

# Demo Script: DevCon 2024

## Download and Save Sample Code

1. Download [twinBASIC BETA 504](#)
2. Extract from Zip folder
3. Open twinBASIC > **Sample 4**
4. Enter Project Name: Demo2024 (*Do not put spaces in the name*)
5. Save as: %tmp%\Demo2024\Demo2024.twinproj
  1. Navigate to: %tmp%
  2. Create folder named: Demo2024
  3. Filename: Demo2024.twinproj

## Customize the Addin Name and Description

Next, let's customize the friendly name and description of our addin. This is the info that appears in the VBA Add-in Manager dialog box.

1. Go to **dllRegistration.twin > DllRegisterServer**
2. In the "FriendlyName" line, replace *AddinProjectName* with "DevCon 2024 Demo"
3. In the "Description" line, replace *AddinProjectName* with "Create a strongly-typed collection class from an existing VBA class object."
4. Save the project
5. Build the project
6. Launch M: \Repos\NLS\DevCon2024\DevCon2024.accdb
7. Switch to VBA: **Ctrl** + **G**
8. Dock the add-in window
9. Go to "Add-Ins" > "Toggle myToolWindow Visibility"
10. Go to "Add-Ins" > "Add-in Manager"
  - Point out the "DevCon 2024 Demo" item with description below
11. Close "Add-In Manager" window

## Create the Tool Window Controls

Next, we're going to customize the controls that appear on the tool window. I'll explain what these controls will be used for in a minute. For now, all you need to know is that we are adding two text boxes and a command button.

1. Open myToolWindow.tbcontrol
2. Select all controls and delete them
3. Click DIAGNOSTICS error to go to myToolWindow.twin and **delete all dead code**
4. Select form and set the following properties:

- Height: 1700
  - Width: 2550
5. Create a text box and set the following properties:
- Name: `tbObjName`
  - Anchors > Right: ☒ True
  - Height: 300
  - Left: 150
  - Text: *{blank}*
  - TextHint: Object Class Name
  - Top: 150
  - Width: 2250
6. Create a text box and set the following properties:
- Name: `tbCollName`
  - Anchors > Right: ☒ True
  - Height: 300
  - Left: 150
  - Text: *{blank}*
  - TextHint: Collection Class Name
  - Top: 600
  - Width: 2250
7. Create a button and set the following properties:
- Name: `btnCreateClass`
  - Anchors > Right: ☒ True
  - Caption: Create Collection Class
  - Height: 450
  - Left: 150
  - Top: 1050
  - Width: 2250
8. Create a version label
- Caption: Version *{hhmm}*

## Edit the Code in `myToolWindow.twin`

1. Delete the `Timer1_Timer()` and `HelloWorld_Click()` subroutines
2. Add a Click event handler for `btnCreateClass` using the code below




```
Private Sub btnCreateClass_Click()  
    MsgBox "Object class name: " & Me.tbObjName.Text & vbNewLine & _  
        "Collection class name: " & Me.tbCollName.Text, vbInformation,  
    "Create Class"  
End Sub
```

## Build and Test the Addin on a Different Machine and Bitness

The following instructions assume you are building on a machine with 32-bit Office (mjlw20), but installing on a machine with 64-bit Office (e.g., gbm18):

1. Ensure "**win64**" is selected in dropdown
2. **File > Build**
3. I copied M:\Repos\NLS\DevCon2024\Build\DevCon2024\_win64.dll to %fb%\12114\DevCon2024\_win64.dll (I will test registering it tomorrow on gbm18)
4. Open a non-admin cmd prompt
5. Run: regsvr32 DevCon2024\_win64.dll
  - Receive message: "DllRegisterServer in DevCon2024\_win64.dll succeeded."
6. Open Word (or Excel) - The add-in appears.

## Copy and Paste Working VBA Code into twinBASIC

1. Add a standard code module named "MyModule":
  1. Right-click Sources > **Add > Add Module (.TWIN supporting Unicode)**
2. Go to  [Strongly-Typed Collections: The Easy Way](#)
  1. Copy and paste the  [GetGuidBasedTempPath](#) code
  2. Copy and paste the  [FileWrite](#) code
3. Handle "Unrecognized datatype symbol 'Scripting'" error in DIAGNOSTICS pane:
  1. Go to **Project > References**
  2. Switch to "Available COM References" tab
  3. Search for "script" and then click the "Microsoft Scripting Runtime" reference
  4. Click [Save Changes]

## Add fafalone's WinDevLib Package for API Calls

1. **Project > References...**
2. Switch to "Available Packages" tab
3. Search for "windows"
4. Check box next to "☒ Windows Development Library for twinBASIC vX.Y.ZZZ"
  - The package will immediately begin downloading in the background
  - When the download finishes, the name will change to "☒ [IMPORTED] Windows Development Library for twinBASIC vX.Y.ZZZ"
  - NOTE: "[WinDevLib for Implements](#)" is a different package
5. Click [Save Changes]
6. Comment out (or delete) API `Declare` lines throughout the project
  - Be aware that if you used non-standard `Alias` names, you may need to adjust your API calls to match the standard versions used in WinDevLib
  - **myAddIn.twin:**
    - Delete Private Type RECT structure
    - Delete GetClientRect() function declare
  - **InterProcess.twin:**
    - Delete GetCurrentProcessId() function declare line...
    - ...through Type UUID structure

- **MyModule.twin:**

- Delete Sleep sub declare
- Comment out CoCreateGuid function declare and highlight the failure to compile due to the stricter typing of `id As UUID` in WinDevLib versus `id As Any` in my code
- Uncomment the CoCreateGuid function to show that explicit API declares override the WinDevLib versions

7. Pass Unicode strings directly to API declare functions

- Most string-related API functions have ANSI and Unicode versions ("A" and "W" for "ANSI" and "Wide", respectively)
- Lots of legacy VB6/VBA code use the ANSI version of API functions
- WinDevLib [encourages the use of Unicode versions](#) by default
- This means that code that passes input strings to API functions may require wrapping the string in ``StrPtr()`` (or removing ``StrPtr()`` from your existing code
- ☐ Remove `StrPtr()` from calls to `FindWindowEx()` in `InterProcess.callerApplicationObject`
- ☐ Convert final argument from `0&` to `vbNullString` for calls to `FindWindowEx()` in `InterProcess.callerApplicationObject`

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