

.NET and COM: The Complete Interoperability Guide

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Misprint	Correction
<p><i>Page 234 in code listing line 29</i> HTMLDocumentEvents_onclick</p> <p><i>Page 300 2nd paragraph after bullets; last line</i> the CCW holds onto</p> <p><i>Page 418 first code line towards the end</i> ClassName"</object></p> <p><i>Page 421 2nd to last paragraph—add line after last sentence:</i> physical assembly file.</p> <p><i>Page 479 middle of page code 4th line</i> f.BorderStyle = 2</p> <p><i>Page 492 2nd paragraph after bullets</i></p> <p>shutdown of the CLR, including the finalization of any .NET objects that have not yet been finalized, and exits the process with the passed-in error code.</p> <p><i>Page 609 in Listing 2nd line</i> 2: <is blank here></p> <p><i>Page 659 last paragraph/last sentence</i> Even if you reference the Interop Assembly for the OLE Automation type library defining IDispatch and write a class</p>	<p>HTMLDocumentEvents2_onclick</p> <p>the RCW holds onto</p> <p>ClassName"></object></p> <p>physical assembly file. You must also ensure that your machine policy allows managed code to run in the Internet zone.</p> <p>f.FormBorderStyle = 2</p> <p>shutdown of the CLR by calling CoEEShutdownCOM, finalizing any .NET objects that have not yet been finalized, then exiting the process with the passed-in error code.</p> <p>2: Imports System</p> <p>The only useful thing you can do with a .NET definition of</p>

that implements this interface, it will be completely ignored by the CLR and unusable from COM.

Page 677 in listing line 9

Interface IprovideClassInfo

Page 759 first mono listing

```
using ((IDisposable)FileWriter f = new FileWriter())
{
    foreach(int i in new int[]{1,2,3,4,5,6,7,8,9,10})
        f.WriteLine(i.ToString());
}
```

Page 763 4th paragraph, 2nd line

VB.NET

Page 836 line 17

public struct

Page 841 line 17

public class

Page 934 code lines 93-101

```
93:     if (pcbRead == NULL)
94:     {
95:         // User isn't interested in how many bytes were read
96:         *pcbRead = originalStream->Read(array, 0, cb);
97:     }
```

IDispatch (which can be found as an empty interface in the PIA for the OLE Automation type library) is make a .NET class marked with `ClassInterfaceType.None` implement it, because this is the only way to make the type library exporter create a coclass whose default interface is IDispatch. (Some COM clients may care about this.) At run time, however, the CLR ignores the fact this dummy IDispatch interface is implemented.

Interface IobjectSafety

```
using (IDisposable f = (IDisposable)new FileWriter())
{
    foreach(int i in new int[]{1,2,3,4,5,6,7,8,9,10})
        ((FileWriter)f).WriteLine(i.ToString());
}
```

VB .NET

internal struct

internal class

```
93:     if (pcbRead == NULL)
94:     {
```

```

98:     else
99:     {
100:    originalStream->Read(array, 0, cb);
101:    }

```

Page 1018 2nd note Digging Deeper- add line after final sentence

per source interface.

