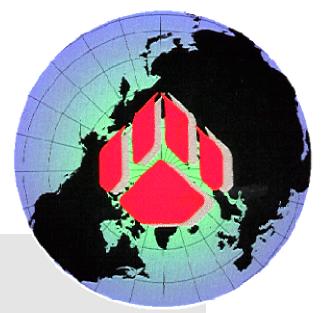
TYX Corporation

Productivity Enhancement Systems

Reference	TYX_0051_2
Revision	1.1
Document	MFCClient2ForTpsServer.doc
Date	January 21, 2003



MFC Client with ActiveX control for TpsServer

The purpose of this document is to write a client for the TpsServer.

Knowledge of MFC and COM is recommended, but not required. For those that have questions about MFC and/or COM, I would recommend that they refer to literature that addresses those issues since this document will not attempt to teach you either one even if it will provide a lot of details on how to make this client sample work.

The usage of the TpsServer will be asynchronous.

It will allow the client to access the TpsServer functionality, and it will also process the notifications from the TpsServer.

Note: This document differs from the document ref TYX_0051_1 in that it uses an ActiveX control for the edit window rather than a simple edit box. With this ActiveX control, the display will take in consideration the ASCII characters and interpret them correctly.

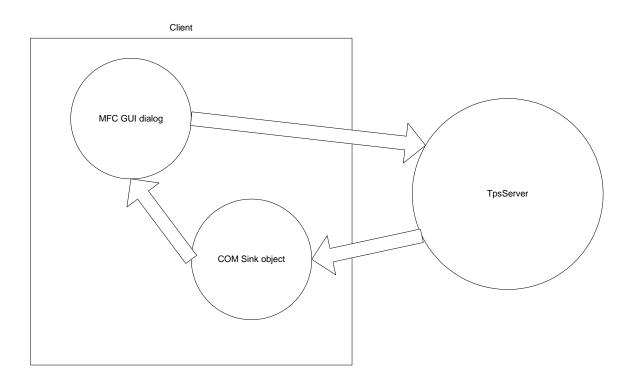
The client will include an MFC GUI.

The commands to the Wrts will go directly to the TpsServer.

The notification that comes from the TpsServer will go through a COM Sink client.

Notes:

- It would be possible for the Wrts to notify the MFC GUI directly. This architecture is however considered to be the correct way to access a dialog.
- This MFC dialog is a sample. You may change this sample to meet your requirements. You will be however likely to reuse the COM object.



We will first generate the dialog and allow the MFC GUI dialog buttons to control the TpsServer.

As we generate the COM Sink object to deal with the notifications, we will add the functionality that will allow for the COM Sink object to be generated and for the connectivities to be made.

1 Creating the MFC GUI dialog

1.1 Adding Buttons

You will want to create a new MFC AppWizard (exe).

New	<u>? ×</u>
Files Projects Workspaces Other Documents	
ATL COM AppWizard Cluster Resource Type Wizard Custom AppWizard Database Project Custom Add-in Wizard Extended Stored Proc Wizard SAPI Extension Wizard KAkefile MFC ActiveX ControlWizard MFC AppWizard (dll) MFC AppWizard (exe) New Database Wizard MFC AppWizard (exe) New Database Wizard Win32 Console Application Win32 Console Application Win32 Dynamic-Link Library	Project <u>n</u> ame: Logation: C:\USR\PAWS\MONITORSAM C [geate new workspace Add to current workspace Dependency of: Platforms: Win32
	OK Cancel

The name will be WrtsClient

New	<u>? ×</u>
Files Projects Workspaces Other Documents	
ATL COM AppWizard Cluster Resource Type Wizard Custom AppWizard Database Project DevStudio Add-in Wizard Extended Stored Proc Wizard SAPI Extension Wizard Makefile MFC ActiveX ControlWizard MFC AppWizard (dll) MFC AppWizard (exe) New Database Wizard Win32 Static Library Win32 Static Library	Project name: WrtsClient Logation: C:\TYX\MISC\PR0J\WrtsClient C:create new workspace Add to current workspace Dependency of: Platforms:
Win32 Console Application Win32 Dynamic-Link Library	v Win32
	OK Cancel

Click on **OK**.

Select Dialog based

MFC AppWizard - Step 1			<u>? ×</u>
Application OK Cancel	C <u>S</u> ingle o C <u>M</u> ultiple ⊙ <u>D</u> ialog	e documents	
		ge would you like yo nited States] (APP\	
< <u>B</u> ack	<u>N</u> ext >	<u>F</u> inish	Cancel

.

Click on **Next** >.

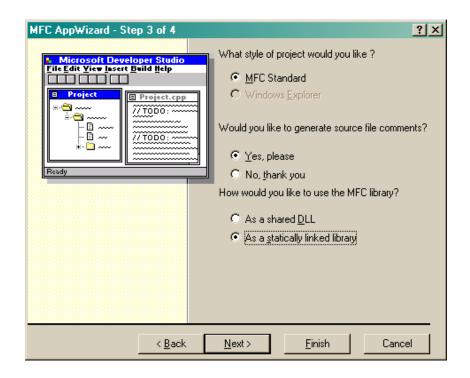
Unselect ActiveX Controls and About box.

MFC AppWizard - Step 2 of 4	<u>?×</u>
	What features would you like to include?
Application OK Cancel Editing Control: Record K Check Box © Radio Button Radio Button Radio Button	 ☐ About box ☐ Context-sensitive Help ☑ 3D controls What other support would you like to include? ☐ Automation ☐ ActiveX Controls Would you like to include WOSA support? ☑ Windows Sockets
	Please enter a <u>t</u> itle for your dialog: WrtsClient
< <u>B</u> ack	<u>N</u> ext > <u>F</u> inish Cancel

And then press on **Next** >.

Include MFC statically in order to be less dependent upon the OS environment. This would be a necessary step for usage of the client on an embedded system. For a complete OS, you may be able to use MFC dynamically in order to generate a smaller exe.

In our case, we will select **As a statically linked library**.



We can press **Next** > and accept the default class name.

MFC AppWizard - Step 4 of 4		<u>? ×</u>
	AppWizard creates the CWrtsClientApp CWrtsClientDIg	e following <u>c</u> lasses for you:
	Class name:	Header file:
	CWrtsClientApp	WrtsClient.h
	Base class:	Implementation file:
	CWinApp	WrtsClient.cpp
< <u>B</u> ack	<u>N</u> ext > E	inish Cancel

Press Finish.

Click **OK** on the **New Project Information** window that follows.

You should have access to the following window:

🚧 WrtsClient - Microsoft Visual C++ -	[WrtsClient.rc - IDD_WR]	SCLIENT_DIALOG	(Dialog)]			- 🗆 ×
Eile Edit ⊻iew Insert Project Build	d <u>L</u> ayout <u>T</u> ools <u>W</u> indow <u>H</u>	lelp				_ & ×
12 🕞 🖬 🕼 🗼 🖻 의	🖪 🗖 😚 🧌	attach		🗛 🛛 🌮 🕮 🔏 🚦 🗉 🦉)	
	🖌 🐇 🖭 😹 🚺 CWrtsC	lientDlg 🔹	(All class members)	CWrtsClientDlg		- 🔊 -
WrtsClient resources	WrtsClient				2 - 27 29 29	-
				×.	52 52 53 54 54 54 54 54 54 54 54 54 54 54 54 54	
i version					Controls X	
				Cancel	Ν Β Αα ab [^{×ν}] □	
					× • Ħ	
					\$	
		0: Place dialog control	s here.			
					20 20 20 20 20 20 20 20 20 20 20 20 20 2	
					re re re re re re re re re re	
					84 84 84 84 84 84 84 84 84 84 84 84 84 8	
Class 💒 Reso 📄 FileView				I	10 10 10 10 10	-
×						-
						-
		_				
1 타 3 휴 4 호 표 H Ready	≍ 🖽 🖬 🖽 🏢 ‡	4), 0 r^{≓1} 320 x 200	READ //
Heady					, 0 1 320 X 200	THEAD //

Our first step is to verify that the code builds and runs.

