lisp
(get-active-object :progid "Excel.Application" :riid 'i-dispatch)
```

See also `get-object`

---

**get-error-info**

*Function*

**Summary**

Retrieves the error information for the current Automation method.

**Package**

`com`

**Signature**

```lisp
get-error-info &key errorp fields => field-value*
```

**Arguments**

- `errorp`  
  A boolean. If true and an error occurs while retrieving the error information, then an error of type `com-error` is signalled. Otherwise `nil` is returned.

- `fields`  
  A list of keywords specifying the error information fields to return.

**Values**

- `field-value*`  
  Values corresponding to the `fields` argument.

**Description**

The function `get-error-info` allows the various components of the error information to be retrieved for the last Automation method called. The `fields` should be a list of the following keywords, to specify which fields of the error information should be returned:
:iid A refguid object.
:sourceman A string specifying the ProgID.
:description A string describing the error.
:help-file A string giving the help file’s path.
:help-context An integer giving the help context id.

A field-value will be returned for each field specified. The field-value will be nil if the field is does not have a value.

Example
(multiple-value-bind (source description)
  (get-error-info :fields '(:source :description))
  (error "Failed with '-A' in '-A' description source))

See also
set-error-info
call-dispatch-method
com-error

get-i-dispatch-name Function

Summary Returns the foreign name of an i-dispatch interface.

Package com

Signature get-i-dispatch-name i-dispatch => name

Arguments i-dispatch An i-dispatch interface.

Values name A string.

Description The function get-i-dispatch-name returns the foreign name of an i-dispatch interface. That is, it obtains the first return value of ITypeInfo::GetDocumentation.

Example To implement code like this:
If TypeOf objMap.Selection Is Pushpin Then
...

you would need something like:

(if (equalp (COM:get-i-dispatch-name selection) "PushPin")
  ...)

get-i-dispatch-source-names

Summary

Returns the source names associated with an i-dispatch interface.

Package

com

Signature

get-i-dispatch-source-names i-dispatch &key all coclass => source-names

Arguments

i-dispatch An i-dispatch interface.
all A generalized boolean, default value false.
coclass The coclass to use, or nil.

Values

source-names A list.

Description

The function get-i-dispatch-source-names returns the source names that are associated with the i-dispatch interface i-dispatch, which will be used by set-i-dispatch-event-handler.

coclass and all are as described for set-i-dispatch-event-handler.

Notes

If you need to call set-i-dispatch-event-handler repeatedly, then it is most efficient to call get-i-dispatch-source-names once and pass the result source-names to set-i-dispatch-event-handler. This is because set-i-dis-
patch-event-handler itself calls get-i-dispatch-source-names if its source-names argument is nil.

See also set-i-dispatch-event-handler

i-dispatch

COM Interface Type

Summary The Lisp name for the i-dispatch COM interface.

Package com

Description The symbol i-dispatch is the name given to the i-dispatch COM interface within Lisp. The name results from the standard mapping described in Section 1.3, “The mapping from COM names to Lisp symbols”.

Examples (query-interface ptr 'i-dispatch)

See also i-unknown standard-i-dispatch

interface-connect

Function

Summary Connects a sink interface pointer to the source of events in another COM interface pointer.

Package com

Signature interface-connect interface-ptr iid sink-ptr &key errorp => cookie

Arguments interface-ptr A COM interface pointer that provides the source interface iid.
**iid**  
The iid of the source interface to be connected. The iid can be a symbol naming the interface or a `refguid` foreign pointer.

**sink-ptr**  
A COM interface that will receive the events for the `iid`.

**errorp**  
A boolean. When false, errors connecting the `sink-ptr` will cause `nil` to be returned. Otherwise an error of type `com-error` will be signalled.

**Values**  

**cookie**  
An integer cookie associated with this connection.

**Description**  
Connects the COM interface `sink-ptr` to the connection point in `interface-ptr` that is named by `iid`.

**Example**  
Suppose there is an interface pointer `clonable` which provides a source interface `i-clonable-events`, then the following form can be used to connect an implementation of this source interface `sink`:

