

## WNetView v1.0

### .Net control viewer in a WinDev application.

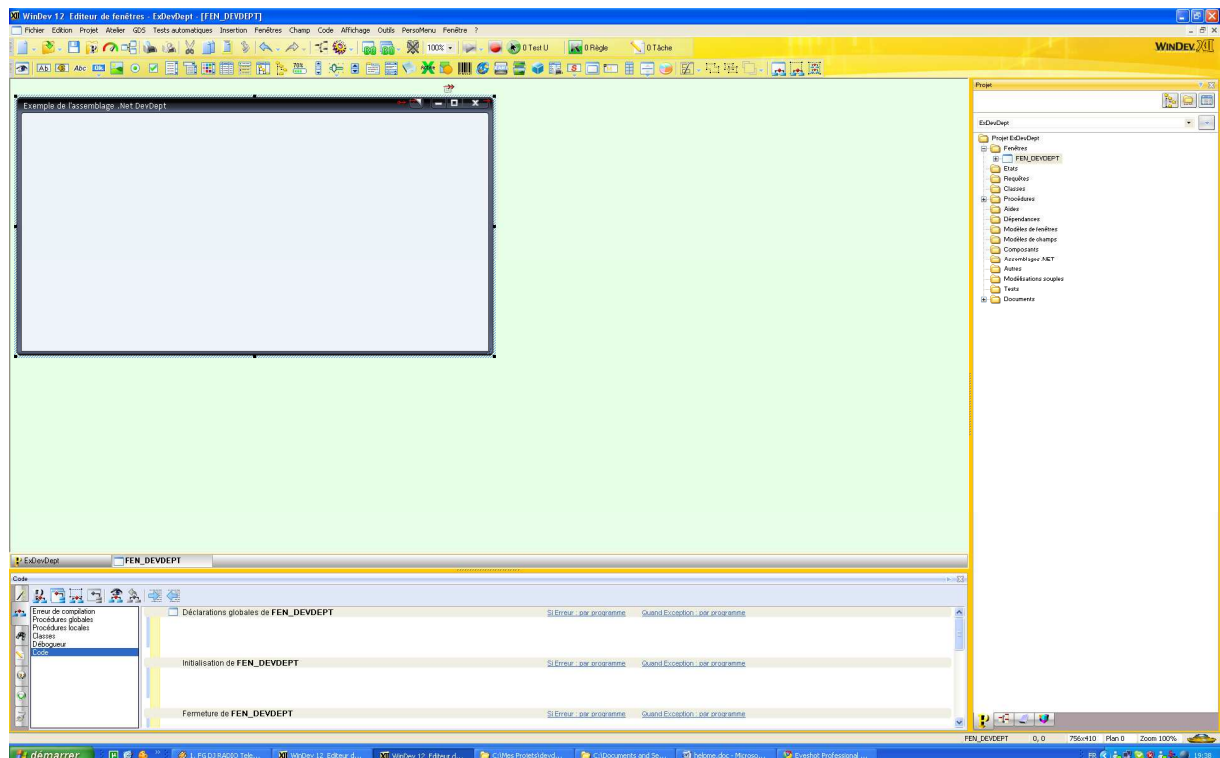
This document purpose is to show how to view a .Net control in a WinDev application by using an example.

#### A/ Prerequisite

- For this example, I chose the .Net DevDept component. It allows to create and visualize 3D objects (beneath other things). You will have to download it from [http://www.devdept.com/eyeshot/free\\_trial\\_download.php?edition=pro](http://www.devdept.com/eyeshot/free_trial_download.php?edition=pro) and install it.
- You will also need to create a basic WinDev project. I will not detail this point.

