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SharpDocx

Summary

Generating documents with SharpDocx is a two-step process. First you create a view in Word. A view is a Word document which also contains C# code. Code can be inserted anywhere, e.g. 18-4-2024 21:46:39 would insert the current date and time.

The next step is to create documents based on this view. This requires two lines of code:

var document = DocumentFactory.Create("view.cs.docx");

document.Generate("output.docx");

Out of the box SharpDocx supports inserting text, tables, images and more. This tutorial shows you how.

If you want, you can specify a view model to be used in your view. Then you could write things like < % foreach (var item in Model.MyList) { % >. See the Model sample.

If you want to do something that's not supported by SharpDocx, you can do so by creating your own document subclass. See the Inheritance example. This example also shows how to get an output stream instead of a file.

SharpDocx is inspired by Web technologies like ASP.NET and JSP. Developers familiar with those technologies should feel right at home. It supports .NET Framework 3.5-4.8 and .NET Standard 2.0. Since it supports .NET Standard 2.0 it can be used in .NET Core 3.1, .NET 5.0 and .NET 6.0 projects as well.

Generating documents with SharpDocx can be very fast: a slightly modified Model sample produced 25 documents per second on my modest laptop. That’s 1500 documents per minute. Single threaded.

Contents

[The basics 3](#_Toc48598503)

[The Write method 3](#_Toc48598504)

[Conditional content 4](#_Toc48598505)

[Text block limitations 4](#_Toc48598506)

[Loops 5](#_Toc48598507)

[Nested loops 6](#_Toc48598508)

[Loops, tables and the AppendRow method 7](#_Toc48598509)

[Combining loops, text blocks and tables 8](#_Toc48598510)

[Images 9](#_Toc48598511)

[Replacing text 10](#_Toc48598512)

[Referencing assemblies and importing namespaces 11](#_Toc48598513)

[Notes 11](#_Toc48598514)

[The Map 13](#_Toc48598515)

[The SharpDocx solution 14](#_Toc48598516)

# The basics

At any point in the text you can insert C# statements. Like right here.

The result looks like this:



## The Write method

If you want to display the value of i, you can use the Write method. Right now, i is 1.

This will show:



There’s also a shorthand notation for the Write method: i is still 1.

This results in:



You can insert line breaks by using ‘\n’:

This paragraph  
contains two  
line breaks.

# Conditional content

You can use an if statement to display conditional content.

This will be displayed.

In this case, any formatting will be lost because the code parser ignores any formatting.

If you want to conditionally display a paragraph with formatting, use a *text block*: text between two code blocks and placed between curly brackets:

This **will** *also* be displayed, but *with* formatting.

If you want, you can span multiple elements in a text block. E.g.

The diverging pronunciation of tomato (though not so much potato) is primarily one of regional dialect.

The pronunciation 'tuh-MAH-toh' is the standard pronunciation in the UK and is accepted in the US regions of New England along with parts of the lower East Coast, while 'tuh-MAY-toh' is found almost everywhere else.

## Text block limitations

1. You can’t use text blocks to conditionally display a part of a paragraph. It’s all or nothing. This makes the text block implementation much simpler. However, it might also give some unexpected results.

2. Text blocks can’t share paragraphs. That means that you can’t write < % } } % > to end two text blocks. Instead, use two paragraphs, each containing < % } % >.

3. Also, text blocks in else statements are at the moment not supported by SharpDocx. Instead, use another if statement.

4. Don’t mix text blocks with the AppendRow or AppendParagraph methods: it just won’t work. Instead, use the Write method to display conditional content. See also issue #25.

# Loops

You can add repeating text blocks to a document like this:

Infobox_info_icon.emfThe value of i is **1.**i *squared* is **1**

Infobox_info_icon.emfThe value of i is **2.**i *squared* is **4**

Infobox_info_icon.emfThe value of i is **3.**i *squared* is **9**

Infobox_info_icon.emfThe value of i is **4.**i *squared* is **16**

Infobox_info_icon.emfThe value of i is **5.**i *squared* is **25**

Infobox_info_icon.emfThe value of i is **6.**i *squared* is **36**

Infobox_info_icon.emfThe value of i is **7.**i *squared* is **49**

Infobox_info_icon.emfThe value of i is **8.**i *squared* is **64**

Infobox_info_icon.emfThe value of i is **9.**i *squared* is **81**

Infobox_info_icon.emfThe value of i is **10.**i *squared* is **100**

Infobox_info_icon.emfThe value of i is **11.**i *squared* is **121**

Infobox_info_icon.emfThe value of i is **12.**i *squared* is **144**

Nested loops  
Loops can also be nested.

