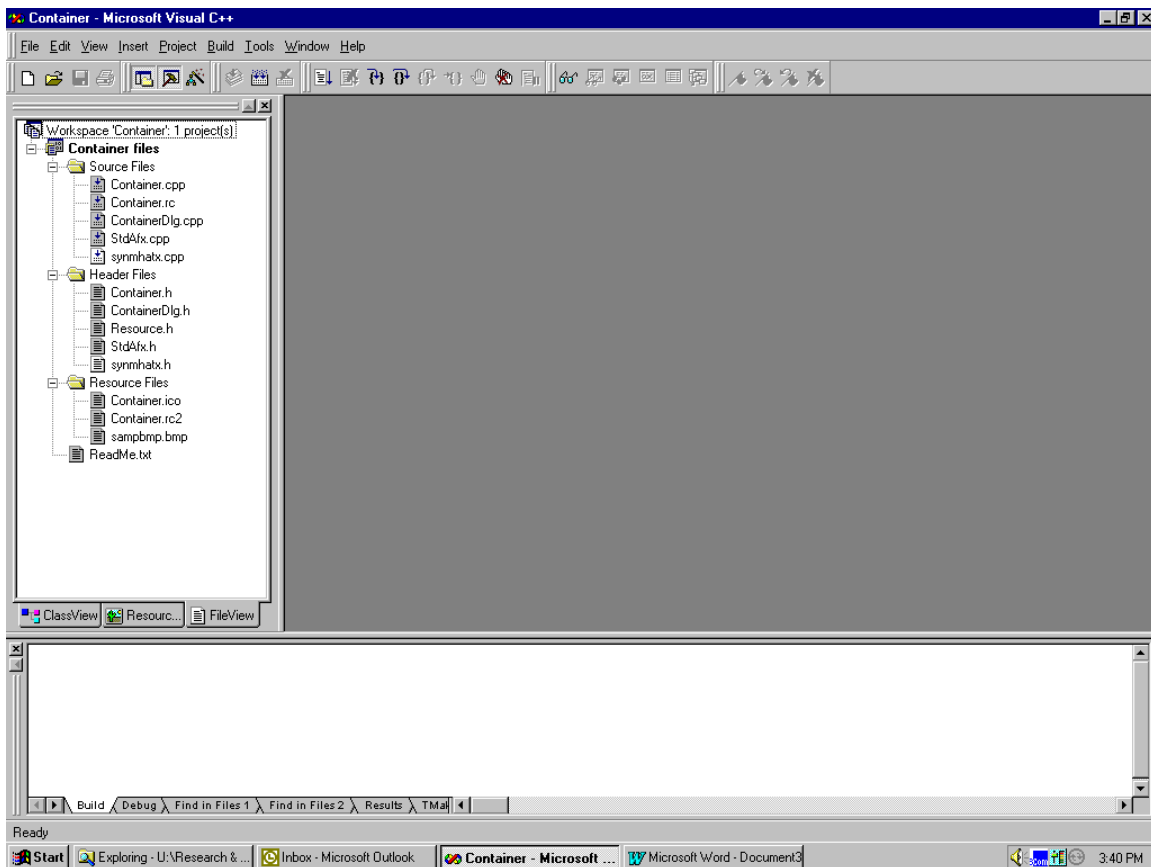
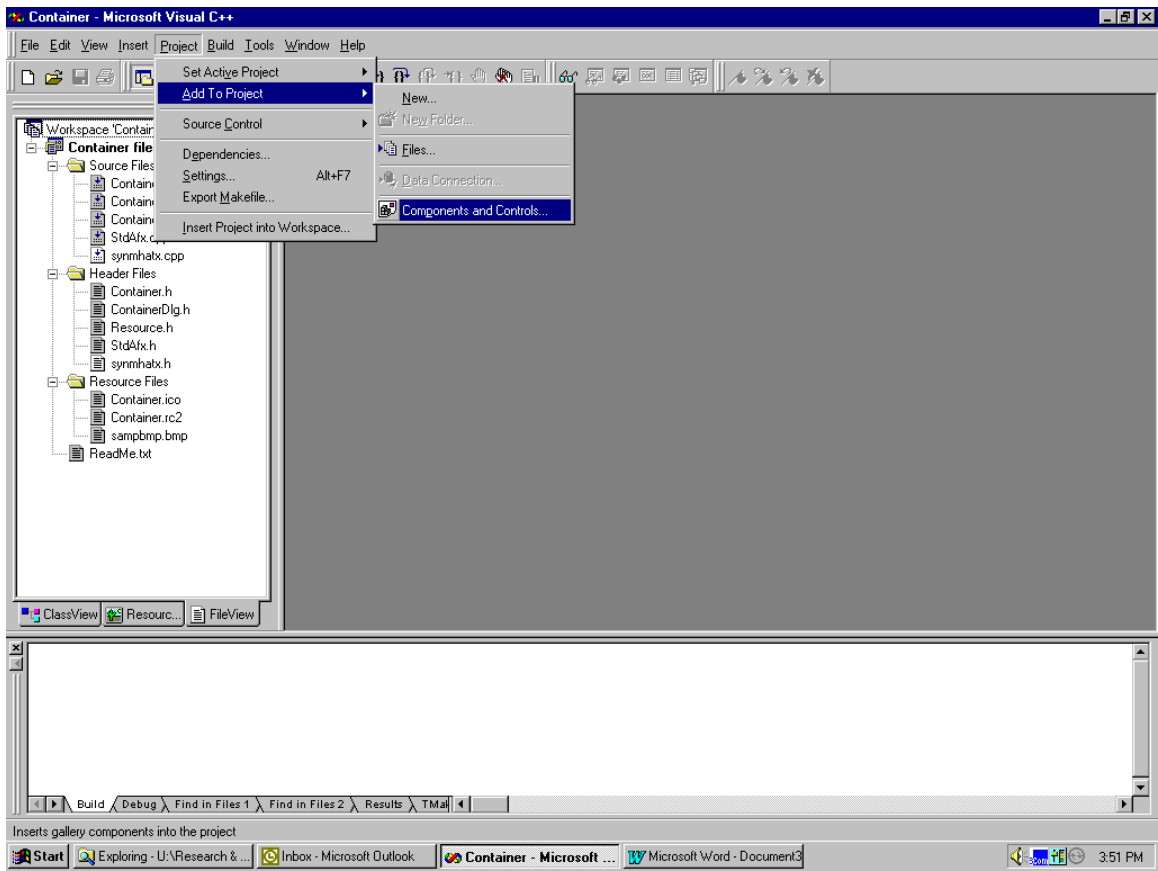


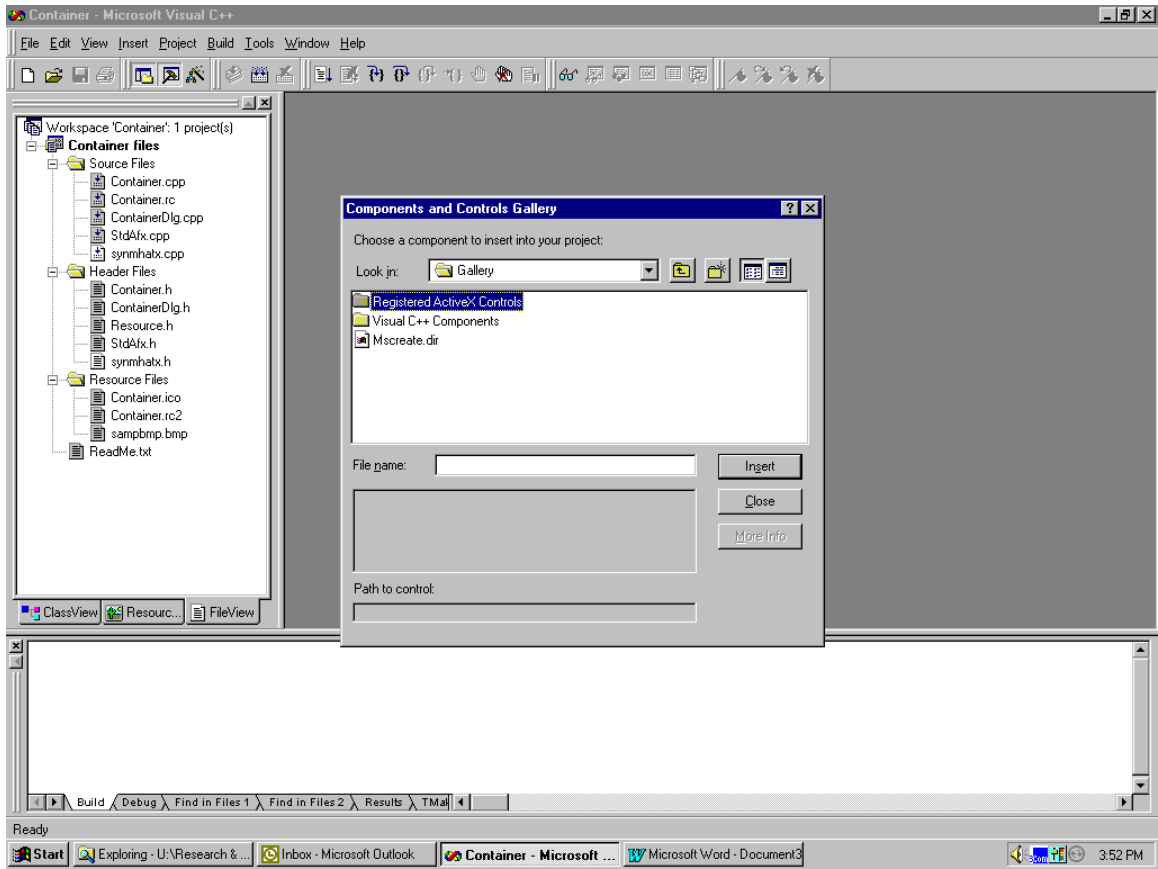
The Container Project

This brief tutorial describes how to