

QueryInitInterfacesFunc

Signature of the function used to query a component for whether it's OK to initialise its interfaces. You must supply a `QueryInitInterfacesFunc` in your [InitInterfaces](#) member when registering your component.

Syntax

```
typedef bool(*QueryInitInterfacesFunc)(ComponentEntry* Entry, bool bLastChance);
```

See Also

[QueryInitInterfaces](#)