### Multiples of 1

1 \* 1 = 1

1 \* 2 = 2

1 \* 3 = 3

**Note:** 3 is divisible by 3.

### Multiples of 2

2 \* 1 = 2

2 \* 2 = 4

2 \* 3 = 6

**Note:** 6 is divisible by 3.

### Multiples of 3

3 \* 1 = 3

**Note:** 3 is divisible by 3.

3 \* 2 = 6

**Note:** 6 is divisible by 3.

3 \* 3 = 9

**Note:** 9 is divisible by 3.

### Multiples of 4

4 \* 1 = 4

4 \* 2 = 8

4 \* 3 = 12

**Note:** 12 is divisible by 3.

# Loops, tables and the AppendRow method

Sometimes you do want a loop, but you don’t want a repeating text block. For example, you just want to append rows to a table, but you don’t want to repeat the table itself. In this case, use {! instead of {.

This text and table do NOT repeat, because we used {!. However, a couple of rows do get appended to the table by using the AppendRow method.

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| i \* 1 | i \* 2 | i \* 3 | i \* 4 | i \* 5 | i \* 6 | i \* 7 | i \* 8 | i \* 9 | i \* 10 |
| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| 2 | 4 | 6 | 8 | 10 | 12 | 14 | 16 | 18 | 20 |
| 3 | 6 | 9 | 12 | 15 | 18 | 21 | 24 | 27 | 30 |
| 4 | 8 | 12 | 16 | 20 | 24 | 28 | 32 | 36 | 40 |
| 5 | 10 | 15 | 20 | 25 | 30 | 35 | 40 | 45 | 50 |
| 6 | 12 | 18 | 24 | 30 | 36 | 42 | 48 | 54 | 60 |
| 7 | 14 | 21 | 28 | 35 | 42 | 49 | 56 | 63 | 70 |
| 8 | 16 | 24 | 32 | 40 | 48 | 56 | 64 | 72 | 80 |
| 9 | 18 | 27 | 36 | 45 | 54 | 63 | 72 | 81 | 90 |
| 10 | 20 | 30 | 40 | 50 | 60 | 70 | 80 | 90 | 100 |
| 11 | 22 | 33 | 44 | 55 | 66 | 77 | 88 | 99 | 110 |
| 12 | 24 | 36 | 48 | 60 | 72 | 84 | 96 | 108 | 120 |
| 13 | 26 | 39 | 52 | 65 | 78 | 91 | 104 | 117 | 130 |
| 14 | 28 | 42 | 56 | 70 | 84 | 98 | 112 | 126 | 140 |
| 15 | 30 | 45 | 60 | 75 | 90 | 105 | 120 | 135 | 150 |
| 16 | 32 | 48 | 64 | 80 | 96 | 112 | 128 | 144 | 160 |
| 17 | 34 | 51 | 68 | 85 | 102 | 119 | 136 | 153 | 170 |
| 18 | 36 | 54 | 72 | 90 | 108 | 126 | 144 | 162 | 180 |
| 19 | 38 | 57 | 76 | 95 | 114 | 133 | 152 | 171 | 190 |
| 20 | 40 | 60 | 80 | 100 | 120 | 140 | 160 | 180 | 200 |
| 21 | 42 | 63 | 84 | 105 | 126 | 147 | 168 | 189 | 210 |
| 22 | 44 | 66 | 88 | 110 | 132 | 154 | 176 | 198 | 220 |
| 23 | 46 | 69 | 92 | 115 | 138 | 161 | 184 | 207 | 230 |
| 24 | 48 | 72 | 96 | 120 | 144 | 168 | 192 | 216 | 240 |
| 25 | 50 | 75 | 100 | 125 | 150 | 175 | 200 | 225 | 250 |
| 26 | 52 | 78 | 104 | 130 | 156 | 182 | 208 | 234 | 260 |
| 27 | 54 | 81 | 108 | 135 | 162 | 189 | 216 | 243 | 270 |
| 28 | 56 | 84 | 112 | 140 | 168 | 196 | 224 | 252 | 280 |
| 29 | 58 | 87 | 116 | 145 | 174 | 203 | 232 | 261 | 290 |
| 30 | 60 | 90 | 120 | 150 | 180 | 210 | 240 | 270 | 300 |

## Combining loops, text blocks and tables

You can nest tables in text blocks in order to create multiple tables. Note that the inner loop does not create a repeating text block, but does append rows.