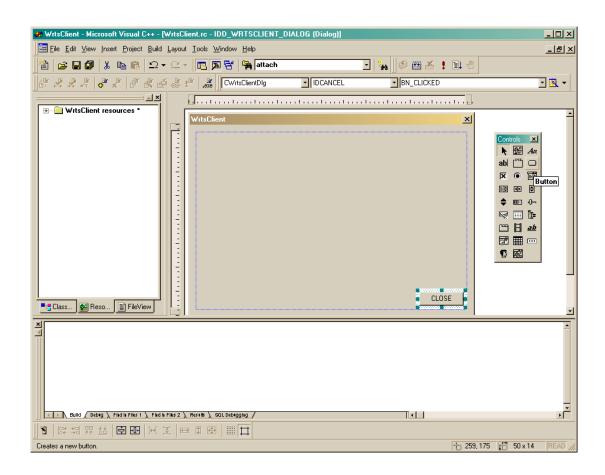
The purpose at this point is to delete the unnecessary buttons and add the ones that we want to support.

- Select the **OK** button by left clicking on it in the dialog box, and press delete.
- Select **TODO:** ... by left clicking on it in the dialog box, and press delete.
- We will move the **Cancel** button. To rename the caption, right click on the **Cancel** button and select **Properties**. Change the caption to **CLOSE** and close

the window. It this window, you could also change the **ID** if you wanted. We will leave the current one for **CLOSE**.

Push Button Properties	x
-교 🎖 General Sty	les Extended Styles
ID: IDCANCEL	Caption: CLOSE
✓ Visible	oup 🗖 <u>H</u> elp ID
🗖 Dis <u>a</u> bled 🔽 Taj	b stop

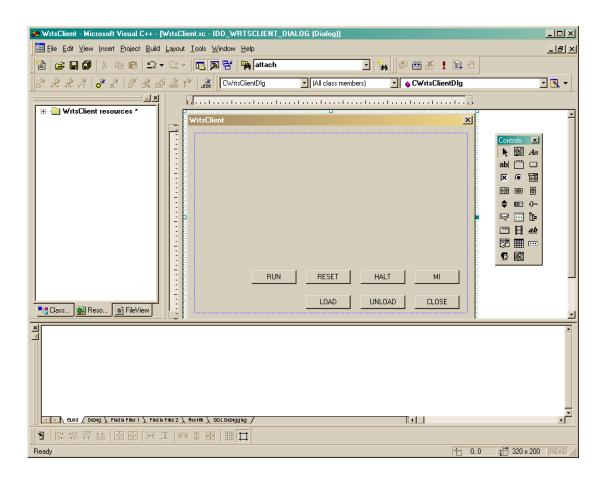
• We now want to add some buttons with the following **ID**: and the **Caption**:



• Select the button from the toolbar and drag and drop a button onto the dialog window. Copy and paste this button 5 time and change the properties of those buttons to match the content of the following table.

ID:	Caption:
IDC_RUN	RUN
IDC_RESET	RESET
IDC_HALT	HALT
IDC_MI	MI
IDC_LOAD	LOAD
IDC_UNLOAD	UNLOAD

- Align the buttons as needed.
- You should have a dialog box that may look like this one.



Make sure that you can build without errors and run the exe.

We will now add the functionality to the dialog box.

1.2 Connecting to the TpsServer

The purpose of what we want to do now is to load the TpsServer when you open the client. We will want to unload when we close the client.

For this, we will add some code that you will want to add, no matter what your client looks like:

• In order to give visibility throughout the code, you will want to add the following at the bottom of the **StdAfx.h** file. The new code is black and the existing code is gray:

```
#include <afxwin.h> // MFC core and standard components
#include <afxext.h> // MFC extensions
#include <afxdtctl.h> // MFC support for Internet Explorer 4
Common Controls
#include <afxcmn.h> // MFC support for Windows Common
Controls
#endif // _AFX_NO_AFXCMN_SUPPORT
// New Lines added by TYX
#import "C:\usr\tyx\com\RtsAx.dll" raw_interfaces_only \
    raw_native_types, named_guids rename_namespace("RTSAX")
#include <atlbase.h>
void handleError(HRESULT hr);
///{{AFX_INSERT_LOCATION}}
```

// Microsoft Visual C++ will insert additional declarations immediately before the previous line.

Please note that the path to the **RtsAx.dll** should be the one that you have on your computer. The **#include** and the **#import** are necessary. The **handleError** will contain a function that will handle errors. The existence of this function is not vital, but the function that we propose and it's content are highly recommended.

• The code for the **handleError** will be placed in the **StdAfx.cpp** file in order to be accessed from anywhere:

```
#include "stdafx.h"
void handleError(HRESULT hr)
{
   if (SUCCEEDED(hr)) return;
   USES_CONVERSION;
   CComPtr<IErrorInfo> pErrorInfo;
   CString errMsg;
   if (::GetErrorInfo(0, &pErrorInfo) == S_OK)
   {
           CComBSTR bstrDscr;
           if (SUCCEEDED(pErrorInfo->GetDescription(&bstrDscr)))
                   errMsg.Format(_T("COM Error: 0x%08X %s"), hr, OLE2T(bstrDscr));
           else
                   errMsg.Format(_T("COM Error: 0x%08X"), hr);
   }
   else
   {
           // ::GetErrorInfo may return S_FALSE
           TCHAR* pszMsg = NULL;
           DWORD nChars = ::FormatMessage(
```

```
FORMAT_MESSAGE_ALLOCATE_BUFFER |
FORMAT_MESSAGE_FROM_SYSTEM,
NULL, hr, MAKELANGID(LANG_NEUTRAL, SUBLANG_DEFAULT),
(LPTSTR)&pszMsg, 0, NULL);

if (nChars)
errMsg.Format(_T("COM Error: 0x%08X %s"), hr, pszMsg);
else
errMsg.Format(_T("COM Error: 0x%08X"), hr);
// Free the buffer.
if (pszMsg != NULL)
::LocalFree((HLOCAL)pszMsg);
}
// Display the com error:
::MessageBox(NULL, errMsg, _T("Error"), MB_0K);
}
```

• In the **WrtsClientDlg.h** file, you will want to create a smart pointer by adding the following code:

```
// Generated message map functions
//{{AFX_MSG(CWrtsClientDlg)
virtual BOOL OnInitDialog();
afx_msg void OnPaint();
afx_msg HCURSOR OnQueryDragIcon();
//}}AFX_MSG
DECLARE_MESSAGE_MAP()
```

```
};
```

• Now we can and want to CoCreate an instance of the TpsServer in the **WrtsClientDlg.cpp OnInitDialog** method. We also want to Attach:

```
BOOL CWrtsClientDlg::OnInitDialog()
{
    CDialog::OnInitDialog();
```

// Set the icon for this dialog. The framework does this automatically

```
// when the application's main window is not a dialog
SetIcon(m_hIcon, TRUE); // Set big icon
SetIcon(m_hIcon, FALSE); // Set small icon
```

// TODO: Add extra initialization here

```
// create TpsServer
```

HRESULT hr = m_pTpsServerEx.CoCreateInstance(RTSAX::CLSID_TpsServer);

```
if (FAILED(hr)) { handleError(hr); return FALSE; }
```

// attach tpsserver to wrts

```
hr = m_pTpsServerEx->Attach();
```

```
if (FAILED(hr)) { handleError(hr); return FALSE; }
```

return TRUE; // return TRUE unless you set the focus to a control

CoCreateInstance creates a TpsServer object.