```lisp
(setq cookie
   (interface-connect clonable 'i-clonable-events
        sink))
```

**See also**  
`interface-disconnect`  
`refguid`  
`com-error`

---

**interface-disconnect**  
*Function*

**Summary**  
Disconnect a sink interface pointer from the source of events in another COM interface pointer.

**Package**  
`com`
Signature

\texttt{interface-disconnect \&key interface-ptr iid cookie \&key errorp => flag}

Arguments

- \textit{interface-ptr} A COM interface pointer that provides the source interface \textit{iid}.
- \textit{iid} The iid of the source interface to be disconnected. The iid can be a symbol naming the interface or a \texttt{refguid} foreign pointer.
- \textit{cookie} The integer cookie associated with the connection to be disconnected.
- \textit{errorp} A boolean. When false, errors disconnecting the \textit{cookie} will cause \texttt{nil} to be returned. Otherwise an error of type \texttt{com-error} will be signalled.

Values

- \textit{flag} A boolean, true for successful disconnection.

Description

Disconnects the connection for \textit{cookie} from the connection point in \textit{interface-ptr} that matches \textit{iid}.

Example

Suppose there is an interface pointer \texttt{clonable} which provides a source interface \texttt{i-clonable-events}, then the following form can be used to disconnect an implementation of this source interface with cookie \texttt{cookie}:

\begin{verbatim}
(interface-disconnect clonable 'i-clonable-events cookie)
\end{verbatim}

See also

- \texttt{interface-connect}
- \texttt{refguid}
- \texttt{com-error}

\textbf{lisp-variant}

Type

Summary
An object that contains a type and a value.
Description

A *lisp-variant* is an object that contains a type and a value. The type and value are as described for the function `set-variant`.

See also

- `make-lisp-variant`
- `set-variant`

### invoke-dispatch-get-property  
*Function*

Summary

Call a dispatch property getter method from an interface pointer.

Package

`com`

Signature

```
invoke-dispatch-get-property dispinterface-ptr name &rest args => values
```

Arguments

- `dispinterface-ptr`  An Automation interface pointer.
- `name`  A string or integer.
- `args`  Arguments passed to the method.

Values

- `values`  Values returned by the method.

Description

The function `invoke-dispatch-get-property` is used to invoke an Automation property getter method from Lisp without needing to compile a type library as part of the application. This is similar to using

```
Dim var as Object
Print #output, var.Prop
```
in Microsoft Visual Basic and contrasts with the macro `call-dispatch-get-property` which requires a type library to be compiled.

The `dispinterface-ptr` should be a COM interface pointer for the `i-dispatch` interface. The appropriate Automation method, chosen using `name`, which is either a string naming the method or the integer id of the method. The `args` are converted to Automation values and are passed as the method’s `in` and `in-out` parameters in the order in which they appear. The `values` returned consist of the primary value of the method (if not void) and the values of any `out` or `in-out` parameters. See Section 3.3.3, “Data conversion when calling Automation methods” for more details.

There is also `setf` expander for `invoke-dispatch-get-property`, which can be used as an alternative to the `call-dispatch-put-property` macro.

Example

For example, in order to get and set the `Width` property of an interface pointer in the variable `doc`:

```lisp
(invoke-dispatch-get-property doc "Width")
(setf (invoke-dispatch-get-property doc "Width")
  10)
```

See also

- `invoke-dispatch-method`
- `invoke-dispatch-put-property`
- `call-dispatch-get-property`

**invoke-dispatch-method**

**Function**

**Summary**

Call a dispatch method from an interface pointer.

**Package**

com
Signature

invoke-dispatch-method dispinterface-ptr name &rest args => values

Arguments

dispinterface-ptr An Automation interface pointer.

name A string or integer.

args Arguments passed to the method.

Values

values Values returned by the method.

Description

The function invoke-dispatch-method is used to invoke an Automation method from Lisp without needing to compile a type library as part of the application. This is similar to using

Dim var as Object
var.Method(1,2)

in Microsoft Visual Basic and contrasts with the macro call-dispatch-method which requires a type library to be compiled.

The dispinterface-ptr should be a COM interface pointer for the i-dispatch interface. The appropriate Automation method, chosen using name, which is either a string naming the method or the integer id of the method. The args are converted to Automation values and are passed as the method’s in and in-out parameters in the order in which they appear. The values returned consist of the primary value of the method (if not void) and the values of any out or in-out parameters. See Section 3.3.3, “Data conversion when calling Automation methods” for more details. If there is no Automation method with the given name, then a property getter with the same name is called if it exists, otherwise an error is signaled. The setf form of invoke-dispatch-method can be used to call property setter methods.

Example

For example, in order to invoke the ReFormat method of an interface pointer in the variable doc:

(invoke-dispatch-method doc "ReFormat")
See also
invoke-dispatch-get-property
invoke-dispatch-put-property
call-dispatch-method

invoke-dispatch-put-property

Function
Summary
Call a dispatch property setter method from an interface pointer.

Package
com

Signature
invoke-dispatch-put-property dispinterface-ptr name &rest
args => values

Arguments
dispinterface-ptr An Automation interface pointer.
nname A string or integer.
args Arguments passed to the method.

Values
values Values returned by the method.

Description
The function invoke-dispatch-put-property is used to invoke an Automation property setter method from Lisp without needing to compile a type library as part of the application. This is similar to using

Dim var as Object
var.Prop = 2

in Microsoft Visual Basic and contrasts with the macro call-dispatch-put-property which requires a type library to be compiled.

The dispinterface-ptr should be a COM interface pointer for the i-dispatch interface. The appropriate Automation method, chosen using name, which is either a string naming the method or the integer id of the method. The args are converted to Automation values and are passed as the method’s
*in* and *in-out* parameters in the order in which they appear. The new value of the property should be the last argument. The *values* returned consist of the primary value of the method (if not void) and the values of any *out* or *in-out* parameters. See Section 3.3.3, “Data conversion when calling Automation methods” for more details.

**Example**

For example, in order to set the *Width* property of an interface pointer in the variable *doc*:

