

PB  
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olesmtpsession object inherited from nonvisualobject

private:  
    oleobject iOLEServer

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////////////////////////////////////  
//function: initialize()  
////////////////////////////////////
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constant string lsOLEClassName = "OSSMTP.SMTPSession"

integer liRC  
liRC = iOLEServer.ConnectToNewObject(lsOLEClassName)

```
if ( IsNull(liRC) ) then  
    f_buildoutputmessage("olesmtpsession(initialize): ConnectToNewObject(" +  
lsOLEClassName + ") failed (Return Code: <null>!)"  
    //MessageBox("SMTP Mail Problem", "olesmtpsession(initialize):  
ConnectToNewObject(" + lsOLEClassName + ") failed!~r~rReturn Code: <null>")  
    liRC = -1  
else  
    if ( liRC = 0 ) then  
        ibServerStartedSuccessfully = true  
    else  
        f_buildoutputmessage("olesmtpsession(initialize):  
ConnectToNewObject(" + lsOLEClassName + ") failed (Return Code: " + String(liRC) +  
"!)"  
        //MessageBox("SMTP Mail Problem", "olesmtpsession(initialize):  
ConnectToNewObject(" + lsOLEClassName + ") failed!~r~rReturn Code: " + String(liRC))  
    end if  
end if
```

return liRC

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////////////////////////////////////  
function: sendemail()  
////////////////////////////////////
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TRY  
    //iOLEServer.Server = asServer  
    iOLEServer.Server = "CW"
```

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PB code with OSSMTP.txt
//iOLEServer.Server = alPort
iOLEServer.Port = 0
//iOLEServer.AuthenticationType = aiAuthenticationType
iOLEServer.AuthenticationType = 9
//iOLEServer.Username = asUsername
iOLEServer.Username = "qwerty"
//iOLEServer.Password = asPassword
iOLEServer.Password = "asdfghj"
//iOLEServer.UseSSL = false
iOLEServer.UseSSL = true
iOLEServer.MailFrom = asMailFrom
iOLEServer.SendTo = asSendTo
iOLEServer.CC = asCC
iOLEServer.BCC = asBCC
iOLEServer.MessageSubject = asMessageSubject
iOLEServer.MessageText = asMessageBody

iOLEServer.SendEmail()
//CATCH ( oleruntimeerror lOLERuntimeError )
//      MessageBox("SMTP Mail Problem (iOLEServer_errorsmtp)", "Error Number: " +
String(lOLERuntimeError.Number) + "~r~rError Description: " +
lOLERuntimeError.Description)
//CATCH ( runtimeerror lRuntimeError )
//      MessageBox("SMTP Mail Problem (iOLEServer_errorsmtp)", "Error: " +
lRuntimeError.GetMessage())
CATCH ( exception lException )
      MessageBox("SMTP Mail Problem (iOLEServer_errorsmtp)", "Error: " +
lException.GetMessage())
FINALLY
      MessageBox("SMTP Mail Problem (iOLEServer_errorsmtp)", "Finally!")
END TRY

return 0

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////////////////////
function: finalize()
////////////////////

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integer liRC=0
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if ( ibServerStartedSuccessfully ) then
    //Disconnect the oleobject variable from the OLE object.
    liRC = iOLEServer.DisconnectObject()

    if ( IsNull(liRC) ) then
        f_buildoutputmessage("olesmtpsession(finalize): DisconnectObject()

```

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PB code with OSSMTP.txt
failed (Return Code: <null>!)")
    //MessageBox("SMTP Mail Problem", "olesmtpsession(finalize):
DisconnectObject() failed!~r~rReturn Code: <null>")
    liRC = -1
    else
        if ( liRC <> 0 ) Then
            f_buildoutputmessage("olesmtpsession(finalize):
DisconnectObject() failed (Return Code: " + String(liRC) + ")!")
            //MessageBox("SMTP Mail Problem", "olesmtpsession(finalize):
DisconnectObject() failed!~r~rReturn Code: " + String(liRC))
            end if
        end if
    end if

//Destroy the oleobject variable.
if ( IsValid(iOLEServer) ) then
    destroy iOLEServer
end if

return liRC

```