DDEWatch 1.0


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## Overview:

DDEWatch is a Microsoft Windows program designed to monitor Dynamic Data Exchange (DDE) messages.  It is an invaluable tool to aid in the development of DDE based applications.  'C' language programmers, Excel macro developers and others can use DDEWatch as both a debugging tool and a way to learn DDE.

DDEWatch displays each DDE message as it occurs.  The window handle of both the sender and receiver are displayed along with the message type and any parameters.  Parameters include; keyword representations of flags, data format, command strings, and even the data itself if it is in a text format.  Each new DDE message is displayed below the previous one.  When the client area is full, the next message replaces the first message on the top of the client area.  A line separates the first and last DDE messages captured.

DDEWatch also displays a list of the client and server window handles of all active DDE sessions.  A DDE session is active as soon as communication between a client and a server has been established.  A terminated DDE session is automatically deleted from this list.

### Using DDEWatch:

Once DDEWatch has been invoked, choose Watch from the File menu.  This will capture all DDE message traffic in real time and display it in the client area.  The client area is divided vertically into two sections.

The left section of the client area shows a list of client-server pairs currently active.  The hexadecimal numbers are the window handles.  The following figure shows two active sessions:  Client 630c communicating with Server 2f30, and Client 5f10 communicating with the same server.



The asterisk to the left of the window handles indicates that messages for that session are being displayed on the right section of the client area.  To suppress such a display, position the mouse pointer over the client-server pair and click the left mouse button.  To resume the display, repeat the procedure.

The right portion of the client area shows detailed information about each DDE message. The client's window handle is always to the left of the server's. The arrow shows the direction of the message: left (<-) indicates a message from the server to the client, right (->) indicates a message from the client to the server.

The type of message and its parameters are shown immediately to the right of the window handles. The parameters are dependant on the type of message and are listed in the following table:

Message Type

Parameters

Initiate
Application Name
(vertical bar)
Topic Name

Terminate
(nothing)

Advise
AckReq (iff the fAckReq bit is set)
DeferUpd (iff the fDeferUpd bit is set)
Fmt=format name,* or number for a nonstandard format
(vertical bar)
Item Name

Unadvise
Item Name

Ack (Initiate)
Application Name
(vertical bar)
Topic Name

Ack (Execute)
Negative (iff fAck is not set)
(Busy) (iff fBusy is set)
App=xx (where xx is the hex value of bAppReturnCode)
(vertical bar)
"Command string"

Ack (Other)
Negative (iff fAck is not set)

(Busy) (iff fBusy is set)
App=xx (where xx is the hex value of bAppReturnCode)
(vertical bar)
Item Name

Data
Response (iff fResponse is set)
Advise (iff fResponse is not set)
AckReq (iff fAckReq is set)
Release (iff fRelease is set)
Fmt=format name*, or number for a nonstandard format
"Data" (iff the format of the data is text)
(vertical bar)
Item Name

Request
Fmt=format name*, or number if a nonstandard format
(vertical bar)
Item Name

Poke
Release (iff fRelease is set)
Fmt=format name*, or number for a nonstandard format
"Data" (iff the format of the data is text)
(vertical bar)
Item Name

Execute
"Command string"


* The standard format names that are be displayed for the DDE messages Advise, Aata, Request
and Poke are Text, BitMap, MetaFile, Sylk, Dif, Tiff and OemText


   To pause the displaying of messages on the right portion of the client area, position the mouse
      pointer anywhere over the right portion of the client area and hold the left mouse button
      down.  To resume, release the button.