```
(invoke-dispatch-put-property doc "Width" 10)
```

**See also**

- `invoke-dispatch-method`
- `invoke-dispatch-get-property`
- `call-dispatch-put-property`

### make-lisp-variant

*Function*

**Summary**

Returns a Lisp object that contains a type and a value.

**Package**

`com`

**Signature**

```
make-lisp-variant type &optional value => lisp-variant
```

**Description**

The function `make-lisp-variant` returns a `lisp-variant` object `lisp-variant` containing `type` and `value`. `lisp-variant` can be passed as an argument to an Automation method, to give control over the VT code that the method sees. The meaning of `type` and `value` are as described for `set-variant`.

**See also**

- `lisp-variant`
- `set-variant`
:midl-type-library-file

**Defsystem Member Type**

Summary
A defsystem member type that can be used to include a type library file in a Lisp system definition.

Package
com

Description
When a file is given the type :midl-type-library-file, compiling the system will compile the type library file to produce a fasl. Loading the system will load this fasl. The :package and :mapping-options keywords can specified as for midl.

The keyword :component-name name-spec can be supplied to specify that the source is the library specified by name-spec. name-spec should be one of:

| t | Means that the component name is the same as the module name. |
| A string | The name of the component. |
| A list | (component-name keywords-and-values) where the keywords and values are passed to find-component-tlb when looking for the actual library. |

In all cases the module name, less anything after the last dot, is used as the default filename for the compiled file.

The keyword :com can be supplied to reduce the amount of code generated. For the details, see “Reducing the size of the converted library” on page 86.

Examples
To include the file myfile.tlb in a system, use

```
(defsystem my-system ()
  :members (("myfile.tlb"
                :type :midl-type-library-file)))
```
To compile the library associated with "OWC10.Spreadsheet", producing an object file in OWC10.ofasl put a clause like this in the defsystem form:

("OWC10.SPREADSHEET" :type :midl-type-library-file
 :com :not-binary
 :component-name t)

To compile the same library, but to a different object file, use:

("my-owc" :type :midl-type-library-file
 :com :not-binary
 :component-name "OWC10.SPREADSHEET")

To compile the same library, but using only version newer than 1.1, use a clause like this:

("my-owc" :type :midl-type-library-file
 :com :not-binary
 :component-name ("OWC10.SPREADSHEET" :min-version "1.1"))

See also find-component-tlb :midl-file

### Function

**query-simple-i-dispatch-interface**

**Summary**
Queries the interface pointer from a simple-i-dispatch object using the type information from another interface.

**Package**
com

**Signature**
query-simple-i-dispatch-interface this &key related-dispatch => interface-.ptr, refguid

**Arguments**
- **this** A simple-i-dispatch object.
- **related-dispatch** An i-dispatch interface pointer.

**Values**
- **interface-ptr** An interface pointer.
- **refguid** A refguid.
The function `query-simple-i-dispatch-interface` is used to obtain an interface pointer from a `simple-i-dispatch` interface. The `simple-i-dispatch` contains the interface name provided using its `:interface-name` initarg, but it doesn’t have the details of this interface, so `query-simple-i-dispatch-interface` must be able to find the details.

In the current implementation, the only way for the details to be found is by passing the `related-dispatch` argument. This should be an interface pointer from which type information about the interface name can be obtained.

The `query-simple-i-dispatch-interface` function returns two values, `interface-ptr` which is an interface pointer for the interface-name contained in `this` and `refguid`, which is the `refguid` of that interface-name.

A typical use of `query-simple-i-dispatch-interface` is to implement a sink interface for events from some other component. The interface pointer for that component is passed as the `related-dispatch` because that connects to the type library containing both interface definitions.

Before using `query-simple-i-dispatch-interface` directly, consider the functions `set-i-dispatch-event-handler` and `create-instance-with-events`, which provide an succinct way to provide an event callback.

See also

- `simple-i-dispatch`
- `create-instance-with-events`
- `set-i-dispatch-event-handler`

**register-active-object**

**Function**

**Summary**

Registers an instance of a coclass.

**Signature**

