






VBA Misc - Usage Instructions

Setup & Import

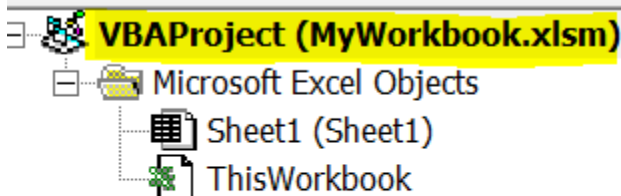
To set up the VBA misc project on your local, follow these steps:

1. Clone the following Git repo anywhere on your machine: <https://github.com/ColmBhandal/VbaMisc/tree/master/VBAProjectFiles>.
2. Create an Excel workbook of type xlsx or xlsm and drag it into the folder where you cloned the repo.
 - a. Alternatively you can copy/move an existing macro-enabled workbook to the repo's folder

The workbook won't be going into the repo. Rather, consider this workbook as your IDE- in it you will import, modify & run the VBA code. You will also export your code from here. As of 05 Nov 2018, the way the import/export utility works, the workbook must be in the top level folder of the Git repo.

	.git	05/11/2018 18:07	F
	VBAProjectFiles	05/11/2018 18:07	F
	.gitignore	05/11/2018 18:01	T
	MyWorkbook.xlsx	05/11/2018 18:25	M
	README.md	05/11/2018 18:02	M

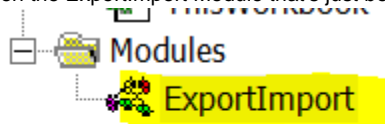
3. Open your workbook
4. Hit F11 to open the VBA editor
5. In the Project Pane, right click on the project and then choose Import File



6. Navigate to your VBAProjectFiles directory and choose the file called ExportImport.bas

What we're doing here is bootstrapping the import process - we just do this manual import once, and from then on the imported module will take care of all future imports/exports, including itself.

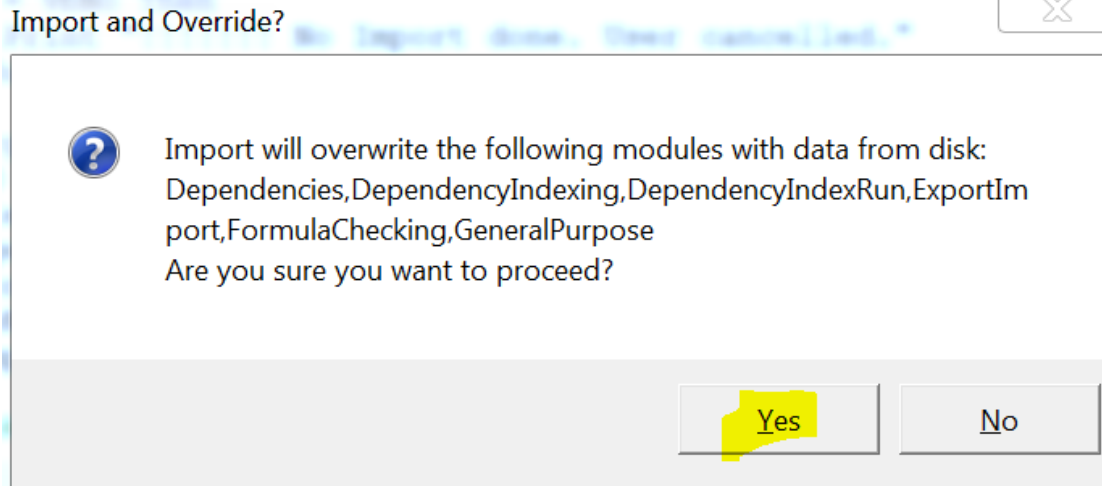
7. Open the ExportImport Module that's just been imported



8. Add the following references to your project via Tools > References:
 - a. Microsoft Visual Basic for Applications Extensibility
 - b. Microsoft Scripting Runtime

