

# GroupWise Object API

## Readme

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## 1 Overview

The GroupWise Object API lets you see, use, and manipulate the GroupWise information store from outside GroupWise 8 and later. The Object API lets you use the GroupWise address book and document management capabilities to manipulate mail messages, appointments, tasks, notes, and phone messages.

You can use the Object API through OLE languages such as Visual Basic and Delphi and object-oriented languages such as C++. The Object API supports OLE Automation, which is an industry standard for interfacing applications.

## 2 What's New

To see what has changed for each version of GroupWise, see “[Revision History](#)” in *GroupWise SDK: Object API*.

## 3 GroupWise Installation

You can download an evaluation copy of GroupWise from the [Novell Downloads site \(http://download.novell.com/index.jsp\)](http://download.novell.com/index.jsp).

For complete installation instructions, see the *GroupWise 2012 Installation Guide*.

## 4 Known Issues

- ♦ [Header Files](#)
- ♦ [Hits Per Source Limit](#)
- ♦ [AddExistingMethod](#)

### 4.1 Header Files

The `gwoapi.h` file is the original header file and contains all interfaces defined for the GroupWise Object API system in the original interface.

The `gwoapi2.h` file was created after the GroupWise 6.0 Service Pack 1 release. The file contains all the original interfaces and many new interfaces, properties, and methods that have been defined since the original interface.

If you are writing new code, you can use the `gwoapi.h` file to access the GroupWise Object API. However, you cannot use any of the new interfaces, methods, or properties.

If you use the `gwoapi2.h` file, it gives you access to all interfaces, methods, and properties supported in the GroupWise Object API release version 6.0 SP1 and later.

For the Messages collection and Account2 new GUID, the new code must handle a possible `E_NOINTERFACE` error that is returned when running against earlier versions of GroupWise. If `E_NOINTERFACE` is returned, ask for the interface from the older version (Account2Old or MessagesOld). If the second call is successful, all older methods and properties of the interface can be called.

For example, if the code logs in to a system, it receives a `DIGWAccount` pointer on successful return. You can then request the Account2 interface using the new GUID in the `gwoapi2.h` file. If it returns an error, request an older Account2 interface (without the new methods) by using the `Account2Old` GUID defined in the `gwoapi2.h` file. If this call succeeds, the code can call all the original Account2 methods and properties. (If this second interface is used to call a new method, an error occurs.)

Some examples for handling the new Account2 GUID and a possible `E_NOINTERFACE` error follow (assuming that `pGWApp` has been previously retrieved from the OLE system and that the `vrName`, `vrCmdLine`, `vrPwrD`, `vrPrompt`, and `vrReserved` variants were previously built). The following example is for the Account2 interface. However, similar code could be written for other objects such as the new Messages collection.

```
DIGWAccount    pdAcct;
IGWAccount2    pAcct;
BOOLbNewGUID = TRUE;

hr=pGWApp->Login(vrName, vrCmdLine, vrPwrD, vrPrompt,
    vrReserved, &pdAcct);

if (SUCCEEDED(hr))
{
    hr=pdAcct->QueryInterface(IID_IGWAccount2, &pAcct);
    if (FAILED(hr))
    {
        bNewGUID = FALSE;
        hr = pdAcct->QueryInterface(IID_IGWAccount2Old,
&pAcct);
        if (FAILED(hr))
        {
            //execute error condition
            //could not retrieve either account pointer
        }
    }
}
```

Or, if the code needs to use the new methods but you want to include the `gwoapi2.h` file, you can take the `DIGWAccount` pointer from login and call for an Account object using the `Account2Old` GUID at all times. This code can then be run against any GroupWise version. The following sample code is the same as the preceding example but has been modified to use only the old Account2 GUID:

```
DIGWAccount    pdAcct;
IGWAccount2    pAcct;

hr=pGWApp->Login(vrName, vrCmdLine, vrPwrD, vrPrompt,
    vrReserved, &pdAcct);

if (SUCCEEDED(hr))
{
    hr=pdAcct->QueryInterface(IID_IGWAccount2Old, &pAcct);
    if (FAILED(hr))
    {
        //execute error condition
        //could not retrieve either account pointer
    }
}
```

## 4.2 Hits Per Source Limit

The GroupWise engine currently contains a limit of 2500 hits per source on any query driven by the Object API. For example, if you are querying ten libraries, the engine returns no more than 2500 hits for each library.

## 4.3 AddExistingMethod

The AddExistingMethod (Messages object) method has the following problems:

- The current version allows only the Private, Read, and opened flags to be set in the MessageStatus bitmask.
- AddExistingMessage does not preserve any flags in the MessageStatus bitmask other than Private for a draft message. GroupWise assumes that a draft message is read, opened, and delivered, so these values are overwritten. (The other flags are lost for the above reason.)
- If a FROM\_TEXT property is set on a draft message and the display name has more characters than FROM\_TEXT, the new SenderDisplayName is used, but truncated.

# 5 Documentation

You can view the GroupWise Object API documentation on the [Novell Developer Web site \(http://www.novell.com/developer/ndk/groupwise/groupwise\\_object\\_api.html\)](http://www.novell.com/developer/ndk/groupwise/groupwise_object_api.html).

# 6 Support and Feedback

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You can also find helpful information in [GroupWise Cool Solutions \(http://www.gwmag.com\)](http://www.gwmag.com).

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