

Syntax

Table 18-29: EnableService Syntax

Language	Syntax
Visual Basic	<code>Public EnableService(ProductCode As String, bEnable As Boolean)</code>
C++	<code>HRESULT EnableService(BSTR ProductCode, VARIANT_BOOL bEnable);</code>
C#	<code>public void EnableService(String ProductCode, Boolean bEnable);</code>

Parameters

The EnableService method includes the following parameters.

Table 18-30: EnableService Parameters

Parameter	Description	Type (Input or Output)
ProductCode	A string containing the product code as it was entered on the Publisher Web site.	Input
bEnable	A Boolean/VARIANT_BOOL type indicating whether FLEXNet Connect client should be enabled or disabled.	Input

Return Values

Visual Basic, C#

None

C++

S_OK—Successful case.

[Error]—See [Error Handling and Propagation](#) for more information.

Applies To

IUSAgent6

Examples

Visual Basic

'make sure DWUpdateServiceLib 1.0 Type Library is an added Reference.

```
Private Sub EnableNotificationClient()  
  
    Dim Agt As New DWUpdateServiceLib.USAgent  
  
    Agt.EnableService "{aaaaaaaa-aaaa-aaaa-aaaa-aaaaaaaaaaaaa}" , True  
  
End Sub
```

C++

```
#import "C:\Program Files\Common Files\Installshield\UpdateService\Agent.exe"  
named_guids no_namespace raw_interfaces_only
```

```
void EnableNotificationClient ()  
{  
    CoInitialize(NULL); // initialize COM  
  
    {  
        CComPtr<IUSAgent6> agt;  
  
        if (SUCCEEDED(agt.CoCreateInstance(CLSID_USAgent)))  
        {  
            CComBSTR PC = L"{aaaaaaaa-aaaa-aaaa-aaaa-aaaaaaaaaaaaa}";  
            agt->EnableService (PC, VARIANT_TRUE);  
        }  
    }  
  
    CoUninitialize(); // when done, un-initialize COM  
}
```

C#

// make sure DWUpdateService 1.0 Type Library is an added COM Reference.

```
using DWUpdateServiceLib;  
  
private void EnableNotificationClient ()  
{  
    DWUpdateServiceLib.USAgent agt = new DWUpdateServiceLib.USAgent();  
  
    agt.EnableService ("aaaaaaaa-aaaa-aaaa-aaaa-aaaaaaaaaaaaa", true);  
}
```

IsServiceEnabled

Checks whether the FLEXnet Connect client is enabled a registered product.

Syntax

Table 18-31: IServiceEnabled Syntax

Language	Syntax
Visual Basic	Public IServiceEnabled(ProductCode As String) As Boolean
C++	HRESULT IServiceEnabled(BSTR ProductCode, VARIANT_BOOL *bEnable);
C#	public Boolean IServiceEnabled(String ProductCode);

Parameters

Visual Basic, C#

ProductCode—A string containing the product code as it was entered on the Publisher Web site.

C++

ProductCode—A string containing the product code as it was entered on the Publisher site.

bEnable—A VARIANT_BOOL indicating VARIANT_TRUE if service is enabled for the product, otherwise VARIANT_FALSE.

Return Values

A Boolean indicating true if service is enabled for the product, otherwise false.

Applies To

IUSAgent6

Examples

Visual Basic

'make sure DWUpdateServiceLib 1.0 Type Library is an added Reference.

```
Private Sub IServiceEnabledForMe()
```

```
    Dim Agt As New DWUpdateServiceLib.USAgent
```

```
    Dim ServiceIsEnabled As Boolean
```

```
    ServiceIsEnabled = Agt.IServiceEnabled ("{aaaaaaaa-aaaa-aaaa-aaaa-aaaaaaaaaaaa}")
```

```
MsgBox ServiceIsEnabled  
  
End Sub
```

C++

```
#import "C:\Program Files\Common Files\Installshield\UpdateService\Agent.exe"  
named_guids no_namespace raw_interfaces_only  
  
void IsServiceEnabledForMe ()  
{  
    CoInitialize(NULL); // initialize COM  
  
    {  
        CComPtr<IUSAgent6> agt;  
  
        if (SUCCEEDED(agt.CoCreateInstance(CLSID_USAgent)))  
        {  
            CComBSTR PC = L"{aaaaaaaa-aaaa-aaaa-aaaa-aaaaaaaaaaaa}";  
            VARIANT_BOOL bEnabled = VARIANT_FALSE;  
            agt->IsServiceEnabled (PC, &bEnabled);  
            if (bEnabled == VARIANT_TRUE)  
                MessageBox(0, "Service Is Enabled", "", MB_OK);  
            else  
                MessageBox(0, "Service Is Not Enabled", "", MB_OK);  
        }  
    }  
  
    CoUninitialize(); // when done, un-initialize COM  
}
```

C#

```
// make sure DWUpdateService 1.0 Type Library is an added COM Reference.  
  
using DWUpdateServiceLib;  
  
private void IsServiceEnabledForMe ()  
{  
    DWUpdateServiceLib.USAgent agt = new DWUpdateServiceLib.USAgent();  
  
    Boolean bEnabled = agt.IsServiceEnabled ("aaaaaaaa-aaaa-aaaa-aaaa-  
aaaaaaaaaaaa");  
  
    MessageBox.Show(bEnabled.ToString());  
}
```

SetIntervalElapse

The SetIntervalElapse method sets the number of days between scheduled notifications for a registered product.