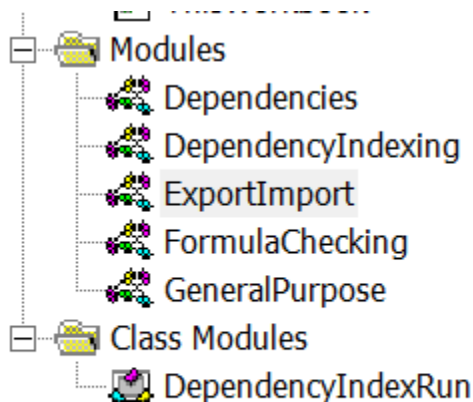
See Troubleshooting for more info on how to do this.

9. Now scroll to the subroutine called ImportModules and hit F5 to run it
10. Click Yes on the dialogue box that appears



This is just a warning to the user that their import will overwrite any existing modules with the same name as the ones being imported.

That's it! You should now have all modules imported:



Export

Once you've imported the modules, you can start working on them like any other coding project. When you're ready to commit, you "save" your modules by running the export subroutine. To do so, scroll to the subroutine ExportModules and hit F5. This overwrites the entire directory of exported files and replaces it with the modified files.

White Listing & New Files

This project uses whitelisting to control which files go into the repo. This means you can have other VBA code in your Excel file that doesn't get exported/imported, which is a must have. For this reason, you have to explicitly register any new modules with the ExportImport module in order

for them to be picked up by export/import. To do so, simply add the new module name, **without** the file extension, to the comma-separated string of names in the whiteList function in the ExportImport module:

White List of Modules to Work With

```
'Only modules on this list will get imported/exported
'Add your modules to the whiteList variable, separated by commas
Private Function whiteList() As String
    whiteList =
    "Dependencies,DependencyIndexing,DependencyIndexRun,ExportImport,FormulaCh
    ecking,GeneralPurpose"
End Function
```

That's it for export!

Git Workflow

With the import/export utilities above, Git workflow is almost the same as for any other project e.g. a Java coding project. For example, here's roughly how you'd do feature branch development:

1. Git pull to update your master branch
2. Create your feature branch
3. Import to pull the latest changes into Excel
4. Work on your files in Excel
5. Export your changes to your local folder
6. Commit the changes to your local Git
7. Push your changes

We won't cover merging/conflicts here, as that's a staple of any Git project.

Warning

Do not change line #2 of the ExportImport utility:

White List of Modules to Work With

```
Const IOEXP_UNIQUE_STRING = "zn8AiLJcRXREAfOSpY"
```

Without going too deep into the technical details, this line of code allows the ExportImport module to export/import itself. But for this to work the constant must be defined on line #2, not anywhere else!

Troubleshooting

User-defined type not defined.

VBIDE.VBComponent

The problem is with VBIDE.VBComponent. The solution given on [social.msdn.microsoft.com](https://social.msdn.microsoft.com/Forums/vstudio/en-US/10000000-0000-0000-0000-000000000000/vbide-vbcomponent-reference-problem) is to add a reference to the Microsoft Visual Basic for Applications Extensibility library from Tools References.

Scripting.FileSystemObject

Similar to the last one, except this time we need to import Microsoft Scripting Runtime according to <https://stackoverflow.com/questions/3233203/how-do-i-use-filesystemobject-in-vba>.

```
MsgBox "Export is ready"
End Sub
```

```
Public Sub ImportModules()  
    Dim wkbTarget As Excel.Workbook  
    Dim objFSO As Scripting.FileSystemObject  
    Dim objFile As Scripting.File  
    Dim szTargetWorkbook As String  
    Dim szImportPath As String  
    Dim szFileName As String  
    Dim cmpComponents As VBIDE.VBComponents
```

```
If ActiveWorkbook.name = ThisWorkbook.name Then
    MsgBox "Select another destination workbook" & _
        "Not possible to import in this workbook "
Exit Sub
```

