COM组件

介绍

组件对象模型（英语：Component Object Model，缩写COM）是微软的一套软件组件的二进制接口标准。这使得跨编程语言的进程间通信、动态对象创建成为可能。COM是多项微软技术与框架的基础，包括OLE、OLE自动化、ActiveX、COM+、DCOM、Windows shell、DirectX、Windows Runtime。

Plugin设计

```
/*
Plugin设计
    遍历目录中的dll文件
    动态加载dll
    dll中导出接口
*/
{
    // ...

    //遍历文件
    WIN32_FIND_DATA FileData;
    HANDLE hSearch;
    BOOL fFinished = true;
    string path = "./plugin/";
    int i = 1;

    hSearch = ::FindFirstFile("./plugin/*.dll", &FileData);
    if (hSearch == INVALID_HANDLE_VALUE)
    {
        return 0;
    }

    //创建主菜单
    HMENU hMenu = ::GetMenu(::GetParent(m_hwnd));
    ::AppendMenu(hMenu, MF_STRING | MF_POPUP, (UINT_PTR)hMenu, "插件(&P)");

    HMENU hSubMenu = ::GetSubMenu(hMenu, 4);

    while (fFinished)
    {
        //加载dll
        HMODULE hDll = ::LoadLibrary((path + FileData.cFileName).c_str());
        //CHECK continue


        PLUGIN plugin;
        plugin.pfnGetMenuName = (CR34_GETMENUNAME)::GetProcAddress(hDll,
"CR34_GetMenuName");
```

```cpp
        plugin.pfnOnDraw = (CR34_PFNONDRAW)::GetProcAddress(hDll,
"CR34_OnDraw");

        //调用功能

        //显示菜单
        ::AppendMenu(hSubMenu, MF_STRING, (UINT_PTR)WM_USER + i,
plugin.pfnGetMenuName());

        g_Plugins.push_back(plugin);
        i++;

        fFinished = ::FindNextFile(hSearch, &FileData);
    }


    FindClose(hSearch);

    // ...
}
```