Attach() is a method that will create an instance of the Wrts locally.

Note: If you wish to create an instance of the Wrts on a remote computer, you will want to pass on the IP address of that computer as an parameter for Attach. Here is an example of such call: m_pTpsserverEx->Attach(CComVariant("192.168.100.164"));

Please note that you will need to set the proper privileges on the computers in order to achieve this.

• Now we want to remember to release as the dialog gets destroyed. We will go to **View** and select **ClassWizard**.

MFC ClassWizard	<u>? ×</u>
Message Maps Member Variables Automation ActiveX Events Class Info	
Project: Class name: WrtsClient CWrtsClientDlg C:\\WrtsClientDlg.h, C:\\WrtsClientDlg.cpp	Add Class Add Function Delete Function
Object [Ds: Messages: IDC_HALT Messages: IDC_LOAD WM_COPYDATA IDC_MI WM_CREATE IDC_RESET WM_DELETEITEM IDC_RUN WM_DESTROY IDCANCEL WM_HELPINFO	<u>E</u> dit Code
Member <u>f</u> unctions:	
V DoDataExchange W OnInitDialog W OnPaint W OnPaint W OnQueryDragIcon ON_WM_QUERYDRAGICON	
Description: Indicates window is about to be destroyed	
ОК	Cancel

• For the **CwrtsClientDlg** class name, select the **WM_DESTROY** and press **Add Function**. This will lead to the following window.

MFC ClassWizard				<u>? ×</u>
Message Maps	Member Variables A	utomation ActiveX Events	Class Info	l .
<u>P</u> roject:		Class <u>n</u> ame:		Add Class 🔻
WrtsClient	•	CWrtsClientDlg	*	Add Function
C:\\WrtsClientDlg.l	h, C:\\WrtsClientDlg.cj	pp		Add Function
Object <u>I</u> Ds:		Messages:		Delete Function
IDC_HALT IDC_LOAD	<u> </u>	WM_COPYDATA WM_CREATE	-	Edit Code
IDC_MI IDC_RESET IDC_RUN		WM_CTLCOLOR WM_DELETEITEM WM_DESTROY	_	
IDC_UNLOAD IDCANCEL	-	WM_DRAWITEM WM_HELPINFO	-	
Member <u>f</u> unctions:				
V DoDataExchar	nge		_	
W OnDestroy	ON_WM_DB	ESTROY		
W OnInitDialog	ON_WM_IN	ITDIALOG		
W OnPaint	ON_WM_PA	AINT		
W OnQuervDradio	con ON WM QL	JERYDRAGICON	-	
Description: Indi	icates window is about to	o be destroyed		
			40	Cancel

• Now we have a function name called **OnDestroy** where we can add the necessary code to Release the Wrts instance. In that function located in **WrtsClientDlg.cpp**, we want to add the following code:

```
void CWrtsClientDlg::OnDestroy()
{
    CDialog::OnDestroy();
    // TODO: Add your message handler code here
    m_pTpsServerEx.Release();
}
```

 Now we need to add CoInitialize and CoUninitialize. We could do this manually, but this will be added by the wizard (to add a Simple ATL/COM object) in the next step, so we would have to delete it before seeing it added by the wizard. So, at this point, we will start with the next step which involves the TpsServer notification to the client.

Summary:

Here, you have seen code associated to 2 separate issues:

- The code associated to this specific GUI sample. This code will change as a function of your own GUI and may be entirely replaced.
- The code that you should have no matter what your GUI looks like that enables the client to load the TpsServer, to Attach and Release the Wrts instance. This code should be implement in your GUI no matter what. Please note that you can easily attach the Wrts when you initiate the GUI and you do not need a special button in your GUI to accomplish this task. You will want to import and include the proper files in order to gain access to the methods.

2 The sink object:

At this point, you will want to save your project and copy it. The wizard to insert an **ATL/COM** object may crash and corrupt your project. If this happens, you will want to delete the project and reuse a copy of the saved project and try it again.

2.1 Creating the object:

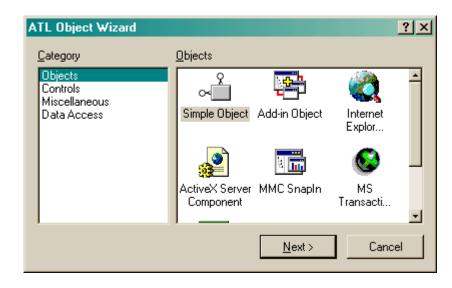
- Close the project.
- Delete the files that are in your project subfolder with the extensions: **ncb**, **opt**, **plg**, **aps** and **clw** and the **Debug** folder.
- Open the project by double clicking on the file with the **dsw** extension.
- Go to **Insert** and select **New ATL Object**.

ATL Object Wizard 🔀				
Do you want to add ATL support to your MFC project?				
Yes	<u>N</u> o	Help		

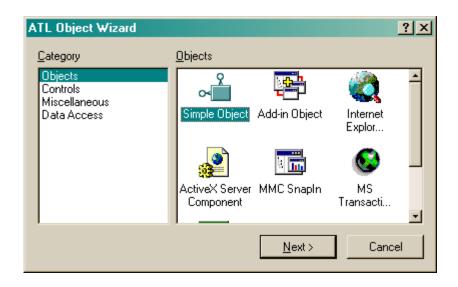
- Click on **YES**.
- You will be likely to see the following window:



• If you are lucky, you will see the following window directly. You can then skip the steps until you see a picture of this window again:



- In the event that you see the error window, click on **OK**.
- Go into **Build** and select **Clean**.
- Go into File and select Save Workspace.
- Close the MSVC Studio.
- Delete the files with the extension **ncb**, **aps** and **opt** and the **Debug** folder.
- Double click on the file with the **dsw** extension.
- Go to **Insert** and select **New ATL Object**.
- Now you should see the following window:



- Select **Simple Object** and then on **Next**.
- You need to add the name for the object. In the **Short Name** edit box, we will add **TpsClientSink**.

ATI	L Object Wiza	ard Properties	<u>? ×</u>		
N	ames Attribute	es			
	- C++		COM		
	<u>S</u> hort Name:	TpsClientSink	CoClass: TpsClientSink		
	<u>C</u> lass:	CTpsClientSink	I <u>n</u> terface: ITpsClientSink		
	. <u>H</u> File:	TpsClientSink.h	Type: TpsClientSink Class		
	.C <u>P</u> P File:	TpsClientSink.cpp	Prog ID: WrtsClient.TpsClient		
OK Cancel					

- In the **Attributes** tabs, we will want to select **SupportISupportErrorInfo** and then click on **OK**.
- At this point the project should build without errors.

Note: Once build, we can run the project. You will see the dialog window:

RUN RESET HALT MI
LOAD UNLOAD CLOSE

If you go into the task manager, you will see that the Wrts is running in the background.

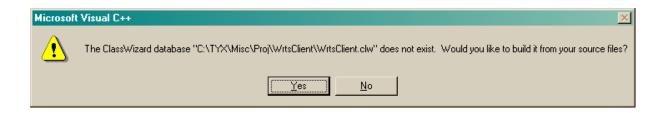
Once you have press **CLOSE**, you will see the Wrts being removed from the list in the Task Manager.

Summary:

Adding **CoInitialize** and **CoUninitialize** can be done manually, but using the wizard to insert an ATL/Com object, you can make your life easier. Inserting this object will be needed later in this document anyway.