### Multiples of 1

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| i |  | j |  | i \* j |
| 1 | \* | 1 | = | 1 |
| 1 | \* | 2 | = | 2 |
| 1 | \* | 3 | = | 3\* |
| 1 | \* | 4 | = | 4 |
| 1 | \* | 5 | = | 5 |
| 1 | \* | 6 | = | 6\* |
|  |  |  |  | \* Divisible by 3 |

### Multiples of 2

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| i |  | j |  | i \* j |
| 2 | \* | 1 | = | 2 |
| 2 | \* | 2 | = | 4 |
| 2 | \* | 3 | = | 6\* |
| 2 | \* | 4 | = | 8 |
| 2 | \* | 5 | = | 10 |
| 2 | \* | 6 | = | 12\* |
|  |  |  |  | \* Divisible by 3 |

### Multiples of 3

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| i |  | j |  | i \* j |
| 3 | \* | 1 | = | 3\* |
| 3 | \* | 2 | = | 6\* |
| 3 | \* | 3 | = | 9\* |
| 3 | \* | 4 | = | 12\* |
| 3 | \* | 5 | = | 15\* |
| 3 | \* | 6 | = | 18\* |
|  |  |  |  | \* Divisible by 3 |

# Images

Insert images using the Image method.

​

If only a file name is specified, SharpDocx searches this file in a directory specified by the ImageDirectory property. Right now this property has been set to ‘C:\Projects\SharpDocx\Samples\SampleProjects\Tutorial\bin\Debug\net48/../../../../../Images’.

The Image method accepts a second optional parameter that specifies the relative size of the image. Here’s  at 15%.

Images that are too wide to be displayed at 100% are automatically scaled back. Here’s an example:



New methods in SharpDocx 2.4 are ImageFromBase64 and ImageFromUrl. And if you want you can now also use your own streams using the ImageFromStream(Stream stream, int percentage = 100, string extension = null)method.

 ImageFromBase64 example.

 ImageFromUrl example.

SharpDocx supports the following image formats: bmp, gif, jpeg, png, tiff and emf.

# Replacing text

If you want to replace text, you can use the Replace method.

This will replace *all* occurrences of the specified string.[[1]](#footnote-2)

Here’s the **replaced text**. And here’s some more replaced text.

# Referencing assemblies and importing namespaces

If you want to use specific types in a view, you can use the Assembly and Import directives to get access to them. Directives look like regular code blocks, but they always start with < %@.

Reference an assembly with the Assembly directive.

Import namespaces with the Import directive.

In C# you would write:

using System.Xml.Linq;

Now we can use types in System.Xml.Linq. Let’s read some news.

**Sony's PS5 Pro is Real and Developers Are Getting Ready For It**Sony is getting ready to release a more powerful PS5 console, possibly by the end of this year. After reports of leaked PS5 Pro specifications surfaced recently, The Verge has obtained a full list of …

**Discord is Nuking Nintendo Switch Emulator Devs and Their Entire Servers**Discord has shut down the Discord servers for the Nintendo Switch emulators Suyu and Sudachi and has completely disabled their lead developers' accounts. The Verge: Both Suyu and Sudachi began as fork…

**Xbox Moving 'Full Speed Ahead' on Next Gen Console**Microsoft is moving "full speed ahead" on its next generation console, an internal email from Xbox president Sarah Bond has revealed. From a report: The email, obtained by Windows Central and verified…

**Warner Bros. Issues DMCA's After 'Suicide Squad' Game Cracked to Allow Playing as Unreleased Characters**"It appears the live-service shooter Suicide Squad: Kill The Justice League is, once again, suffering from a hacker problem," reports Kotaku:  
  
Instead of doing absolutely absurd amounts of damage, t…

**Apple Opens the App Store To Retro Game Emulators**In an update on Friday, Apple announced that game emulators can come to the App Store globally and offer downloadable games. "Apple says those games must comply with 'all applicable laws,' though -- a…

**Roblox Executive Says Children Making Money On the Platform Isn't Exploitation, It's a Gift**In an interview with Roblox Studio head Stefano Corazza, Eurogamer asked about the reputation Roblox has gained and the notion that it was exploitative of young developers, since it takes a cut from w…

**Developer Hacks Denuvo DRM After Six Months of Detective Work and 2,000 Hooks**After six months of work, DRM developer Maurice Heumann successfully cracked Hogwarts Legacy's Denuvo DRM protection system to learn more about the technology. According to Tom's Hardware, he's "left …

**PC, Console Growth To Lag Pre-pandemic Levels as Gamers Clock in Fewer Hours**Personal computing and console gaming revenue growth is expected to remain below pre-pandemic levels through 2026 as gamers record fewer hours of playtime, according to research firm Newzoo. From a re…

