

ComponentContextHandle

Specifies an opaque type referencing a registered [ComponentEntry](#).

Syntax

```
typedef void* ComponentContextHandle;
```

Remarks

Clients of [ComponentEntry](#) will normally set this to the address of the [ComponentEntry](#) structure itself before registering the component with the framework. e.g:

```
static ComponentEntry myComponent;

extern "C" __declspec(dllexport) int Initialise(HostAPI* pHost, HostModuleHandle
hModule, LPCWSTR szRegistryPath)
{
    // Setup eliminated for brevity
    myComponent.hComponentPrivate = &myComponent;

    return RegisterComponent(hModule, &myComponent);
}
```

Requirements

See Also