2.2 Adding functionality to the Buttons:

Go to View and select Class Wizard. You will see the following window



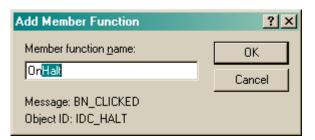
• Press on **Yes** and **OK** on the following window.

5	elect Source Files - WrtsD	lient.clw		? ×
	File <u>n</u> ame: resource.h StdAfx.cpp StdAfx.h TpsClientSink.cpp TpsClientSink.h WrtsClient.cpp WrtsClient.h WrtsClient_i.h	Directories: c:\temp\wrtsclient C→ c:\ C→ Temp C→ VrtsClient C→ Debug C→ res	×	OK Cancel
	List files of <u>type:</u> Source Files (*.h;*.cpp) _ <u>Fi</u> les in project:	Dri <u>v</u> es: E c:	•	
C:\TEMP\WRTSCLIENT\resource.h C:\TEMP\WRTSCLIENT\StdAfx.cpp C:\TEMP\WRTSCLIENT\StdAfx.h C:\TEMP\WRTSCLIENT\TpsClientSink.cpp C:\TEMP\WRTSCLIENT\TpsClientSink.h C:\TEMP\WRTSCLIENT\WrtsClient.cpp		•	Add All Remove	

• You now have access to the **Class Wizard** window:

MFC ClassWizard				<u>? ×</u>
Message Maps	Member Variables	Automation ActiveX Events	Class Info	
Project: WrtsClient C:\\WrtsClientDlg Object [Ds: CWrtsClientDlg IDC_HALT IDC_LOAD IDC_MI IDC_RESET IDC_RUN	g.h, C:\\WrtsClientDlg.c	Class <u>n</u> ame: CWrtsClientDlg Cpp Messages: CalcWindowRect Create DefWindowProc DestroyWindow DoDataExchange DoModal	-	Add Class ▼ Add Function Delete Function Edit Code
IDC_UNLOAD Member functions:	-	GetScrollBarCtrl	-	
V DoDataExch. W OnDestroy W OnInitDialog W OnPaint W OnQuervDrace Description:	ON_WM_D ON_WM_IN ON_WM_P	NITDIALOG	*	
			OK	Cancel

- Select **IDC_HALT** in the list of Object Ids and then **BN_CLICKED** and press **Add Function**.
- Accept the default name by pressing **OK**



- Do the same for IDC_LOAD, IDC_MI, IDC_RESET, IDC_RUN, IDC_UNLOAD and then click OK on the MFC ClassWizard.
- Those functions are added in the WrtsClientDlg.cpp file.
- We now want to add the code that is associated to the actions represented by the content of the caption.
- In the **OnHalt** method, you will want to add the following code:

```
void CWrtsClientDlg::OnHalt()
{
    // TODO: Add your control notification handler code here
    HRESULT hr = m_pTpsServerEx->Halt();
    if (FAILED(hr))
        handleError(hr);
}
```

• Do the same for the other methods associated to the other buttons:

```
void CWrtsClientDlg::OnLoad()
{
    // TODO: Add your control notification handler code here
    HRESULT hr = m_pTpsServerEx->Load(CComBSTR(""));
    if (FAILED(hr))
        handleError(hr);
}
void CWrtsClientDlg::OnMi()
{
    // TODO: Add your control notification handler code here
    HRESULT hr = m_pTpsServerEx->ManualIntervention();
    if (FAILED(hr))
        handleError(hr);
```

}

```
void CWrtsClientDlg::OnReset()
{
      // TODO: Add your control notification handler code here
      HRESULT hr = m_pTpsServerEx->Reset();
      if (FAILED(hr))
             handleError(hr);
}
void CWrtsClientDlg::OnRun()
{
      // TODO: Add your control notification handler code here
      HRESULT hr = m_pTpsServerEx->Run();
      if (FAILED(hr))
             handleError(hr);
}
void CWrtsClientDlg::OnUnload()
{
      // TODO: Add your control notification handler code here
      HRESULT hr = m_pTpsServerEx->Unload();
      if (FAILED(hr))
             handleError(hr);
}
```

You will want to add those methods where it makes sense for you in your own GUI.

• At this point, you can build the project. Once built, you can run it. Press **LOAD** and select a project on your computer. For the purpose of this test, you may want

to use a project that does nothing more than generate beeps since the Wrts will only run in the background and you won't be able to see any display at this point in time.

- Press Run and the TPS will be run.
- Press CLOSE.

 \rightarrow At this point, we have demonstrated how to connect directly with the TpsServer. The next step will allow for the client to catch all notifications from the TpsServer.

Notes:

- The buttons do not have access to the status of the Wrts so it is not possible at this point to disable the buttons that the user should not press (such as RUN before LOAD. Please note however, that if you press RUN before LOAD, an error will be displayed thanks to handleError).
- You can also include the name and path of the PAW project in the **Load** method. Here is an example:

m_pTpsServerEx->Load(CComBSTR("C:\\usr\\paws\\test.paw"));

Please note how each backslash is replaced by 2 backslashes inside the string.

Summary:

At this point in time, we are done accessing the methods that controls the Wrts directly. If you do not care to catch the notifications sent by the TpsServer, you are done.

The locations where the methods depend on the GUI and those methods can be moved.

3 Catching the notifications sent by the TpsServer:

This is the second step.

It has been initiated in step 2.1.

Now we will do the following:

- We will first worry about how the sink object is created by working on the sink class. This is something that you will need regardless of what your GUI looks like.
- Then we will add the property and the methods that allow the sink object to communicate with the dialog class. This step is also necessary regardless of what your GUI looks like. The sink object simply passes on the notifications from the TpsServer to your dialog class.
- We will finally handle the notifications in the dialog class. How those notifications are handled depend on your GUI.

3.1 The sink class and connecting the client to the TpsServer:

• In the TpsClientSink.h, add the following code:

{

Please note the "," at the end of the line preceeding IDisEventImpl.

I. The first parameter is the ID used. We start with 1. This ID will be used as a parameter later in the document.

II. The second argument is the name of the CoClass. This depends on the name that you used. In our case, we will use **CtpsClientSink**.

III. The third is the connection point to the interface. This parameter should be fixed.

IV. The forth is associated to the library. This parameter should be fixed.

V. The last two are associated to the version of the TpsServer. These parameters should remain 1 and 0 until further notice.

 We will now add the information for the mapping in the same file below the above code:

```
BEGIN_COM_MAP(CTpsClientSink)
```

COM_INTERFACE_ENTRY(ITpsClientSink)

COM_INTERFACE_ENTRY(IDispatch)

COM_INTERFACE_ENTRY(ISupportErrorInfo)

```
END_COM_MAP()
```

BEGIN_SINK_MAP(CTpsClientSink)

SINK_ENTRY_EX(1, RTSAX::DIID__IRtsBaseEvents, 0x1, OnRtsTps)
SINK_ENTRY_EX(1, RTSAX::DIID__IRtsBaseEvents, 0x5, OnRtsState)
SINK_ENTRY_EX(1, RTSAX::DIID__IRtsBaseEvents, 0x9, OnRtsMiEnable)
SINK_ENTRY_EX(1, RTSAX::DIID__IRtsBaseEvents, 0xa, OnRtsOutput)
SINK_ENTRY_EX(1, RTSAX::DIID__IRtsBaseEvents, 0xc, OnRtsDisplay)
SINK_ENTRY_EX(1, RTSAX::DIID__IRtsBaseEvents, 0xc, OnRtsInfo)
SINK_ENTRY_EX(1, RTSAX::DIID__IRtsBaseEvents, 0xd, OnRtsWarning)
SINK_ENTRY_EX(1, RTSAX::DIID__IRtsBaseEvents, 0xc, OnRtsWarning)

```
END_SINK_MAP()
```

```
// ISupportsErrorInfo
```

```
STDMETHOD(InterfaceSupportsErrorInfo)(REFIID riid);
```

Please note that the first parameter is the same value as the first parameter for **IdispEventImpl** just above.