Page 1062 replace figure

Delete existing 22.1

Page 1084 replace both figures

Delete existing 22.5

Delete existing 22.6

Page 1150 figure caption

Three Classes are used

Page 1227 Listing heading- delete mono on Class

The WizardVisualization Class

Page 1252 Last paragraph; last sentence

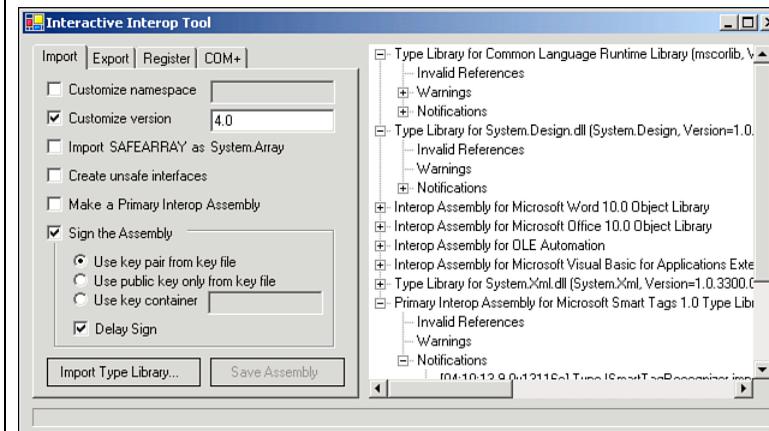
offset multiplied by the array element size to the pointer value passed to

```

95:    // User isn't interested in how many bytes were read
96:    originalStream->Read(array, 0, cb);
97:    }
98:    else
99:    {
100:    *pcbRead = originalStream->Read(array, 0, cb);
101:    }

```

per source interface. In addition, making this change satisfies existing COM event sources that depend on there being a single event sink per source interface.



Page 1253- last lines of all 3 code segments (x3)
largeArray, 10));

Page 1330 Digging Deeper last line

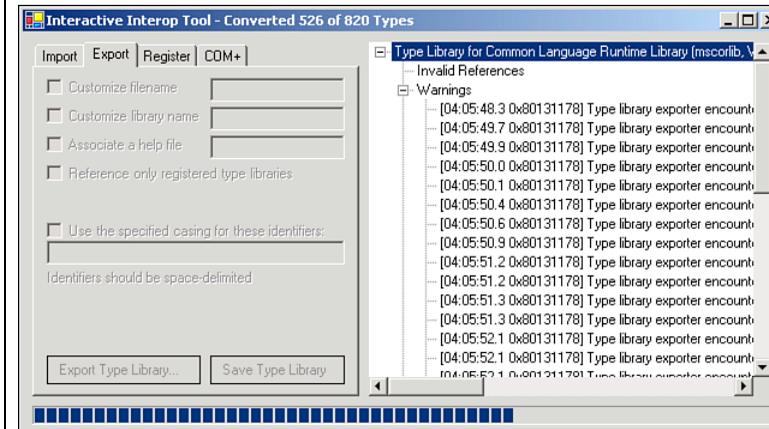
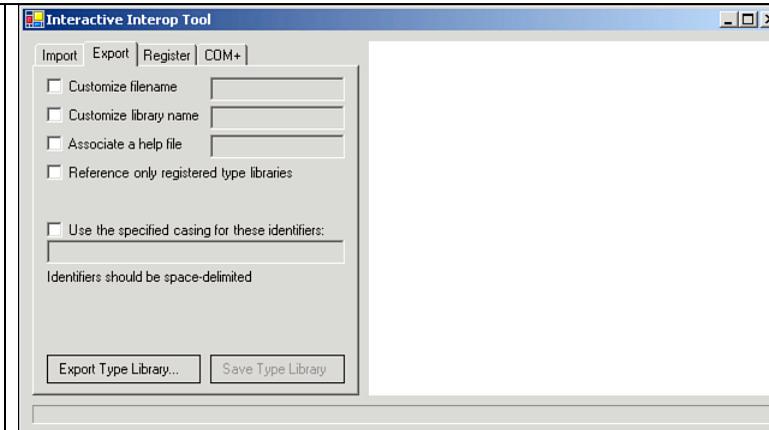
pointers that the CCW holds onto.

Page 1431 first bullet

GD132.DLL

Page 1452 line 18 from the bottom

static extern bool eap32ListNext



Three classes are used

The WizardVisualization Class

offset (a number of bytes) to the pointer value passed

largeArray, 40));

pointers that the RCW holds onto.

GDI32.DLL

static extern bool Heap32ListNext

This errata sheet is intended to provide updated technical information. Spelling and grammar misprints are updated during the reprint process, but are not listed on this errata sheet.