```c
register-active-object interface-ptr &key clsid progid flags => token
```
Arguments

- **interface-ptr**
  A COM interface pointer.

- **clsid**
  A string or a `refguid` giving a CLSID to create.

- **progid**
  A string giving a ProgID to create.

- **flags**
  An integer.

Values

- **token**
  An integer.

Description

Registers `interface-ptr` in the system Running Object Table for a specific coclass that the application implements. The coclass can be specified directly by using the `clsid` argument or indirectly using the `progid` argument, which will locate the CLSID from the registry.

The `flags` can be an integer as specified for the Win32 API function `RegisterActiveObject`. The default value of `flags` is 0.

The returned value `token` can be used with `revoke-active-object` to revoke the registration.

See also

`revoke-active-object`

---

**revoke-active-object**

**Function**

Summary

Unregisters a previously registered instance of a coclass.

Signature

`revoke-active-object token`

Arguments

- **token**
  An integer.

Description

Revokes the registration of the object associated with `token` in the system Running Object Table. The value of `token` should be one that was returned by a call to `register-active-object`.

See also

`register-active-object`
set-error-info  

**Function**

**Summary** Sets the error information for the current Automation method.

**Package** com

**Signature**

```
set-error-info &key iid source description help-file help-context  => error-code
```

**Arguments**

- `iid` The iid of the interface that defined the error, or nil if none. The iid can be a symbol naming the interface or a refguid foreign pointer.
- `source` A string giving the ProgID for the class that raised the error, or nil if none.
- `description` A string giving the textual description of the error, or nil if none.
- `help-file` A string giving the path of the help file that describes the error, or nil if none.
- `help-context` An integer giving the help context id for the error, or nil if none.

**Values**

- `error-code` The error code DISP_E_EXCEPTION or nil if the error info could not be set.

**Description** The function `set-error-info` allows the various components of the error information to be set for the current Automation method. It should only be called within the dynamic scope of the body of a `define-com-method` definition. The value DISP_E_EXCEPTION can be returned as the hresult of the method to indicate failure.
Examples