• We need to copy the notification in the same file just below the code above.

```
// ISupportsErrorInfo
   STDMETHOD(InterfaceSupportsErrorInfo)(REFIID riid);
   void __stdcall OnRtsState(long lState)
   {
           if (m_ClientHWnd)
                   PostMessage((HWND)m_ClientHWnd, WM_USER + 1, eOnRtsState, lState);
   }
   void __stdcall OnRtsTps(BSTR pTps)
   {
           // extract the TPS name
           m_Tps = pTps;
           if (m_ClientHWnd)
                   PostMessage((HWND)m_ClientHWnd, WM_USER + 1,
                                         eOnRtsTps, (long)(BSTR)m_Tps);
   }
   void __stdcall OnRtsMiEnable(VARIANT_BOOL varBool)
   {
           if (m_ClientHWnd)
```

```
PostMessage((HWND)m_ClientHWnd, WM_USER + 1,
                                  eOnRtsMiEnable, (long)(BOOL)(varBool !=
VARIANT_FALSE));
    }
   void __stdcall OnRtsOutput(BSTR pMsg)
    {
           if (m_ClientHWnd)
                   SendMessage((HWND)m_ClientHWnd, WM_USER + 1,
                                          eOnRtsOutput, (long)pMsg);
   }
   void ___stdcall OnRtsDisplay(BSTR pMsg)
    {
           if (m_ClientHWnd)
                   SendMessage((HWND)m_ClientHWnd, WM_USER + 1,
                                          eOnRtsDisplay, (long)pMsg);
    }
   void ___stdcall OnRtsInfo(BSTR pMsg)
    {
           if (m_ClientHWnd)
                   SendMessage((HWND)m_ClientHWnd, WM_USER + 1,
                                         eOnRtsInfo, (long)pMsg);
   }
   void __stdcall OnRtsWarning(BSTR pMsg)
    {
           if (m_ClientHWnd)
                   SendMessage((HWND)m_ClientHWnd, WM_USER + 1,
                                          eOnRtsWarning, (long)pMsg);
   }
   void ___stdcall OnRtsError(BSTR pMsg)
```

```
if (m_ClientHWnd)
    SendMessage((HWND)m_ClientHWnd, WM_USER + 1,
        eOnRtsError, (long)pMsg);
}
protected:
    HWND     m_ClientHWnd;
    CComBSTR     m_Tps;
// ITpsClientSink
public:
    ;
```

{

• Now we want to add the enum for the third parameter in the **SendMessage** above. We will do this in **StdAfx.h**:

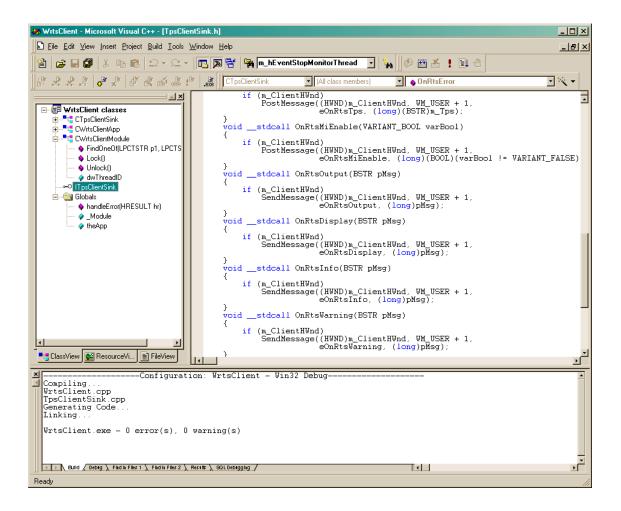
```
extern CDemoSekasTpsClientModule _Module;
#include <atlcom.h>
enum EnumOnRtsEvent
{
    eOnRtsTps = 0,
    eOnRtsState,
    eOnRtsMiEnable,
    eOnRtsOutput,
    eOnRtsDisplay,
    eOnRtsInfo,
```

```
eOnRtsWarning,
eOnRtsError,
};
//{{AFX_INSERT_LOCATION}}
// Microsoft Visual C++ will insert additional declarations immediately
// before the previous line.
#endif //
!defined(AFX_STDAFX_H_203EBD2C_7A3A_42FE_B018_12F5404E61EE_INCLUDED_)
```

- At this point, the project should build without errors.
- We still need to add the property and the methods. The property will allow to set the member variable m_ClientHWnd of the sink object to the dialog handle. The member variable m_ClientHWnd will then allow the sink object to access the buttons and the edit windows that we will implement later. The methods will allow the sink object to establish and break the connection with the TpsServer. We will see this in the explanation below.

3.2 Adding the Property and the Methods:

 In the project window, select the Class View tab and right click on the ITpsClientSink Interface for the CWrtsClientModule and select Add Property.



• In that Add Property to Interface window, select long for Property Type, ClientHandle for Property Name. Unselect GetFunction.

Add Property to Interface	<u>? ×</u>
Beturn Type: HRESULT	OK Cancel
Property <u>Type:</u> long	<u>A</u> ttributes
Property <u>N</u> ame: ClientHandle	
Para <u>m</u> eters:	
Function Type	
PropPut C PropPutRef Implementation:	
[propput, id(1), helpstring("property ClientHandle"]) HRESULT ClientHandle([in] long newVa	

- Press on **OK**.
- In the **TpsClientSink.cpp**, add the line of code that will allow to set the member variable **m_ClientHWnd** of the sink object to equal the handle for the dialog.

```
STDMETHODIMP CTpsClientSink::put_ClientHandle(long newVal)
{
     AFX_MANAGE_STATE(AfxGetStaticModuleState())
     // TODO: Add your implementation code here
     m_ClientHWnd = (HWND)newVal;
     return S_OK;
}
```

• At this point, we will also initialize that member variable in the constructor located in **TpsClientSink.h** to be NULL.

```
public:
```

```
CTpsClientSink()
{
m_ClientHWnd = NULL;
}
```

 For the first method, right click once again on the Interface and select Add Method. Enter SinkAdvise for the Method Name. Add IUnknown* newVal for Parameters.

Add Method to Interface	<u>?</u> ×
<u>R</u> eturn Type: HRESULT	OK Cancel
SinkAdvise Parameters:	<u>Attributes</u>
IUnknown* newVal	
[id(2), helpstring("method SinkAdvise")] HRESULT SinkAdvise(IUnknown* newVal);	

• In **TpsClientSink.cpp**, modify the return value from **return S_OK**; to the following line below

```
STDMETHODIMP CTpsClientSink::SinkAdvise(IUnkown *newVal)
{
     AFX_MANAGE_STATE(AfxGetStaticModuleState())
     // TODO: Add your implementation code here
```

```
return DispEventAdvise(newVal);
}
```

• For the second method, right click once again on the Interface and select Add Method. Enter SinkUnadvise for the Method Name. Add IUnknown* newVal for Parameters.

Beturn Type: OK HRESULT Cancel Method Name: Attributes SinkUnadvise Attributes Parameters: IUnknown* newVal	×		
Method Name: Cancel SinkUnadvise Attributes Parameters: IUnknown* newVal			
Parameters: [Unknown* newVal			
Unknown* newVal			
Implementation:			
[id(3), helpstring("method SinkUnadvise")] HRESULT SinkUnadvise(IUnknown* newVal);			

• In **TpsClientSink.cpp**, modify the return value from **return S_OK**; to the following line below

```
STDMETHODIMP CTpsClientSink::SinkUnadvise(IUnknown *newVal)
{
     AFX_MANAGE_STATE(AfxGetStaticModuleState())
     // TODO: Add your implementation code here
     return DispEventUnadvise(newVal);
}
```

• At this point, we are done with sink class.