add WinMark Pro's ActiveX control to the Visual C++ Container project located in the C:\Program Files\WinMark\Samples\VisualCPlusSample folder. This same procedure can be used to add the WinMark ActiveX control to any Visual C++ project. You must also perform this procedure to update the ActiveX control if you upgrade to a newer version of WinMark Pro.

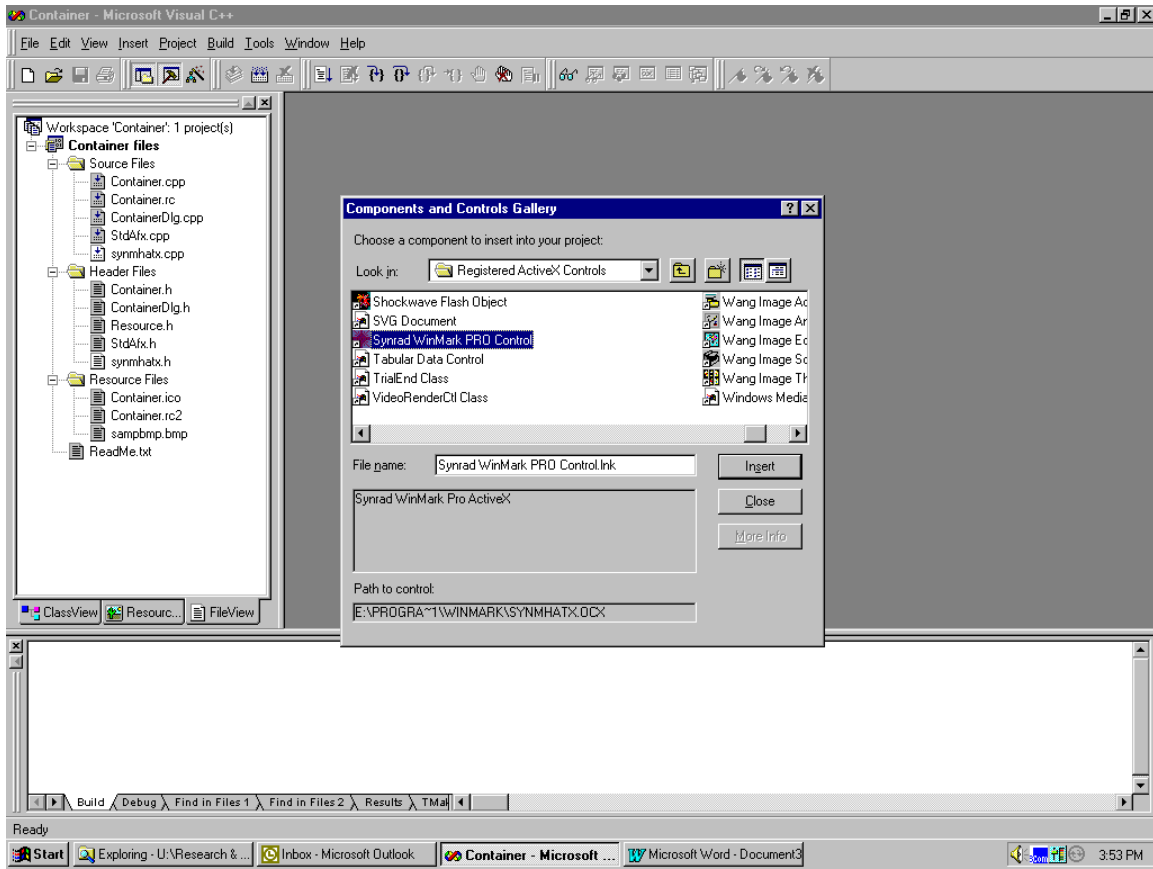




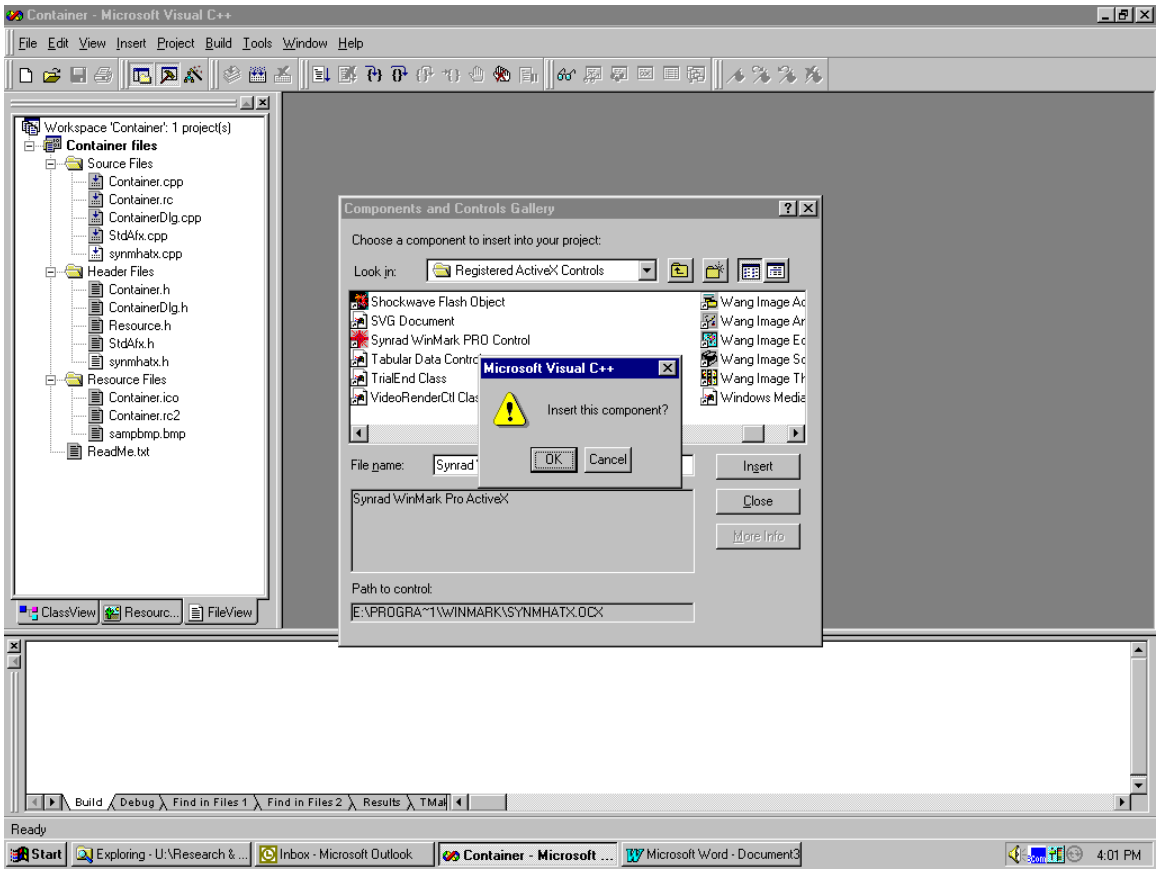
Add the WinMark Pro ActiveX control to the Container project. Select the Components and Controls menu item.