```
(define-com-method (i-robot rotate)
 ((this i-robot-impl)
  (axis :in)
  (angle-delta :in))
 (let ((joint (find-joint axis)))
  (if joint
   (progn
    (rotate-joint joint)
    S_OK)
   (set-error-info :iid 'i-robot
                   :description "Bad joint."))))
```

See also

define-com-method
generic-class-get-error-info
refguid
hresult

set-i-dispatch-event-handler  

Function

Summary
Sets an event handler for an i-dispatch interface.

Package
com

Signature
```
set-i-dispatch-event-handler
  (interface event-handler &key all coclass
             event-object source-names)
  => sinks
```

Arguments

- **interface**  
  An i-dispatch interface.

- **event-handler**  
  A function of four arguments.

- **all**  
  A generalized boolean, default value false.

- **coclass**  
  The coclass to use, or nil.

- **event-object**  
  A Lisp object.

- **source-names**  
  A list of "source" interface names, or nil.
Values

sinks

A list of objects representing the connections made.

Description

The function `set-i-dispatch-event-handler` sets an event handler for the `i-dispatch` interface `interface`.

`event-handler` is a function of four arguments:

`event-handler event-obj method-name method-type args`

`event-obj` is the value of `event-object` if this is non-nil. If `event-object` is `nil`, `event-obj` is the value of `interface`.

`method-name` is the method-name that has been called, which is the same as the "event" name in Visual Basic terminology.

`method-type` is the type of the method. For a normal "event" it is `:method`. `method-type` can also be `:put` or `:get` if the underlying "source" interface has "propput" or "propget" methods or properties.

`args` is an array containing the arguments to the method ("event"). This varies according to the method. For `out` or `in-out` arguments, it is possible to return a value by setting the corresponding value in the array.

The `all`, `coclass` and `source-names` arguments to `set-i-dispatch-event-handler` tell it which "source" interface or interfaces to use. In most cases, the default is correct.

If `all` is false, then only the "default" "source" is used. If `all` is true, then `set-i-dispatch-event-handler` uses all the source interfaces that the coclass defines.

`coclass` tells `set-i-dispatch-event-handler` which coclass to use, which is the same as the object in Visual Basic terminology.

If `coclass` is `nil`, it uses the first coclass in the type library that has the type of `interface` as a default interface, or if there is no such coclass, the first coclass that has this interface. In most of the cases this is the desired coclass.
If `coclass` is non-nil, it specifies which coclass to use. It can be a ProgID (for example "Word.Application") or a coclass name or a coclass GUID. If the `i-dispatch` interface was created with `create-instance`, then the argument to `create-instance` is the correct coclass to use.

If `source-names` is non-nil, then it is a list of "source" interface names to use, and all and `coclass` are ignored. If `source-names` is nil, then `set-i-dispatch-event-handler` calls `get-i-dispatch-source-names` to calculate the "source" interface names.

`sinks` is a list of objects representing the connections that `set-i-dispatch-event-handler` made. When the events are no longer needed, they can be released by `disconnect-standard-sink`.

**Notes**

1. `set-i-dispatch-event-handler` can be called more than once on the same `i-dispatch`, and this generates new connections each time. Therefore, if it is called more than once such that it uses the same source names, events will arrive more than once.

2. If you need to call `set-i-dispatch-event-handler` repeatedly, then it is most efficient to call `get-i-dispatch-source-names` once and pass the result `source-names` to `set-i-dispatch-event-handler`.

3. There is a useful function `create-instance-with-events` which combines `create-instance` and `set-i-dispatch-event-handler`.

**See also**

- `disconnect-standard-sink`
- `create-instance-with-events`
- `get-i-dispatch-source-names`
set-variant  

**Function**

Set-variant

**Summary**
Sets the fields in a **VARIANT** pointer.

**Package**
com

**Signature**
set-variant variant type &optional value

**Arguments**
- **variant** A foreign pointer to an object of type **VARIANT**.
- **type** A keyword specifying the type of value.
- **value** The value to store in **variant**.

**Description**
The function set-variant can be used to set the type and value of a **VARIANT** object. It is useful if the default type provided by the automatic conversion for **VARIANT** return values is incorrect. The value of meaning of **type** is an specified below.

<table>
<thead>
<tr>
<th>Value of type</th>
<th>VT code used</th>
<th>Expected type of value</th>
</tr>
</thead>
<tbody>
<tr>
<td>nil</td>
<td>dynamic</td>
<td>any suitable</td>
</tr>
<tr>
<td>;empty</td>
<td>VT_EMPTY</td>
<td>ignored</td>
</tr>
<tr>
<td>;null</td>
<td>VT_NULL</td>
<td>ignored</td>
</tr>
<tr>
<td>;short</td>
<td>VT_I2</td>
<td>integer</td>
</tr>
<tr>
<td>;long</td>
<td>VT_I4</td>
<td>integer</td>
</tr>
<tr>
<td>;float</td>
<td>VT_R4</td>
<td>single-float</td>
</tr>
<tr>
<td>;double</td>
<td>VT_R8</td>
<td>double-float</td>
</tr>
<tr>
<td>;cy</td>
<td>VT_CY</td>
<td></td>
</tr>
<tr>
<td>;date</td>
<td>VT_DATE</td>
<td></td>
</tr>
<tr>
<td>;bstr</td>
<td>VT_BSTR</td>
<td>string</td>
</tr>
<tr>
<td>;dispatch</td>
<td>VT_DISPATCH</td>
<td>FLI pointer</td>
</tr>
<tr>
<td>;error</td>
<td>VT_ERROR</td>
<td>ignored</td>
</tr>
<tr>
<td>;bool</td>
<td>VT_BOOL</td>
<td>nil or non nil</td>
</tr>
<tr>
<td>;variant</td>
<td>VT_VARIANT</td>
<td>FLI pointer</td>
</tr>
</tbody>
</table>
If `type` is `nil` then the actual VT code is chosen dynamically according to the Lisp type of `value` (see Table 3.1, page 89).

If `type` is a cons of the form `(:array . type)` for some keyword `type`, then `variant` is set to contain an array of objects of `type`. Each element of `value` is expected to be suitable for conversion to `type`.

If `type` is `:array` or another list starting with `:array` then `variant` is set to contain an array of `VARIANT` objects with the same dimensions as `value`. Each element of `value` is converted as if by calling `set-variant` with a type chosen as follows:

- If `type` is the symbol `:array`, then `nil` is passed as the element type.
- If `type` is of the form `(:array array)` then `array` should be an array with the same dimensions as `value`. The element type is taken from the corresponding element of `array`.
- If `type` is of the form `(:array . types)` then `types` should be a suitable value for the `:initial-contents` argument to `make-array` to make an array of types with the same dimensions as `value`. The element type is taken from the corresponding element of that array. In particu-
lar, if value is a vector of length n then type should be a list of the form (:array type1 type2 ... type_n).

Examples

(set-variant v :null)

(set-variant v :short 10)

(set-variant v '(:pointer :short) ptr)

(set-variant v '(:array :short :int) #(1 2))

See also define-com-method

simple-i-dispatch

Class

Summary

A complete dynamic implementation of the i-dispatch interface.

Package

com

Superclasses

standard-i-dispatch

Subclasses

None

Initargs

:interface-name

The name of the interface to implement. See query-simple-i-dispatch-interface for details on how this is used.

:invoke-callback

A function that is called with four arguments whenever one of the interface’s methods is invoked. The arguments are the callback object, the method name as a string, the method type (a keyword :method, :get or :put) and a vector of the method’s arguments. The value returned by the function will be returned to the caller of the method.