};

• We are going to declare a smart pointer in the dialog class that will point to the sink object. In the **WrtsClientDlg.h**, we will add

```
//}}AFX_MSG
DECLARE_MESSAGE_MAP()
CComPtr<RTSAX::ITpsServerEx> m_pTpsServerEx;
CComPtr<ITpsClientSink> m_pSink;
```

 We are first going to add some code in **OnInitdialog** located in WrtsClientDlg.cpp, that you will need to add regardless of the aspect of your GUI:

HRESULT hr = m_pTpsServerEx.CoCreateInstance(RTSAX::CLSID_TpsServer);

if (FAILED(hr)) { handleError(hr); return FALSE; }

```
// put tps server in asynchronous mode
hr = m_pTpsServerEx->put_Synchronous(VARIANT_FALSE);
if (FAILED(hr)) { handleError(hr); return FALSE; }
```

```
// create the sink object
```

hr = m_pSink.CoCreateInstance(CLSID_TpsClientSink);

if (FAILED(hr)) { handleError(hr); return FALSE; }

```
// pass the window handle to the sink object
hr = m_pSink->put_ClientHandle((long)m_hWnd);
if (FAILED(hr)) { handleError(hr); return FALSE; }
```

```
// set up the connection point
hr = m_pSink->SinkAdvise(m_pTpsServerEx);
if (FAILED(hr)) { handleError(hr); return FALSE; }
```

```
// attach tpsserver to wrts
hr = m_pTpsServerEx->Attach();
if (FAILED(hr)) { handleError(hr); return FALSE; }
return TRUE; // return TRUE unless you set the focus to a control
```

The added code has the following purpose:

- I. **put_Synchronous** puts the tps in asynchronous mode.
- II. CoCreateInstance creates the sink object.

III. **put_ClientHandle** passes the dialog handle to the sink object.

IV. **SinkAdvise** connects the sink object to the TpsServer connection point..

• Similarly as we added the **UnAdvise** in the **OnInitdialog**, we now need to add the code for **Unadvise** in **OnDestroy**. We want to do this before we release the TpsServer. We also want to release the sink object before releasing the TpsServer object.

```
void CWrtsClientDlg::OnDestroy()
{
    CDialog::OnDestroy();
    // TODO: Add your message handler code here
    if (m_pSink && m_pTpsServerEx)
        m_pSink->SinkUnadvise(m_pTpsServerEx);
        m_pSink.Release();
    }
}
```

• The project should build without errors. If you are having problems linking, close the MSVC studio saving the project, and reload project. Doing a rebuild all at this point should be successful.

3.3 Handling the notifications:

- Now we can add the code in the dialog. The location of this code is specific to this sample and may be modified in order to match the functionality of your own GUI.
- We will address the three following actions:
 - I. We will add a few Edit boxes in the dialog window
 - II. Prepare the reception of notifications.
 - III. We will add the code.
 - IV. We will add the mapping.

3.3.1 Adding Edit boxes in the dialog

The purpose of doing this is to add three read-only edit boxes.

I. One to display the messages intended for the Wrts display. This display will not be a simple edit box, but an ActiveX control. This control will handle the ASCII characters appropriately.

- II. The second Edit will display the project name.
- III. The last one will indicate the state of the Wrts.

We will first add two last edit boxes and two static boxes as defined below. We will add the ActiveX control subsequently to this. In the end, the GUI will look like this.:

🐝 WrtsClient - Microsoft Visual C++ - [WrtsC	ient.rc - IDD_WRTSCLIENT_DIALOG (Dialog)]	
Eile Edit View Insert Project Build Layou	t <u>T</u> ools <u>W</u> indow <u>H</u> elp	_ 8 ×
웥 🚅 🖬 🕼 🐁 🛍 💼 🕰 • 🗠 •	🛛 📴 🔉 😤 🏹 license 🔽 🦕	
CWrtsClientDlg	💌 [EN_CHANGE 💽 💽 🗸 🗍 🌑 🚈 🚦 🖑	
WtsClient resources * → "REGISTRY" → Dialog → Dialog → Dialog → Dialog → Dialog → String Table → Version	Static Edit Static Edit ANSI Display	▲ Controls X Aa ab C C C C C C C C C C C C C C C C C C C
ClassView & Resource		-
♥ ₽₽₩ ₩ ₽₩ ₩ ₹ €		
Ready	+ 251,14 H	40 x 14 READ

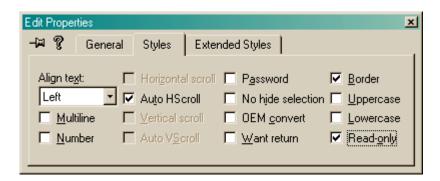
- Select the top left static box, and right click on it.
 Change the Caption to TPS: as shown below.

Text Prop	perties				×
-¤ ?	General	Styles	Extended Styles	:	
	_				.
<u>I</u> D:	DC_STATI	C	<u> → Caption:</u>	TPS:	
🔽 Vig	sible	🔽 <u>G</u> roup	🔲 <u>H</u> elp ID)	
🗖 Di	s <u>a</u> bled	🔲 Ta <u>b</u> stop			

Select the Edit box next to it and right click on it. Change the **ID** to **IDC_PROJNAME** •

Edit Properties	×
ー戸 💡 General Styles Extended Styles	
ID: IDC_PROJNAME	
✓ Visible	
☐ Dis <u>a</u> bled ✓ T a <u>b</u> stop	

• In the **Styles** tab, select **Read only**.



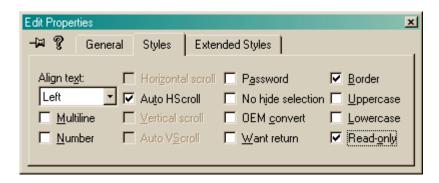
• In the second static box, change the Caption to Wrts State



• In the Edit box next to it, change the **ID** to **IDC_STATE**

Edit Properties	×
🗝 🎖 General Styles Extended Styles	
ID: IDC_STATE ✓ Vigible Group Help ID Dis <u>a</u> bled ✓ Tab stop	

• And change select **Read only**.



 Now we will add our ActiveX control that has been made available via the Rtsax.dll import made earlier on. Your project workspace should look like this:

🐼 WrtsClient - Microsoft Visual C++ - [WrtsClient.r	c - IDD_WRTSCLIENT_DIAL	OG (Dialog)]		
	ıls <u>W</u> indow <u>H</u> elp			_ 8 ×
* 	💁 🔀 🛛 🎭 🗖 EditDispla	v 🔹 💈	•] ♥ ▲ ! ⊒ ⊕	
	exe CWrtsClientDlg	 (All class members) 	🔹 💊 CWrtsClientDlg	- 🗷 -
WrtsClient resources "FEGISTRY" "IDD_WRTSCLIENT_DIALOG "On Version	WrtsClient	RUN RESET		
	3	•••••••••••••••••••••••••••••••••••••••		•
ClassView 💒 ResourceVi 📄 FileView				*
<pre>XConfiguration Compiling WrtsClientDlg.cpp Generating Code Compiling WrtsClient.cpp Generating Code Linking WrtsClient.exe - 0 error(s), 0 was</pre>	rning(s)	Debug		
Build Debug Find in Files 1 > Find in Files 2 > Result				<u> </u>
<u> </u> 1 H H H H H H H H H H H H H H H H H H H				
Ready			- <u>†</u> 0, 0	1 320 x 200 READ //

• Right click on the GUI window and select **Insert ActiveX control** and select **AnsiDisplay Class**.