**Microsoft is Working on an Xbox AI Chatbot**Microsoft is currently testing a new AI-powered Xbox chatbot that can be used to automate support tasks. From a report: Sources familiar with Microsoft's plans tell The Verge that the software giant h…

**Major Mobile NFT Shooter Game 'MadWorld' Uses Linux Foundation Subsidiary's Game Engine**A Linux Foundation subsidiary has developed a free and open-source 3D game engine distributed under the Apache license. And last week the Open 3D Foundation announced "a big step forward, showcasing t…

**Russia Is Making Its Own Gaming Consoles**Vladimir Putin has ordered Russia's government to explore the development of a series of homegrown consoles to compete with PlayStation and Xbox. Game Rant reports: Russia has taken issue with Western…

**Phil Spencer Wants Epic Games Store and Others On Xbox Consoles**Chris Plante reports via Polygon: Phil Spencer doesn't just want Xbox games on other consoles. He wants other video game retailers on Xbox, too. In an interview with Microsoft's CEO of Gaming during t…

**Xbox Cloud Gaming Now Has Mouse and Keyboard Support In Select Games**Tom Warren reports via The Verge: Microsoft is starting to preview mouse and keyboard support for Xbox Cloud Gaming today. Xbox Insiders will be able to start playing with their mouse and keyboard in …

**Video Game Voice Actors May Strike Over AI**"Hollywood is bracing for another actors strike, this time against the videogame industry," according to MarketWatch:  
  
"We're currently in bargaining with all the major game studios, and the major sti…

In a real world scenario you wouldn’t fetch data or have this much code in a view. But hey, this is just an example.

## Notes

SharpDocx will automatically reference the calling assembly. So if the view model is declared in the calling assembly, you can use that model in your document without explicitly referencing that assembly. However, if the view model is defined in another assembly, you need to explicitly reference it. If you don't, you'll get compilation errors like:

Line 26: error CS0012: The type 'ClassLibrary1.Models.Country' is defined in an assembly that is not referenced. You must add a reference to assembly 'ClassLibrary1, Version=1.0.0.0, Culture=neutral, PublicKeyToken=null'.

The simplest way to add a reference to ClassLibrary1 is by using an Assembly-directive in your document:

< %@ Assembly Name="ClassLibrary1" % >

Or, if you're using .NET Core, you might want to use:

< %@ Assembly Name="~/ClassLibrary1" % >

The tilde represents the directory that contains SharpDocx.dll. Use it when you get errors like:

System.IO.FileNotFoundException: Could not find file 'C:\Program Files\dotnet\shared\Microsoft.NETCore.App\2.0.9\ClassLibrary1.dll'.

Another way to add references and namespaces is by defining your own SharpDocx document subclass. See the Inheritance example.

# The Map

The Map maps OpenXmlElements to plain text and vice versa. It’s being used internally by the Replace method and for finding the C# code in views, among other things. At the moment Map.Text looks something like this:

Version 2.4.1.0  
egonl  
April 2024  
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SharpDocx  
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Summary  
Generating documents with SharpDocx is a two-step process. First you create a view in Word. A view is a Word document which also contains C# code. Code can be inserted anywhere, e.g. 18-4-2024 21:46:39 would insert the current date and time.  
The next step is to create documents based on this view. This requires two lines of code:  
var document = DocumentFactory.Create("view.cs.docx");  
document. …

The Map might be handy when you want to search the document for text.

# The SharpDocx solution

### Building the example programs

The Tutorial, Inheritance and Model samples will by default be built for .NET Framework 4.8 and .NET 6.0. The.NET 6.0 build will use the .NET Standard 2.0 version of SharpDocx.

The samples will by default run in .NET Framework 4.8 in Visual Studio 2022. If you want to change this, right click on the project file in and select **Edit Project File**. This will open the csproj file. The first target named on this line will be used for startup/debugging in Visual Studio:

<TargetFrameworks>net48;net6.0</TargetFrameworks>

Depending on the SDKs you have installed, you can choose between net35, net40, net45, net46, net47, net48, netstandard2.0, netcoreapp3.1, net5.0, net6.0 and net7.0.

### Linux and Mac

First clone the SharpDocx repository:

git clone https://github.com/egonl/SharpDocx

cd SharpDocx

Now you can build and run the Tutorial sample.

dotnet build SharpDocx.sln

dotnet Samples/SampleProjects/Tutorial/bin/Debug/net6.0/Tutorial.dll

If you want you can remove the net48 target from all projects on Unix-like systems, because they will produce Windows executables.

1. Actually, this will only replace text in the body of the document, and not in headers, footers, end- or footnotes. So this won’t work as expected. But you can use code here. [↑](#footnote-ref-2)