See \texttt{com-object-dispinterface-involve}
for more details of the method name, type
and arguments.

\textbf{Accessors} \  \ \texttt{simple-i-dispatch-involve-callback}

\textbf{Readers} \  \ \texttt{simple-i-dispatch-interface-name}
\texttt{simple-i-dispatch-refguid}

\textbf{Description} \  \ The class \texttt{simple-i-dispatch} provides a complete implement-
\  \ ation of the \texttt{i-dispatch} interface, without requiring a
\  \ type library to be parsed. The type information is obtained at
\  \ run-time when \texttt{query-simple-i-dispatch-interface} is
\  \ called. The class inherits from \texttt{standard-i-dispatch} to pro-
\  \ vide the \texttt{i-unknown} interface.

\  \ The \texttt{simple-i-dispatch-refguid} reader can be used to
\  \ return the \texttt{refguid} of the interface. This can only be called
\  \ after \texttt{query-simple-i-dispatch-interface} has been
\  \ called.

\  \ The implementation obtains the callback object argument to
\  \ the \texttt{invoke-callback} by calling \texttt{simple-i-dispatch-call-
\  \ back-object} with the \texttt{simple-i-dispatch} object. The
\  \ default method returns the \texttt{simple-i-dispatch} object itself,
\  \ but this method can be overridden for subclasses to return
\  \ some other object.

\  \ Before using \texttt{simple-i-dispatch} directly, consider the func-
\  \ tions \texttt{set-i-dispatch-event-handler} and \texttt{create-
\  \ instance-with-events}, which provide an succinct way to
\  \ provide an event callback.

\textbf{See also} \  \ \texttt{query-simple-i-dispatch-interface}
\texttt{simple-i-dispatch-callback-object}
\texttt{standard-i-dispatch}
\texttt{i-dispatch}
\texttt{capi:ole-control-pane-simple-sink}
**simple-i-dispatch-callback-object**

**Generic Function**

**Summary**
A generic function that can be implemented to modify the first argument to the `invoke-callback` in `simple-i-dispatch`.

**Package**
com

**Signature**

\[ \text{this} \Rightarrow \text{object} \]

**Method Signature**

\[ (\text{this \ simple-i-dispatch}) \Rightarrow \text{this} \]

**Arguments**

\[ \text{this} \]
An object of type `simple-i-dispatch`.

**Values**

\[ \text{object} \]
The callback object to be pass as the first argument to the `invoke-callback` of `this`.

**Description**
The generic function `simple-i-dispatch-callback-object` is called by the implementation of `simple-i-dispatch` to obtain the callback object (first argument) to its `invoke-callback`. This allows the object to be computed in some way by subclassing `simple-i-dispatch` and implementing a method on `simple-i-dispatch-callback-object` specialized for the subclass.

The pre-defined primary method specializing on `simple-i-dispatch` always returns its argument.

**Example**
When the function `my-dispatch-callback` below is called, its first argument will be the `useful-object` passed to `make-my-dispatch`.
(defclass my-dispatch (simple-i-dispatch)
  ((useful-object :initarg :useful-object)))

(defmethod simple-i-dispatch-callback-object
  ((this my-dispatch))
  (slot-value this 'useful-object))

(defun make-my-dispatch (useful-object)
  (make-instance
   'my-dispatch
   :useful-object useful-object
   :invoke-callback 'my-dispatch-callback
   :interface-name "MyDispatchInterface"))

See also simple-i-dispatch

standard-automation-collection

Class

Summary A framework for implementing Automation collections.

Package com

Superclasses standard-i-dispatch

Initargs :count-function
  A function of no arguments that should return the number of items in the collection.
  This initarg is required.

:items-function
  A function of no arguments that should return a sequence of items in the collection.
  This function is called by the implementation of _NewEnum and the sequence is copied.
  Exactly one of :items-function and :item-generator-function must be specified.

:item-generator-function
A function of no arguments that should return an *item generator*, which will generate the items in the collection. See below for more details. Exactly one of

:items-function and :item-generator-function must be specified.

:data-function

A function called on each item that the :items-function or :item-generator-function returns. This is called when iterating, to produce the value that is returned to the caller.

:item-lookup-function

A function which takes a single argument, an integer or a string specifying an item. The function should return the item specified. This initarg is required if the :item-method option is non-nil in define-automation-collection.

Description

The class standard-automation-collection provides a framework for implementing Automation collections. These typically provide a Count property giving the number of objects in the collect, a _NewEnum property for iterating over the element of the collection method and optionally an Item method for finding items by index or name.

The :count-function initarg specifies a function to count the items of the collection and is invoked by the implementation of the Count method.

Exactly one of the initargs :item-function and :item-generator-function must be specified to provide items for the implementation of the IEnumVARIANT instance returned by the _NewEnum method.
If :items-function is specified, then it will be called once when _NewEnum is called and should return a sequence of the items in the collection. This sequence is copied, so can be modified by the program without affecting the collection.

If :item-generator-function is specified, it should be an item generator that will generate all the items in the collection. It will be called once with the argument :clone when _NewEnum is called and then by the implementation of the resulting IEnumVARIANT interface. An item generator is a function of one argument which specifies what to do:

- **:next** Return two values: the next item and t. If there are no more items, return nil and nil.
- **:skip** If there are no more items, return nil. Otherwise skip the current item and return t.
- **:reset** Reset the generator so the first item will be returned again.
- **:clone** Return a copy of the item generator. The copy should have the same current item.

The :data-function initarg should be function to convert each item returned by the :items-function or the item generator into a value whose type is compatible with Automation (see Table 3.1, page 89). The default function is identity.

**Example**
See the example in the directory
examples/com/automation/collections/

**See also**
define-automation-collection
standard-i-dispatch
i-dispatch
standard-i-connection-point-container  

Class

Summary  A complete implementation of the Connection Point protocol.

Package  com

Superclasses  standard-i-unknown

Description  The class `standard-i-connection-point-container` provides a complete implementation of the Connection Point protocols. It implements the `IConnectionPointContainer` interface and creates connection points for each interface given by the `:outgoing-interfaces` initarg.

If a class defined with `define-automation-component` macro specifies the `:source-interfaces` option or has interfaces with the "source" attribute in its coclass then it must inherit from `standard-i-connection-point-container` somehow. `define-automation-component` passes the appropriate initargs to initialize the class.

The macro `do-connections` can be used to iterate over the connections (sinks) for a given interface.

Example  Given the class definition

