m_lpDispatch is NULL

```cpp
void COleDispatchDriver::InvokeHelperV(DISPID dwDispID, WORD wFlags,
    VARTYPE vtRet, void* pvRet, const BYTE* pbParamInfo, va_list argList)
{
    USES_CONVERSION;

    if (m_lpDispatch == NULL)
    {
        TRACE0("Warning: attempt to call Invoke with NULL m_lpDispatch!\n");   <==
        return;
    }

    DISPPARAMS dispparams;
    memset(&dispparams, 0, sizeof dispparams);

    // determine number of arguments
    if (pbParamInfo != NULL)
        dispparams.cArgs = lstrlenA((LPCSTR)pbParamInfo);

    DISPID dispidNamed = DISPID_PROPERTYPUT;
    if (wFlags & (DISPATCH_PROPERTYPUT|DISPATCH_PROPERTYPUTREF))
    {
        ASSERT(dispparams.cArgs > 0);
        dispparams.cNamedArgs = 1;
```

```cpp
void AFX_CDECL AfxTrace(LPCTSTR lpszFormat, ...)
{
#ifdef _DEBUG // all AfxTrace output is controlled by afxTraceEnabled
    if (!afxTraceEnabled)
        return;
#endif

    va_list args;
    va_start(args, lpszFormat);

    int nBuf;
    TCHAR szBuffer[512];

    nBuf = _vsntprintf(szBuffer, _countof(szBuffer), lpszFormat, args);

    // was there an error? was the expanded string too long?
    ASSERT(nBuf >= 0);

    if ((afxTraceFlags & traceMultiApp) && (AfxGetApp() != NULL))
        afxDump << AfxGetApp()->m_pszExeName << ": ";
    afxDump << szBuffer;

    va_end(args);
}
#endif //_DEBUG
```

Name	Value
⊞ szBuffer	0x0018f1e0 "Warning: attempt to call Invoke with NULL m_lpDispatch!"

Name	Value
⊞ szBuffer	0x0018f104 "Warning: constructing COleException, scode = DISP_E_BADVARTYPE ($80020008)."