

# Uniface Integration: Uniface and DDE

## Uniface and DDE

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On Windows Platforms, DDE delivers an option for a loose coupled application communication. Even if it is some "old windows-proprietary technology" DDEexecute this is still heavily in use in production because of missing alternatives. The 9704g408 helpfile states:

Execute transactions result in activation of the Asynchronous Interrupt trigger. The command string is available in [\\$result](#).

But unfortunately, \$result may not contain the complete info sent as we see under UPUTAMES:

Uniface removes any non-printable characters (ASCII value less than 32 or greater than 127) before placing the received message in \$result. This is done because these characters have special meaning in Uniface, and are not generally usable, or even desirable, in Proc code. A message containing non-printable characters should be processed in 3GL code. For this purpose, the service routine [ugetames](#) provides the message in its original, unfiltered format.

So if the message you will get from a 3rd party application includes Formfeeds or Tabs to separate information, you have to go the 3GL way with UGETAMES. Here is a code snippet from 2008 which returns the original DDEexecute message in \$30 XEXPORT(long) USEQ\_GETAMES(void) { /\* returns text of ASYNC (with non-ASCII and non-printable) \*/ long ret\_value; ret\_value = UGETAMES(SO); UPUTREGS(30,SO); return(ret\_value); }