```
(define-automation-component clonable-component () ()
 (:interfaces i-clonable)
 (:source-interfaces i-clonable-events))
```

then

```
(typep (make-instance 'clonable-component) 'standard-i-connection-point-container)
=> t
```

See also  `define-automation-component`  
`standard-i-dispatch`
do-connections
define-automation-collection
standard-i-unknown
i-dispatch

**standard-i-dispatch**

*Class*

**Summary**

A complete implementation of the `i-dispatch` interface.

**Package**

com

**Superclasses**

standard-i-unknown

**Subclasses**

standard-automation-collection
simple-i-dispatch

**Description**

The class **standard-i-dispatch** provides a complete implementation of the `i-dispatch` interface, based on the type information in the type library. In addition, the `i-support-error-info` interface is implemented to support error information. **standard-i-dispatch** inherits from **standard-i-unknown** to provide the `i-unknown` interface.

All classes defined with the `define-automation-component` and `define-automation-collection` macros must inherit from **standard-i-dispatch** somehow. These macros pass the appropriate initargs to initialize the class.

**Example**

Given the class definition

```lisp
(define-automation-component document-impl () () (:coclass document))
```

then

```lisp
(typep (make-instance 'document-impl) 'standard-i-dispatch)
=> t
```
with-coclass

Macro

Summary
Executes a body of code with a temporary instance of a coclass.

Package
com

Signature
\[
\text{with-coclass } \text{disp} \ \text{form*} \Rightarrow \text{values}
\]
\[
disp ::= (\text{dispatch-function \ coclass-name} \\
&\text{key \ interface-name \ punk \ clsctx})
\]

Arguments
\[
disp \quad \text{The names of the dispatch function, coclass etc.}
\]
\[
dispatch-function \quad \text{A symbol which will be defined as a macro, as if by } \text{with-dispatch-interface}. \text{The macro can be used by the forms to invoke the Automation methods of the component.}
\]
\[
coclass-name \quad \text{A symbol which names the coclass. It is not evaluated.}
\]
\[
interface-name \quad \text{A symbol naming an interface in the coclass. It is not evaluated.}
\]
\[
punk \quad \text{A symbol which will be bound to the interface pointer.}
\]
\[
clsctx \quad \text{A CLSCTX value, which defaults to CLSCTX_SERVER.}
\]
\[
form \quad \text{A form to be evaluated.}
\]
Values

`values` The values returned by the last form.

Description

Calls `create-object` to make an instance of the coclass named by the symbol `coclass-name`. If `interface-name` is given then that interface is queried from the component, otherwise the default interface is queried. Each form is evaluated in turn with `dispatch-function` bound of a local macro for invoking methods on the interface, as if by

`with-dispatch-interface`. After the forms have been evaluated, the interface pointer is released. If `punk` is given, it will be bound to the interface pointer while the forms are being evaluated.

Example

If a type library containing the coclass `TestComponent` has been converted to Lisp, then following can be used to make an instance of component and invoke the `Greet()` method on the default interface.