Insert ActiveX Control		<u>? ×</u>
Active <u>X</u> control: Adobe Acrobat Control for ActiveX AnsiDisplay Class APEX XArrayDB Object Application Data Control AppWizard6.SubWizard	-	OK Cancel
AtiFireCtl Class AxBrowse.AxBrowser Billboard Class Button DTC Calendar Control 8.0	-	
Path: c:\usr\tyx\com\rtsax.dll		

• Place that control in the open space on the GUI as seen below:

🐼 WrtsClient - Microsoft Visual C++ - [WrtsClient.r	c - IDD_WRTSCLIENT_DIALOG (Dialog)]	
	ls <u>W</u> indow <u>H</u> elp	_ 181 ×
📔 🚅 🖬 🕼 👗 🖻 💼 🕮 🗠 + 🖂 + 🗖	🔉 🔀 🚰 🙀 m_EditDisplay 💽 🍡 🕼	
\$\$ \$\$ \$\$ \$\$ \$\$ \$\$ \$\$ \$\$ \$\$ \$\$ \$\$ \$	CW/ttsClientDlg TIDC_ANSIDISPLAY1 (No members - Create Wind	ows Message Handle 🗾 🔯 👻
✓ WrtsClient resources *	Write State Edit	Controls X ▲ abl □ ▼ ● abl □ ▼ ● abl □ ■
ClassView ResourceVi FileView		
Compiling WrtsClientDlg.cpp Generating Code Compiling WrtsClient.cpp Generating Code Linking WrtsClient.exe - 0 error(s), 0 was		A
Build Debug Find in Files 1 Find in Files 2 Result		
Ready		7, 43 📑 306 x 101 🛛 READ 🏑

• Right-click on the **ANSI Display** and select **Properties**.

AnsiDisplay Class Properties
ー戸 😵 General Color Font All
ID: IDC_DISPLAY
✓ Visible ☐ Group ☐ Help ID
🗖 Dis <u>a</u> bled 🔽 Ta <u>b</u> stop

• In the **All** tab, change the **BorderVisible** attribute to be **True** in order to see a border around the Display. You may change all other attributes if you wish to, but we will limit ourselves to this one.

Property	Value
AutoURL	False
BackColor	0x00FFFFFF
BorderVisible	True 💌
ErrorColor	0x000000FF
Font	Courier New
ForeColor	0x0000000
InfoColor	0x00FF0000
Lines	100
WarningColor	0x00FF00FF

- Enter **IDC_DISPLAY** for the **ID**.
- Now we want to add manually, the command that would have been put by the wizard had we selected the option to support **ActiveX** when we created the project at the beginning of this document. In **WrtsClient.cpp**, in **InitInstance**, add the following line of code:

```
BOOL CWrtsClientApp::InitInstance()
{
    if (!InitATL())
        return FALSE;
```

AfxEnableControlContainer();

```
CCommandLineInfo cmdInfo;
ParseCommandLine(cmdInfo);
if (cmdInfo.m_bRunEmbedded || cmdInfo.m_bRunAutomated)
{
    return TRUE;
}
```

 Now we want to add a variable associated to the Edit box that is used as display. Go to View and select Class Wizard. If you don't see the MFC ClassWizard window directly, you will see the following window:

Microsol	ft Visual C++ 🔀
⚠	The ClassWizard database "C:\TYX\Misc\Proj\WrtsClient\WrtsClient.clw" does not exist. Would you like to build it from your source files?
	<u>Yes</u> <u>N</u> o

• Click on **Yes** and **OK** on the following window

Select Source Files - WrtsCl	ient.cl w		? ×
File name: resource.h StdAfx.cpp StdAfx.h TpsClientSink.cpp TpsClientSink.h WrtsClient.cpp WrtsClient.h WrtsClient.h	Directories: c:\tyx\misc\proj\wrtsclien C:\ TYX C Misc Proj Proj C WrtsClient Debug res	it)K
List files of <u>type:</u> Source Files (*.h;*.cpp)	Drives:	-	
<u>Files in project:</u>	,	_	
C:\TYX\MISC\PROJ\WRTSCI C:\TYX\MISC\PROJ\WRTSCI C:\TYX\MISC\PROJ\WRTSCI C:\TYX\MISC\PROJ\WRTSCI C:\TYX\MISC\PROJ\WRTSCI C:\TYX\MISC\PROJ\WRTSCI	LIENT\StdAfx.cpp LIENT\StdAfx.h LIENT\TpsClientSink.cpp LIENT\TpsClientSink.h	Ad	dd d All nove

• Select the **Member Variables** tab and select **IDC_DISPLAY**.

MFC ClassWizard					<u>? ×</u>
Message Maps	Member Variables	Automation	ActiveX Events	Class Info	l .
	g.h, C:\\WrtsClientDl		ame: ClientDlg	•	Add Class 👻
Control IDS: IDC_DISPLAY IDC_HALT IDC_LOAD IDC_MI IDC_PROJNAME IDC_RESET IDC_RUN IDC_STATE IDC_UNLOAD IDCANCEL		Туре	Member		<u>D</u> elete Variable Update <u>C</u> olumns <u>B</u> ind All
Description:					Cancel

• Press on Add Variable and you will see the following window.

Microsoft Visual C++				
⚠	The ActiveX Control "AnsiDisplay Class" has not been inserted into the project. Developer Studio will do this now and generate a C++ wrapper class I			
	Cancel			

- Press **OK**.
- In the following window, unselect **COleFont** and press **OK**.

Confirm Classes	<u>?×</u>
The checked <u>c</u> lass(es) will be generate the ActiveX Control. Click on a class n browse or edit its attributes.	
✓CAnsiDisplay □ COleFont	
Class <u>n</u> ame: Base c CAnsiDisplay CWnd	lass:
Header <u>file:</u>	
AnsiDisplay.h	
Implementation file:	
AnsiDisplay.cpp	

• Change the **Member variable name** to **m_EditDisplay**. Click on **OK** and **OK** on the **MFC ClassWizard** window.

Add Member Variable	? ×
Member variable <u>n</u> ame:	ок
m_EditDisplay	Cancel
<u>C</u> ategory:	Lancel
Control	
Variable <u>t</u> ype:	
CAnsiDisplay 💽	
Description: map to CAnsiDisplay member	

3.3.2 Preparing the reception of notifications

• In **WrtsClientDlg.h**, we will add a method that will handle the incoming messages from the sink object.

// Generated message map functions //{{AFX_MSG(CWrtsClientDlg) virtual BOOL OnInitDialog(); afx_msg void OnPaint(); afx_msg HCURSOR OnQueryDragIcon(); afx_msg void OnDestroy(); afx_msg void OnHalt(); afx msg void OnLoad(); afx_msg void OnMi(); afx_msg void OnReset(); afx_msg void OnRun(); afx_msg void OnUnload(); //}}AFX_MSG LRESULT OnComMessage(WPARAM wParam, LPARAM lParam); DECLARE_MESSAGE_MAP() CComPtr<RTSAX::ITpsServerEx> m_pTpsServerEx; CComPtr<ITpsClientSink> m pSink;

};

3.3.3 Adding the code

• We will add a small variable to keep track of the **MI** button. It will enable to keep track of whether it needs to be pressed, regardless of whether we press on **HALT** and then **RUN**. This variable and associated functionality makes sense in the

context of this sample, but not necessarily in the context of another GUI. We will call this member variable **m_bMI**. It will be declared in the **WrtsClientDlg.h** class

```
LRESULT OnComMessage(WPARAM wParam, LPARAM lParam);
DECLARE_MESSAGE_MAP()
CComPtr<RTSAX::ITpsServerEx> m_pTpsServerEx;
CComPtr<ITpsClientSink> m_pSink;
```

