

Contents

Foreword	<i>xiii</i>
About the Author	<i>xv</i>
About the Technical Reviewer	<i>xvii</i>
Acknowledgments	<i>xix</i>
Introduction	<i>xxi</i>

Chapter 1 What Is an Add-in?1

What Is Extensibility?	1
The Extensibility Object Model for Visual Basic and Visual C# Projects	2
Other New Features of .NET	7
Making a VB 6.0 Add-in Work in .NET	9
Summary	13

Chapter 2 Getting Started with the Add-in Wizard15

Creating an Add-in Using the Add-in Wizard	15
Reviewing the Code Generated by the Wizard	27
Making Minor Changes to the Add-in	30
Running the Add-in	33
Registering the Add-in	34
Installing the Add-in	36
Exploring the Connect Class Methods	39
Summary	43

Chapter 3 The Smart Desktop Add-in45

Deciding When to Add a Feature to an Add-in	46
Enhancing the Add-in	47
Summary	84

Chapter 4 Debugging an Add-in	87
Setting Debug Options	88
Before Beginning a Debugging Session... ..	90
Debugging an Add-in	94
Error Handling in the Add-in	101
Summary	111
 Chapter 5 Manipulating Code in Windows	 113
The Documents Collection	114
The Document Object	114
Practical Uses for Editor Automation Objects	121
Cloning a Procedure	126
The Windows Collection	136
Summary	139
 Chapter 6 Manipulating Controls on Forms	 141
Creating the New Add-in	142
Adding the WinForms Automation Code	146
Creating the Windows Application Project	156
Adding Controls to the Form	159
Manipulating Controls on the Form	163
Adding a Menu to the Form	172
Summary	177
 Chapter 7 The User Interface	 179
A Simple UI: DTE Menu Items	179
Adding an Add-in DTE Toolbar	190
Adding Microsoft Office CommandBarControls	198
Using a TreeView Form for the UI	223
Creating a UI in the System Tray	226
Summary	236

Chapter 8 The Macro Explorer and the Macros IDE	237
The Macro Explorer	238
Recording a Macro	243
Assigning Shortcut Keys to a Macro	246
Running Existing Macros	247
The Macros IDE	249
Debugging Macros	250
Enhancing the Smart Desktop Add-in	258
Summary	272
 Chapter 9 Manipulating Projects	 273
The Solution Object	274
The Project Object	279
Maintaining Build Rules	285
Manipulating IDE Tool Windows	302
Summary	311
 Chapter 10 Multiple Languages in Add-ins	 313
Visual Studio Integrator Program	314
External Tools	314
Selecting the Automation Methodology	316
Using Multiple Languages in Add-ins	317
Comparing Visual Basic to C#	318
Creating a C# Add-in	325
Using Multiple Languages in the Add-in	330
Handling Multiple Languages in an Add-in	334
Running the Code for Multiple Languages	353
Summary	355
 Chapter 11 Handling Automation Events	 357
Trapping IDE Events	357
Making Good Use of DTE Events	382
Summary	389

Chapter 12 Putting It Together: Let's Build a Real Add-in	391
Creating the NET Desktop Add-in	392
Adding the User Interface	393
Setting Up the Toolbar	394
Setting Up the Menus	401
About Box	432
Event Handling	435
Summary	437
 Chapter 13 Migrating VB 6.0 Add-ins to .NET	 439
Preparing to Migrate an Add-in	441
Running the Migration Wizard on an Add-in	443
Should I Go All the Way with .NET?	450
Summary	456
 Appendixes	 457
 Appendix A Extensibility Objects	 459
Build Objects	459
CodeModel	460
Commands	464
Debugger	464
Documents	466
DTE	467
Project	472
Solution	474
Window Objects	475
WinForms	478
 Appendix B Quick Reference: How Do I ...?	 481
Get Code from a Code Editor Window	481
Retrieve a Whole Procedure from a Code Editor Window	482
Put Code Back into a Code Editor Window	484

Add a New Method to the End of a Module	485
Reference Properties of a Form	485
Change a Property on a Form	486
Reference Properties of a Control on a Form	487
Change a Property of a Control on a Form	488
Reference All of the Selected Controls on a Form	489
Create a Windows Application Project from an Add-in	489
Add an Item to a Project	490
Delete an Item from a Project	490
Add a Menu Item to the IDE	490
Add an Add-in Toolbar to the IDE	491
Add Tool Buttons to a Toolbar	491
Add Multilevel Menus to the IDE	491
Capture Events in the IDE	491
Add a New Class, Form, or Module	491
Persist My Own Clipboard Ring	491
Access the Tool Options Dialog Box Programmatically	491
Manually Register an Add-in Not Created with the Add-in Wizard on My Computer	492
Manually Make the Registry Entries for the Add-in Manager Dialog Box for Add-ins Not Created by the Wizard on My Computer	492
Create a Setup Project for an Add-in Not Created on My Computer	492
Debug an Add-in When I Only Have the Add-in Project	492
Recognize When a Form Has Been Added to the Project	492
Recognize When a Component Has Been Added to a Form	493
Reload a Component	499
Close All Saved Windows in the IDE	500
Close and Save All but the Active Document	500
Make a Backup Copy of the Current Window	501
Open All Code and Designer Windows	502
Use the CodeModel Object to Analyze Code	503
Display a Variable or Method Declaration Line in a Code Window	505
 Index	 507