```lisp
(with-coclass (call-it test-component)
  (call-it greet "hello"))
```

See also

`create-object`

### with-dispatch-interface

**Macro**

**Summary**

Used to simplify invocation of several methods from a particular Automation interface pointer.

**Package**

`com`

**Signature**

```lisp
with-dispatch-interface disp dispinterface-ptr form* => values

disp ::= (dispatch-function dispinterface-name)
```

**Arguments**

`disp` The names of the dispatch function and Automation interface.
dispatch-function  A symbol which will be defined as a macro, as if by macrolet. The macro can be used by the forms to invoke the methods on dispinterface-ptr.

dispinterface-name
A symbol which names the Automation interface. It is not evaluated.

dispinterface-ptr
A form which is evaluated to yield a COM i-dispatch interface pointer.

form
A form to be evaluated.

Values
values
The values returned by the last form.

Description
When the macro with-dispatch-interface evaluates the forms, the local macro dispatch-function can be used to invoked the methods for the Automation interface dispinterface-name, which should be the type or a supertype of the actual type of the Automation interface pointer dispinterface-ptr.

The dispatch-function macro has the following signature:

\[ \text{dispatch-function method-name arg* => values} \]

where

method-name  A symbol which names the method. It is not evaluated.

arg
Arguments to the method (see Section 3.3.3, “Data conversion when calling Automation methods” for details).

values
Values from the method (see Section 3.3.3, “Data conversion when calling Automation methods” for details).

Example
For example, in order to invoke the ReFormat method of a MyDocument interface pointer
(with-dispatch-interface (call-doc my-document) doc
 (call-doc re-format))

See also  call-dispatch-method
4 Automation Reference Entries
The tools described in this chapter extend the LispWorks IDE to help with debugging applications using COM/Automation. See the *LispWorks IDE User Guide* for more details of common operations that can be performed within these tools. The sections below describe each tool.

### 5.1 The COM Implementation Browser

The COM Implementation Browser allows prototype code for COM implementation classes to be viewed and created. This is useful when writing COM methods because it provides a template for the method names and arguments.
To start the tool, choose **Tools > Com Implementation Browser** from the Lisp-Works podium.
At the top of the window is a drop down list a class names. Choosing an item from this list will set the contents of the Description panel to show that class at the root of the tree, with subitems for each COM interface that it implements. The COM interfaces have subitems for their uuids and methods. The icon used for a method in the tree indicates the status of its implementation: red means not implemented (see Section 1.8.4 on page 17), yellow means inherited from a superclass (see Section 1.8.5 on page 17), red and yellow means an inherited unimplemented method and cyan means a method implemented directly in the named class.

Selecting an item in the Description pane will display a prototype implementation for that part of the class, using the appropriate macros for COM and Automation classes.

The **New** and **Edit** buttons allow prototype classes to be constructed and modified. Such classes are shown in the list of class names as **Example class**... and are not actually defined, but the prototype code can be copied into a file and
evaluated to provide a starting point for an implementation. Clicking **New** or **Edit** displays a dialog as shown below.

![Com Implementation Wizard](image)

The class name is displayed at the top and can be edited. For COM object classes, the list at the bottom of the dialog shows the COM interfaces that the class will implement. For Automation interfaces, a type library must be chosen from the drop-down list and one of the **Coclass** or **Interfaces** options selected to show the list of coclasses or interfaces that the class will implement. Click **OK** to confirm your choice or **Cancel** to discard it.
5.2 The COM Object Browser

The COM Object Browser is used to view COM objects for the classes implemented by Lisp. To start the tool, choose **Tools > Com Object Browser** from the LispWorks podium.

The **Active COM Objects** list shows all the Lisp objects that are known to the COM runtime system. Selecting objects from this list will list the COM interface pointers that have been queried for these objects. Double clicking on either list will inspect the data. Use the **Works > Object** menu or the context menu to perform other operations on the selected COM Objects.
5.3 The COM Interface Browser

The COM Interface Browser allows the interfaces that have been converted to FLI definitions to be viewed. To start the tool, choose **Tools > Com Interface Browser** from the LispWorks podium.

The left hand pane shows a tree of the interfaces, with subitems for their uuids and methods. Selecting an item will cause the right-hand pane to show prototype code for invoking the method(s) selected.
5.4 Editor extensions

The LispWorks editor has been enhanced to support COM.

5.4.1 Inserting GUIDs

The editor command *Insert GUID* can be used to insert a new GUID at the current point. The GUID is made by calling *CoCreateGUID*.

5.4.2 Argument lists

The editor command *Function Arglist (Alt+=)* has been extended to show the arguments for all COM methods which match the function name.
5 Tools
A
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