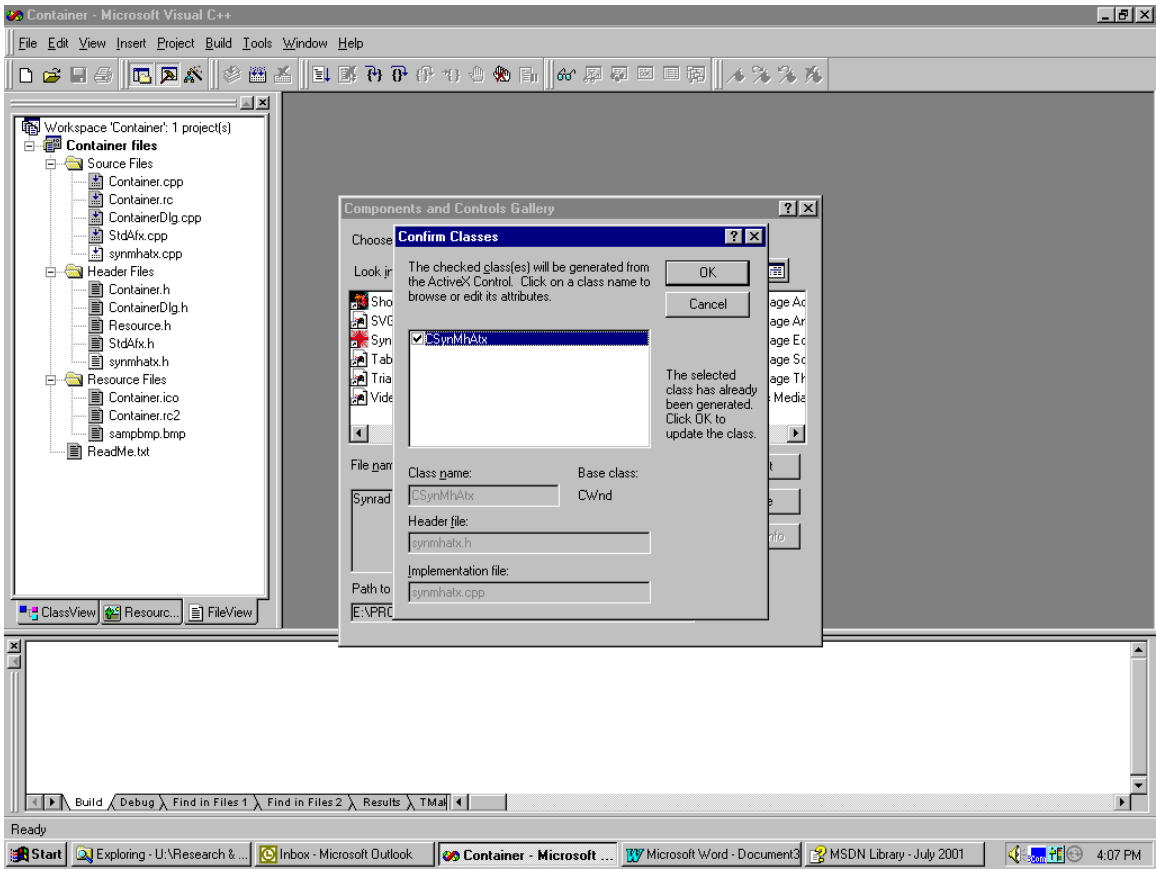
Choose Registered ActiveX Controls from the Components and Controls Gallery.



