

Running the Custom Callbacks Example

Overview

These files can be used to create a WindwardCustomCallbacks.dll file containing your own custom callbacks, to be used with the Windward .NET engine and AutoTag, version 13.0 or newer.

Important Notes

1. Do not change the version of the DLL created using this code.
2. To use, copy to where you installed the .NET Engine or AutoTag and replace the assembly with the same name if it exists.

Requirements

- Windward Reports .NET Engine
 - Available from <http://www.windward.net/support/downloads/>
 - [Installation Tutorial](#)
- Visual Studio

Tutorial

Step 1: Creating Custom Callbacks

1. Open Catapult. (Found under Start -> All Programs -> Windward Studios -> Windward Reports .NET Engine -> Catapult - Windward Sample Programs)
2. In the Catapult menu, click C# CustomCallbacks tab.
3. Click the Visual Studio Project file

In the file WindwardCustomCallbacks.cs, you can modify the callbacks to change the behavior of the engine. Currently the only callback used is "ApproveSelect" which is called whenever the engine makes a call to your datasource. You can approve a select by just returning the select passed in, modify the select and return it or deny it by throwing a datasourceexception.

4. Open Microsoft Word.
5. Click Build, Rebuild Solution. (The build will output a file called WindwardCustomCallbacks.dll)
6. In Catapult's .NET Custom Tab, open the source folder.

7. In the source folder, open to WindwardCustomCallbacks, bin, Debug. If your configuration was set to Release, open the Release folder. Your new .dll file is in this folder.

Step 2: Installing WindwardCustomCallbacks.dll for use with the .NET Engine and AutoTag

Installing these Callbacks depends on your .NET Engine installation options. If you chose to install your .dll files in the Global Assembly Cache (GAC) – an option in the installer – you must register the new file in the Global Assembly Cache. If you did not chose this option, you must copy the files over to the .NET Engine and AutoTag install directories. Choose the option that applies to you below, and follow those instructions.

In the .NET Engine Installation, .dll files were copied to the GAC.

1. Open a Visual Studio Command Prompt. (Found under Start -> All Programs -> Visual Studio -> Visual Studio Tools -> Visual Studio Command Prompt)
2. Type “cd\” to navigate to the C: Directory.
3. Type “cd Program Files (x86)\Windward Studios\Windward Reports .NET Engine\htmlhelp\Examples\DotNetCustomFunctionExample\WindwardCustomCallbacks\bin\Debug” to navigate to the folder where your WindwardCustomCallbacks.dll file is.
4. Type “gacutil /i WindwardCustomCallbacks.dll” to add your new WindwardCustomCallbacks.dll file to the GAC

In the .NET Engine Installation, .dll files were NOT copied to the GAC.

1. Navigate to the folder containing your new WindwardCustomCallbacks.dll file. (Catapult .NET Custom Tab -> Source Button ->WindwardCustomCallbacks -> bin -> Debug)
2. Copy the file WindwardCustomCallbacks.dll.
3. Navigate to the install directory of the .NET Engine.
4. Open the folder dll.
5. Delete the current WindwardCustomCallbacks.dll file.
6. Paste your new file in its place.
7. If you also have AutoTag installed, navigate to the AutoTag Directory, delete the WindwardCustomCallbacks.dll file, and paste your new file in its place.