

# HTBDDE.DLL

## DLL LOAD "HTBdde"

**DLL GET "LONG HTBdde:Ddeconnect" [AS *alias*]**  
**DLL GET "SHORT HTBdde:Ddeterminate" [AS *alias*]**  
**DLL GET "LONG HTBdde:Ddtimeout" [AS *alias*]**  
**DLL GET "SHORT HTBdde:Ddeexecute" [AS *alias*]**  
**DLL GET "CHARPTR HTBdde:Ddrequest" [AS *alias*]**  
**DLL GET "SHORT HTBdde:Ddepoke" [AS *alias*]**  
**DLL GET "SHORT HTBdde:Runexe" [AS *alias*]**

[*conv* = FN]Ddeconnect(*service*\$, *topic*%)

This function connects to a DDE server and returns a DDE conversation handle.

*service*%

Basic Type: STRING  
C Type: char \*

This is the DDE service/server name. Typically this is the Windows programs filename (i.e. Excel, QPW). Consult the applications DDE related documentation for specific information on the correct service string.

*topic*%

Basic Type: STRING  
C Type: char \*

This is the DDE topic name. Consult the applications DDE related documentation for specific information on the correct topic string.

*conv*

Basic Type: LONG  
C Type: HCONV

The return value is a DDE conversation handle when successful or 0 when unsuccessful. You must use *conv* as the first parameter when calling any other DDE related functions. If *conv* is equal to 0 when the function returns then it is likely that the DDE server is not currently running, *service*% is invalid, or *topic*% is invalid. If the DDE server is not running see the documentation for **FNRunexe**. If either *service*% or *topic*% is invalid consult your applications DDE related documentation.

**[*success* = FN]Ddeterminate(*conv*)**

This function terminates a DDE conversation.

*conv*

Basic Type	LONG
C Type	HCONV

The DDE conversation handle that corresponds to the DDE conversation you wish to terminate. Once you call this function this handle is no longer valid.

*success*

Basic Type	INTEGER
C Type	short

The return value will be 1 for success and 0 for failure.

**[*prevvalue* = FN]Ddtimeout(*conv*, *newvalue*)**

This function sets the DDE timeout value and returns the previously set timeout value. The default value is 5000 milliseconds. The timeout value indicates how long the system will wait for a DDE transaction to complete before returning an error.

*conv*

Basic Type	LONG
C Type	HCONV

The DDE conversation handle that corresponds to the DDE server you are working with. Multiple DDE conversations can occur at the same time. The timeout value will be changed for this DDE conversation only.

*newvalue*

Basic Type	LONG
C Type	DWORD

The new timeout value specified in milliseconds.

*prevvalue*

Basic Type	LONG
C Type	DWORD

The previous timeout value will be returned in milliseconds.

**[*success* = FN]Ddeexecute(*conv*, *command*\$)**

This function sends a DDE command string to the DDE server. Consult the DDE server applications DDE related documentation to know what valid strings can be sent.

*conv*

Basic Type	LONG
C Type	HCONV

The DDE conversation handle that corresponds to the DDE server you are working with. Multiple DDE conversations can occur at the same time.

*command*\$

Basic Type	STRING
C Type	char *

The command string to execute.

*success*

Basic Type	INTEGER
C Type	short

The return value will be 1 for success and 0 for failure.

**[*info*\$ = FN]Dderequest\$(*conv*, *item*\$)**

This function request information from the DDE server. The information returned depends upon the *item*\$ sent. Consult the DDE server applications DDE related documentation to know what valid strings can be sent.

*conv*

Basic Type	LONG
C Type	HCONV

The DDE conversation handle that corresponds to the DDE server you are working with. Multiple DDE conversations can occur at the same time.

*item*\$

Basic Type	STRING
C Type	char *

The item string indicates what information you are requesting.

*info\$*

Basic Type	STRING
C Type	char *

The return value will be a string containing the information requested. If the result is an empty string, either there was no information the return or an error occurred.

**[*success* = FN]Ddepoke(*conv*, *item\$*, *data\$*)**

This function performs a DDE poke which places information into the server application. Consult the DDE server applications DDE related documentation to know what valid strings can be sent.

*conv*

Basic Type	LONG
C Type	HCONV

The DDE conversation handle that corresponds to the DDE server you are working with. Multiple DDE conversations can occur at the same time.

*item\$*

Basic Type	STRING
C Type	char *

The item string indicates where to put the data.

*data\$*

Basic Type	STRING
C Type	char *

The data string indicates what information you want to put into the DDE server.

*success*

Basic Type	INTEGER
C Type	short

The return value will be 1 for success and 0 for failure.

**[*success* = FN]Runexe(*commandline*\$, *show*)**

This function will run a Windows program. When connecting to a DDE server (FNDdeconnect) if the server application is not currently running you will get an error. This function is included to ease handling of this possible situation by giving you an easy way to run any Windows program.

*commandline*\$

Basic Type	STRING
C Type	char *

Pass the command line required to launch your executable here. If you do not use a fully qualified path Windows will use standard path searching to locate the executable file. If the file cannot be found the program will not be launched. Command line options can be passed as part of command line string.

*show*

Basic Type	INTEGER
C Type	short

This indicates how the program should be shown. Values in the range of 0 thru 11 are valid. Look up the Windows API ShowWindow command for details on each value. The following values and descriptions are common:

0	Hide the window
1	Show the window normally
2	Show the window minimized
3	Show the window maximized
10	Restore the window

*success*

Basic Type	INTEGER
C Type	short

The return value will be 1 for success and 0 for failure.