BOOL m_bMI;

};

• We will initialize this variable in the **OnInitDialog** function to **FALSE**

```
// attach tpsserver to wrts
hr = m_pTpsServerEx->Attach();
if (FAILED(hr)) { handleError(hr); return FALSE; }
```

m_bMI = FALSE;

```
return TRUE; // return TRUE unless you set the focus to a
control
}
```

• We will also set it to FALSE in OnMi

```
void CWrtsClientDlg::OnMi()
```

```
{
    // TODO: Add your control notification handler code here
    m_bMI = FALSE;
    HRESULT hr = m_pTpsServerEx->ManualIntervention();
    if (FAILED(hr))
        handleError(hr);
}
```

- It will also be handled **OnComMessage** function below.
- In the we will add #include <limits.h> at the top of WrtsClientDlg.cpp in order to handle some of the code associated to the Display edit box in the OnComMessage function.

```
// WrtsClientDlg.cpp : implementation file
//
#include "stdafx.h"
#include "WrtsClient.h"
#include "WrtsClientDlg.h"
#include <limits.h>
#ifdef _DEBUG
#define new DEBUG_NEW
#undef THIS_FILE
static char THIS_FILE[] = __FILE__;
#endif
```

• At the end of **WrtsClientDlg.cpp**, we will add the code associated to the definition above:

```
LRESULT CWrtsClientDlg::OnComMessage(WPARAM wParam, LPARAM lParam)
{
       USES_CONVERSION;
       TRY
       {
               switch((EnumOnRtsEvent)wParam)
               {
                      case eOnRtsTps:
                              GetDlgItem(IDC_PROJNAME)-
>SetWindowText(OLE2T((BSTR)lParam));
                              break;
                      case eOnRtsMiEnable:
                              GetDlgItem(IDC_MI)->EnableWindow(lParam);
                              break;
                      case eOnRtsState:
                              // control the state of buttons
                              switch(lParam)
                              {
                              case 0:// RTS_STATE_CLOSED
                                      GetDlgItem(IDC_STATE)->SetWindowText(_T("CLOSED"));
                                      GetDlgItem(IDC_RUN)->EnableWindow(FALSE);
                                      GetDlgItem(IDC_RESET)->EnableWindow(FALSE);
                                      GetDlgItem(IDC_HALT)->EnableWindow(FALSE);
                                      GetDlgItem(IDC_MI)->EnableWindow(FALSE);
                                      GetDlgItem(IDC_LOAD)->EnableWindow(TRUE);
                                      GetDlgItem(IDC_UNLOAD)->EnableWindow(FALSE);
```

break;

case 1:// RTS_STATE_READY

GetDlgItem(IDC_STATE)->SetWindowText(_T("READY"));

GetDlgItem(IDC_RUN)->EnableWindow(TRUE);

GetDlgItem(IDC_RESET)->EnableWindow(TRUE);

GetDlgItem(IDC_HALT)->EnableWindow(FALSE);

GetDlgItem(IDC_MI)->EnableWindow(FALSE);

GetDlgItem(IDC_LOAD)->EnableWindow(FALSE);

GetDlgItem(IDC_UNLOAD)->EnableWindow(TRUE);

break;

case 2:// RTS_STATE_RUNNING

GetDlgItem(IDC_STATE)->SetWindowText(_T("RUNNING"));

GetDlgItem(IDC_RUN)->EnableWindow(FALSE);

GetDlgItem(IDC_RESET)->EnableWindow(TRUE);

GetDlgItem(IDC_HALT)->EnableWindow(TRUE);

GetDlgItem(IDC_MI)->EnableWindow(m_bMI);

GetDlgItem(IDC_LOAD)->EnableWindow(FALSE);

GetDlgItem(IDC_UNLOAD)->EnableWindow(TRUE);

break;

case 3:// RTS_STATE_HALTED

{

GetDlgItem(IDC_STATE)->SetWindowText(_T("HALTED"));

GetDlgItem(IDC_RUN)->EnableWindow(TRUE);

GetDlgItem(IDC_RESET)->EnableWindow(TRUE);

GetDlgItem(IDC_HALT)->EnableWindow(FALSE);

 $/\,/$ save the MI state

CWnd* pMI = GetDlgItem(IDC_MI);

```
m_bMI = pMI->IsWindowEnabled();
```

```
pMI->EnableWindow(FALSE);
```

```
GetDlgItem(IDC_LOAD)->EnableWindow(FALSE);
```

GetDlgItem(IDC_UNLOAD)->EnableWindow(TRUE);

}

break;

case 4:// RTS_STATE_FINISH

```
GetDlgItem(IDC_STATE)->SetWindowText(_T("FINISH"));
```

GetDlgItem(IDC_RUN)->EnableWindow(TRUE);

GetDlgItem(IDC_RESET)->EnableWindow(TRUE);

GetDlgItem(IDC_HALT)->EnableWindow(FALSE);

GetDlgItem(IDC_MI)->EnableWindow(FALSE);

GetDlgItem(IDC_LOAD)->EnableWindow(FALSE);

GetDlgItem(IDC_UNLOAD)->EnableWindow(TRUE);

break;

```
}
```

```
break;
```

```
case eOnRtsOutput:
```

```
case eOnRtsDisplay:
```

m_EditDisplay.DisplayText(OLE2T((BSTR)lParam));

break;

case eOnRtsInfo:

m_EditDisplay.DisplayInfo(OLE2T((BSTR)lParam));

break;

case eOnRtsWarning:

m_EditDisplay.DisplayWarning(OLE2T((BSTR)lParam));

break;

```
case eOnRtsError:
                      m_EditDisplay.DisplayError(OLE2T((BSTR)lParam));
                      break;
       }
       return 0;
}
CATCH(COleDispatchException, e)
{
       if (e->m_strDescription.IsEmpty())
               handleError(e->m_scError);
       else
       {
               CString errMsg;
               errMsg.Format("COM Error from %s: %s",
                              e->m_strSource,
                              e->m_strDescription);
               // Display the com error:
               ::MessageBox(NULL, errMsg, _T("Error"), MB_OK);
       }
       return 0;
}
AND_CATCH_ALL(e)
{
       handleError(E_FAIL);
       return 0;
}
END_CATCH_ALL
```

```
}
```

3.3.4 Adding the map

• In the WrtsClientDlg.cpp, we will add the message map for the **OnComMessage**.

BEGIN_MESSAGE_MAP(CWrtsClientDlg, CDialog)

//{{AFX_MSG_MAP(CWrtsClientDlg)

ON_WM_PAINT()

ON_WM_QUERYDRAGICON()

ON_WM_DESTROY()

ON_BN_CLICKED(IDC_HALT, OnHalt)
ON_BN_CLICKED(IDC_LOAD, OnLoad)
ON_BN_CLICKED(IDC_MI, OnMi)
ON_BN_CLICKED(IDC_RESET, OnReset)
ON_BN_CLICKED(IDC_RUN, OnRun)
ON_BN_CLICKED(IDC_UNLOAD, OnUnload)
//}}AFX_MSG_MAP
ON_MESSAGE(WM_USER + 1, OnComMessage)

END_MESSAGE_MAP()

At this point, the project should build without errors and you should be able to run the client.

This should conclude the making of the Wrts client.

The picture below is a sample of what the GUI should look like after loading a sample TPS.

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TPS: C:\usr\tyx\src\mmedia\mmedia.paw Wrts State READY				
Binary files "mmedia", version 20021024 Date stamp: Tue Jan 14 15:01:10 2003 Built In LEX Information				
RUN RESET HALT MI				
LOAD UNLOAD CLOSE				