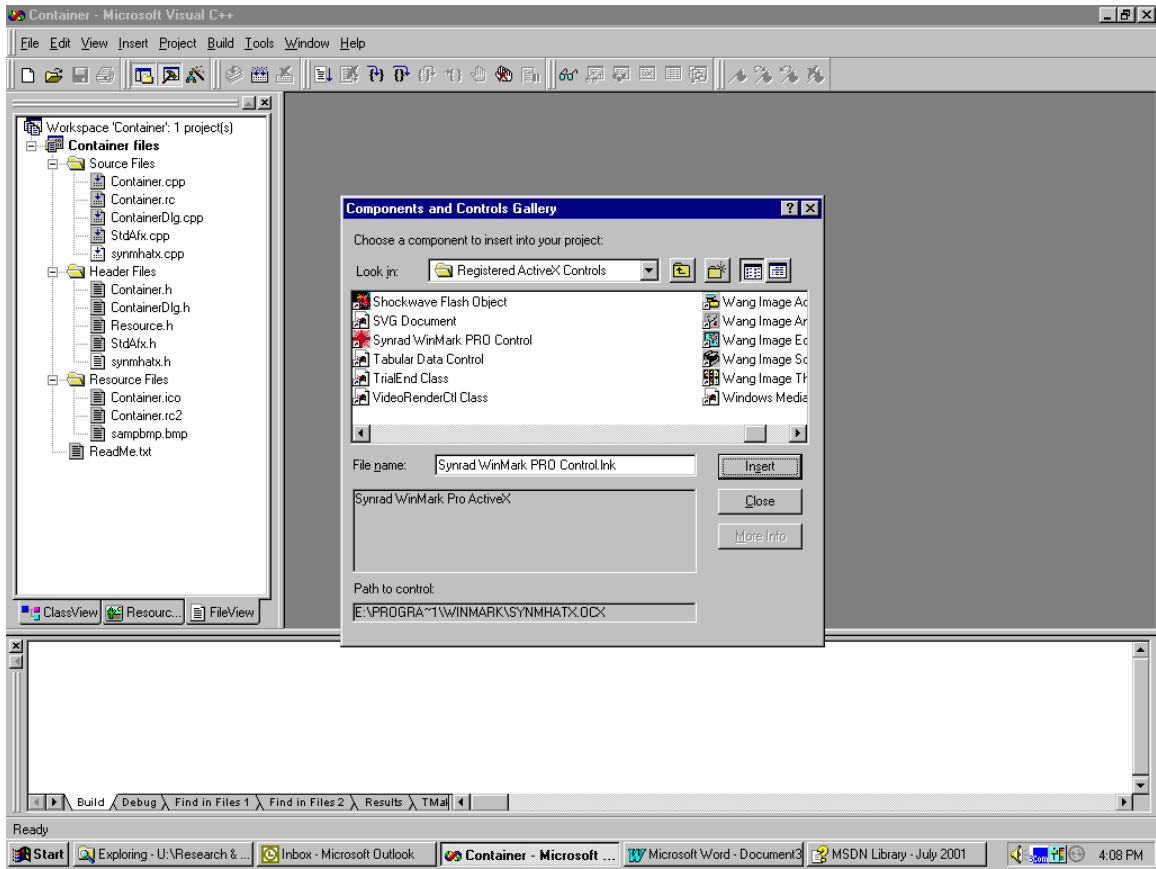
Choose the WinMark ActiveX control to insert into the Container project. Press the Insert button.



Press OK.



Press OK.



Press the Close button. The WinMark ActiveX control has been added (or in this case updated) to the Container project. The application must be built to include the new control (changes). The symhmtx.cpp and symhmtx.h files are machine generated IDispatch wrapper class(es) created by Microsoft Visual C++.