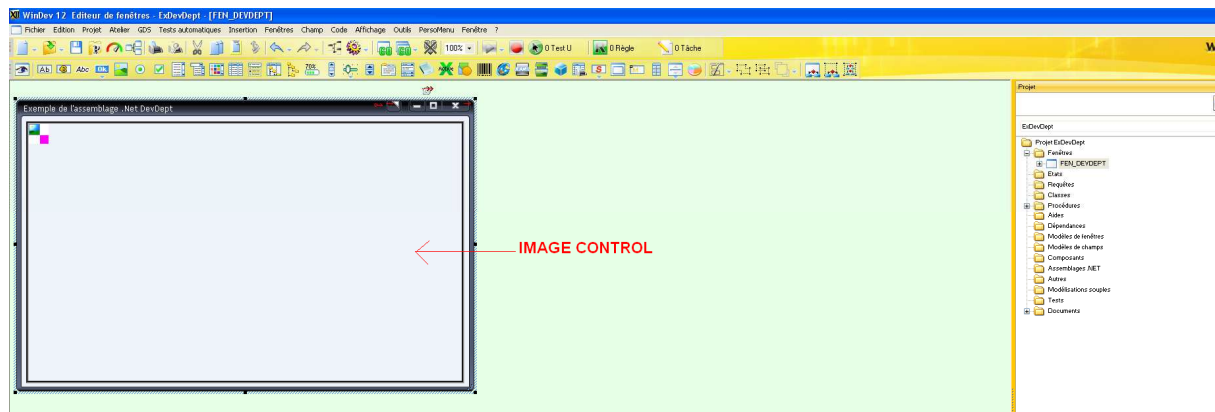
#### B/ Adding the graphical objects in Windev

First add a basic window in your windev project.



In this window, add an image control :

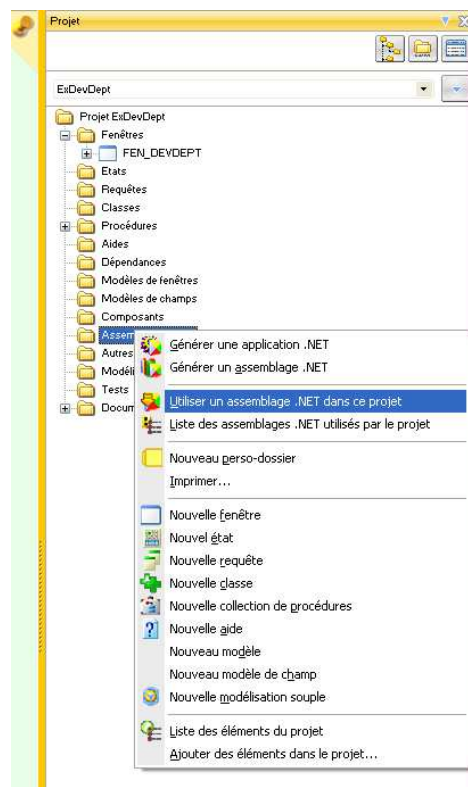
**NB:** You will be able to view your .Net component inside this image control.



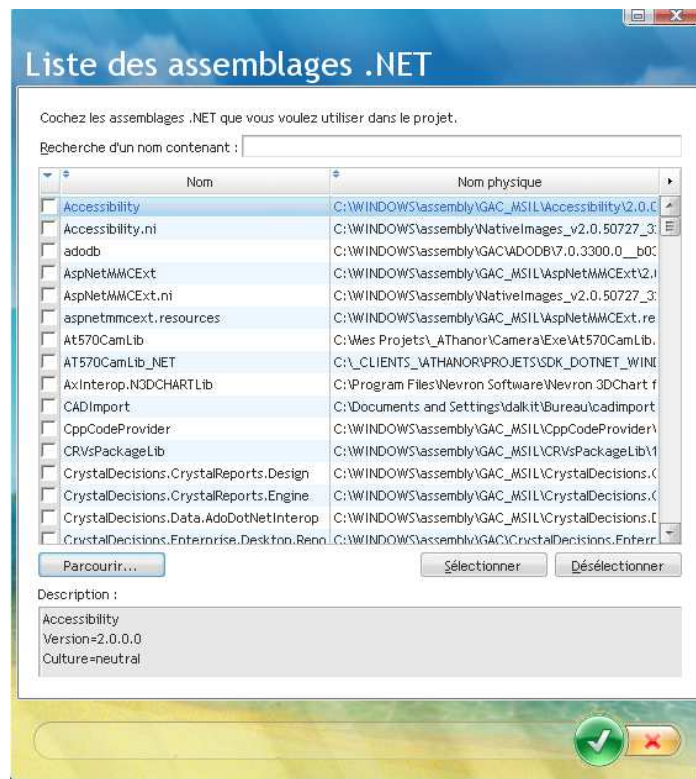
## C/ Adding the .Net assembly

That's all there is to do for the graphic part. You will now have to add in your project the DevDept .Net assembly. You will find its « *devDept.EyeshotNurbs.dll* » dll in the installation directory (by default C:\Program Files\devDept Software\Eyeshot Nurbs 3.0 Eval\Bin).