Syntax

Table 18-32: SetIntervalElapse Syntax

Language	Syntax
Visual Basic	Public SetIntervalElapse(ProductCode As String, nDays As Long)
C++	HRESULT SetIntervalElapse(BSTR ProductCode, long nDays);
C#	public void SetIntervalElapse(String ProductCode, int nDays);

Parameters

ProductCode—A string containing the product code as it was entered on the Publisher site.

nDays—A 32-bit integer representing the number of days between scheduled notifications.

Return Values

Visual Basic, C#

None

C++

S_OK—Successful case.

[Error]—See Error [Error Handling and Propagation](#) for more information.

Applies To

IUSAgent6

Examples

Visual Basic

```
'make sure DWUpdateServiceLib 1.0 Type Library is an added Reference.
Private Sub SetInterval()
    Dim Agt As New DWUpdateServiceLib.USAgent
    Agt.SetIntervalElapse "{aaaaaaaa-aaaa-aaaa-aaaa-aaaaaaaaaaaaa}" , 10
End Sub
```

C++

```
#import "C:\Program Files\Common Files\Installshield\UpdateService\Agent.exe"
named_guids no_namespace raw_interfaces_only

void SetInterval ()
{
    CoInitialize(NULL); // initialize COM

    {
        CComPtr<IUSAgent6> agt;

        if (SUCCEEDED(agt.CoCreateInstance(CLSID_USAgent)))
        {
            CComBSTR PC = L"{aaaaaaaa-aaaa-aaaa-aaaa-aaaaaaaaaaaa}";
            agt->SetIntervalElapse (PC, 10);
        }
    }

    CoUninitialize(); // when done, un-initialize COM
}
```

C#

```
// make sure DWUpdateService 1.0 Type Library is an added COM Reference.

using DWUpdateServiceLib;

private void SetInterval ()
{
    DWUpdateServiceLib.USAgent agt = new DWUpdateServiceLib.USAgent();

    agt.SetIntervalElapse ("aaaaaaaa-aaaa-aaaa-aaaa-aaaaaaaaaaaa", 10);
}
```

GetIntervalElapse

The `GetIntervalElapse` method “gets” the number of days between scheduled notifications for a registered product.

Syntax

Table 18-33: EnableService Syntax

Language	Syntax
Visual Basic	<code>Public GetIntervalElapse(ProductCode As String) As Long</code>
C++	<code>HRESULT GetIntervalElapse(BSTR ProductCode, long* nDays);</code>
C#	<code>public int GetIntervalElapse(String ProductCode);</code>

Parameters

Visual Basic, C#

ProductCode—A string containing the product code as it was entered on the Publisher site.

C++

ProductCode—A string containing the product code as it was entered on the Publisher site.

nDays—A 32-bit integer containing the number of days between scheduled notifications.

Return Values

Visual Basic, C#

None

C++

S_OK—Successful case.

[Error]—See [Error Handling and Propagation](#) for more information.

Applies To

IUSAgent6

Examples

Visual Basic

'make sure DWUpdateServiceLib 1.0 Type Library is an added Reference.

```
Private Sub GetInterval()  
  
    Dim Agt As New DWUpdateServiceLib.USAgent  
  
    Dim days As Long  
  
    days = Agt.GetIntervalElapse("{aaaaaaaa-aaaa-aaaa-aaaa-aaaaaaaaaaaa}")  
  
End Sub
```

C++

```
#import "C:\Program Files\Common Files\Installshield\UpdateService\Agent.exe"  
named_guids no_namespace raw_interfaces_only  
  
void GetInterval ()  
{  
    CoInitialize(NULL); // initialize COM  
  
    {  
        CComPtr<IUSAgent6> agt;  
  
        if (SUCCEEDED(agt.CoCreateInstance(CLSID_USAgent)))  
        {  
            CComBSTR PC = L"{aaaaaaaa-aaaa-aaaa-aaaa-aaaaaaaaaaaa}";  
            long days = 0;  
            agt->GetIntervalElapse (PC, &days);  
        }  
    }  
  
    CoUninitialize(); // when done, un-initialize COM  
}
```

C#

```
// make sure DWUpdateService 1.0 Type Library is an added COM Reference.  
  
using DWUpdateServiceLib;  
  
private void GetInterval ()  
{  
    DWUpdateServiceLib.USAgent agt = new DWUpdateServiceLib.USAgent();  
  
    int days = agt.GetIntervalElapse ("aaaaaaaa-aaaa-aaaa-aaaa-aaaaaaaaaaaa");  
}
```

GetValue

The GetValue method essentially “gets” a value of a given key name.