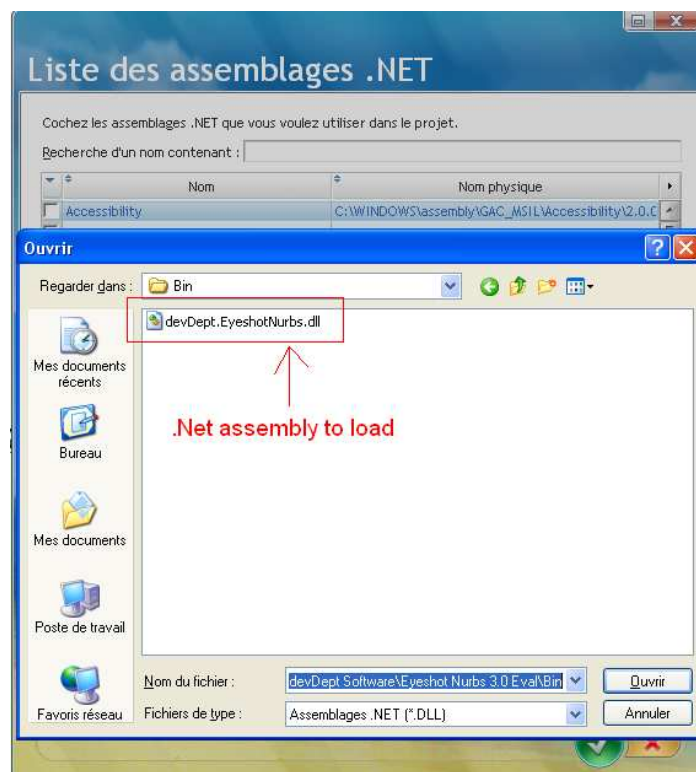
To add it, in the project window, do the following:



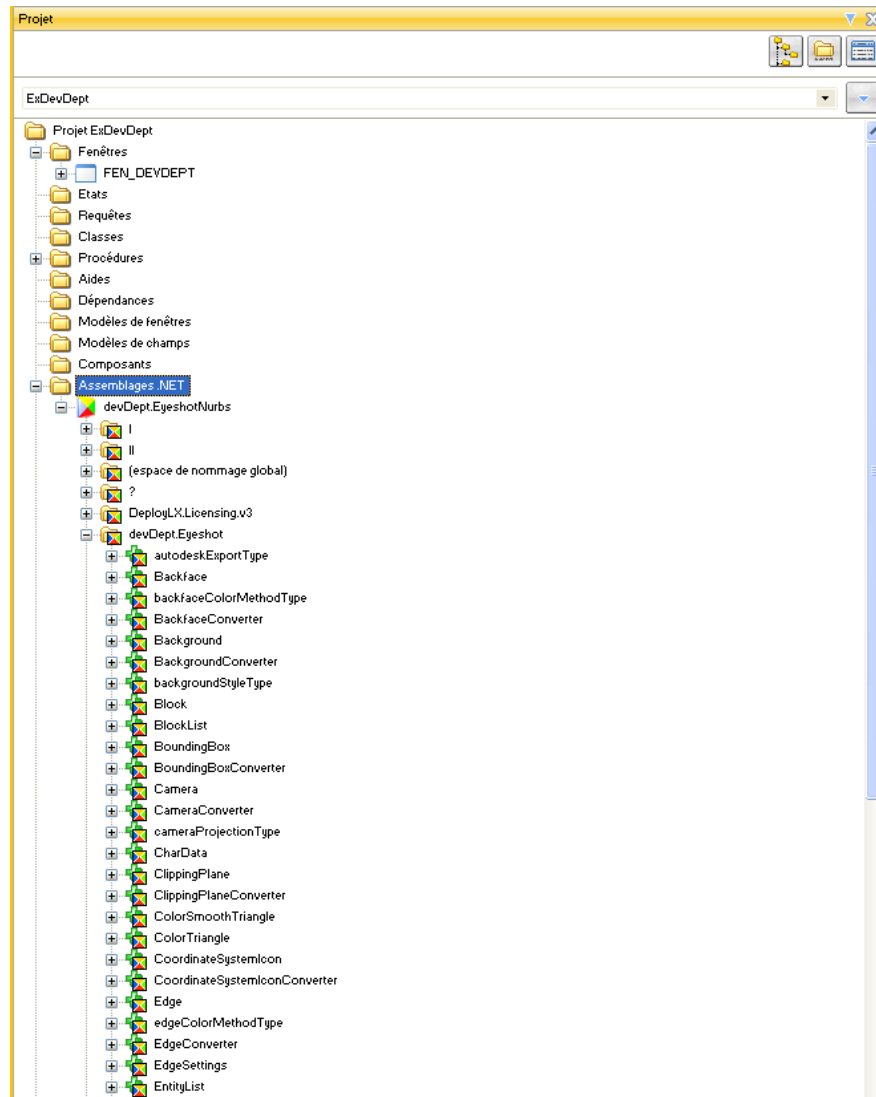
WinDev display a window listing the available .Net assemblies:



Clic on the brows button to choose the aforementioned DevDept DLL and validate:

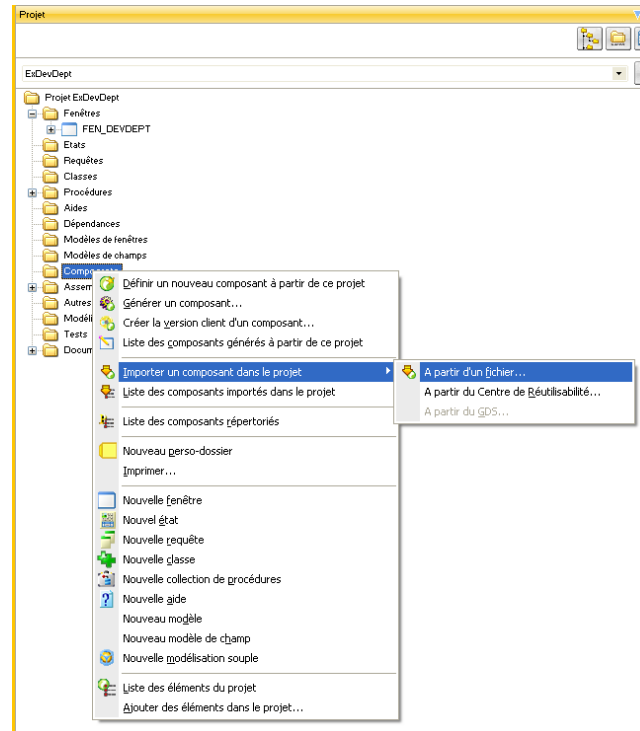


A this point, you should see the assembly classes and members:

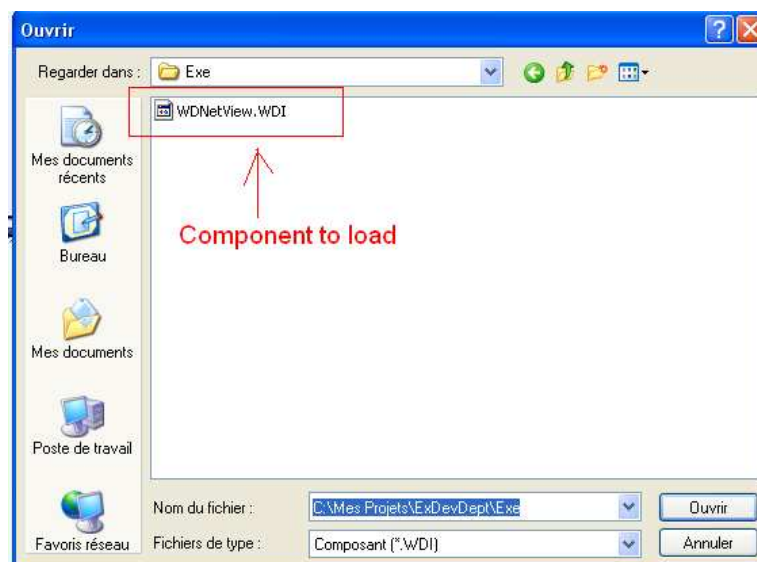


## D/ Adding the WNetView component

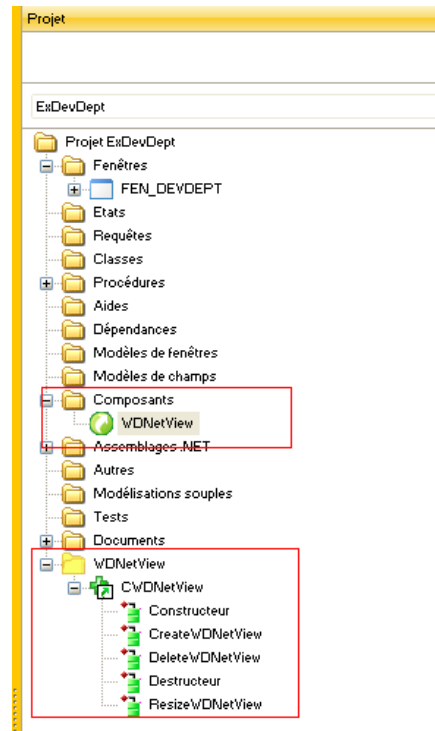
This is done the exact same way than for the .Net assembly, except that it is a component. In the project explorer, clic on “component”, then “import a component in the project” and finally “from a file”:



WinDev display a selection window. Select the WNetView .WDI file:



At this point, you should view the WDNetView class in WinDev:



## E/ Adding the viewing code

The interesting things are starting here 😊

The WDNetView component only have one basic class composed of 3 methods:

- CreateWDNetView : used to create the viewing interface between WinDev and the .Net assembly
- DeleteWDNetView : used to stop the interface (the viewing is stopped)
- ResizeWDNetView : used to manage the resizing of the .Net control

### Parameters details:

- CreateWDNetView uses 2 parameters :
  - o The first one is the name of the .Net control to view
  - o The second one is the name of the WinDev image control (string format)
- DeleteWDNetView : No parameter.
- ResizeWDNetView : No parameter.

Let's start with the coding.

The process is very simple:

- You must first create an object for your .NetControl (to know the .Net control name, read the developer documentation. Most of the time, you'll get examples in VB.Net, C#...)

Example :

```
// Creating the .Net control object
ObjDevDept is ViewportProfessional
```

In image :



NB: you can declare it where you want. I put it in the "window global declarations" area.

- Now create the WDNetView component object

Example :

```
// Creating the WDNetView component object
objWDNetView is CWDNetView ()
```

In image:



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- Now add the call to create the viewing interface

Example :

```
// Adding the viewing interface creation call
objWDNetView:CreateWDNetView (ObjDevDept,"IMG_Image1")
```

In image:



- Add the resizing management code:

Example :

```
// .Net control resizing management
objWDNetView:ResizeWDNetView()
```

In image :





- Finally, add the interface stopping call in the window closing code area

Example :

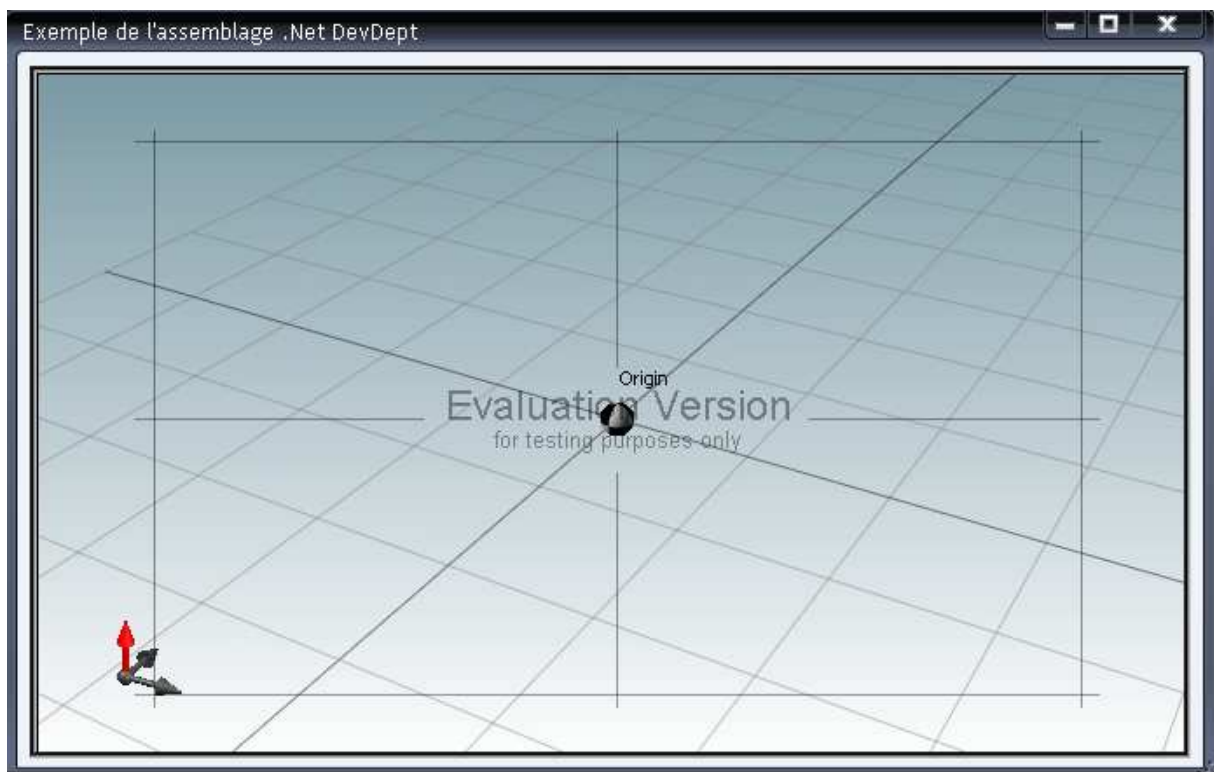
```
// Stopping the interface  
objWDNetView.DeleteWDNetView ()
```

In image :

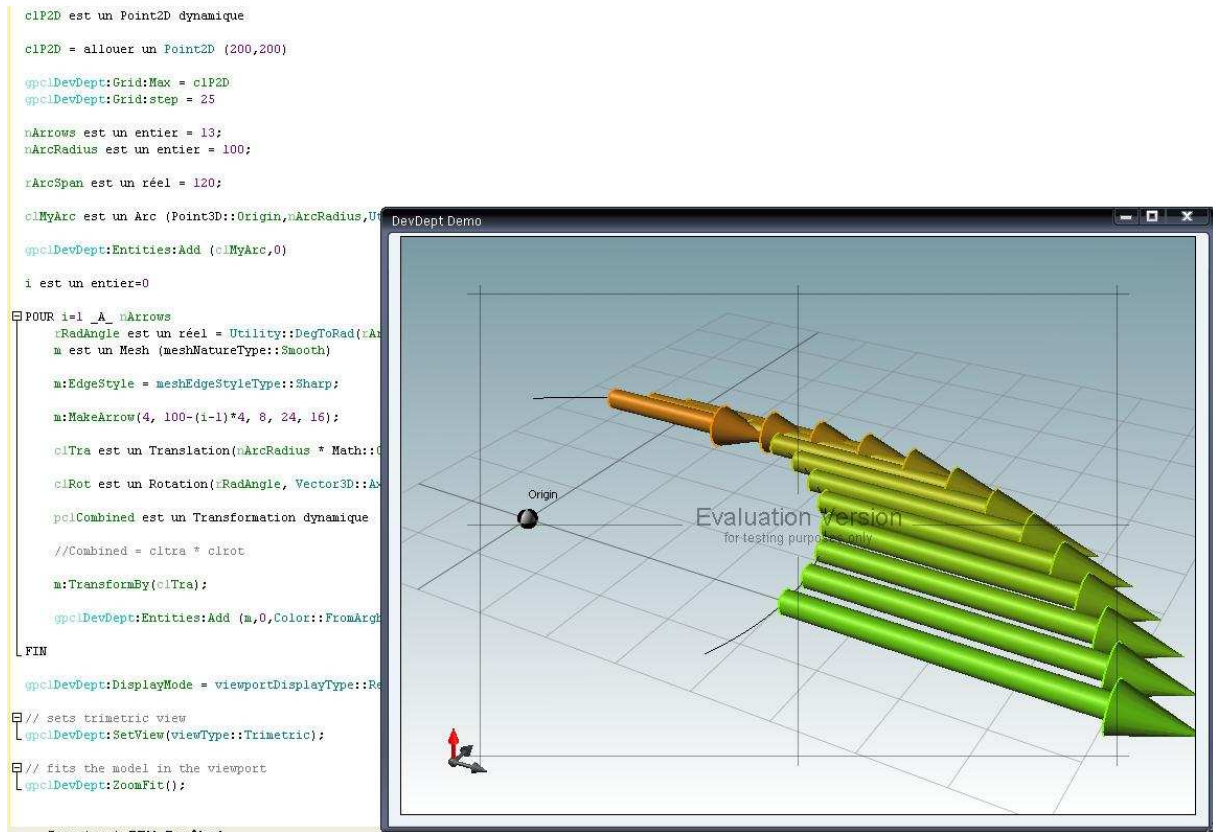


## F/ Viewing the result

Start the project and you'll get a beautiful .Net control in a WinDev window ☺.



You just have now to code what you need to display objects in the .Net control ☺



Good developement.

Vincent Roy.

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