DoPE .NET – Visual Basic

Starter Manual

DOLI Elektronik GmbH

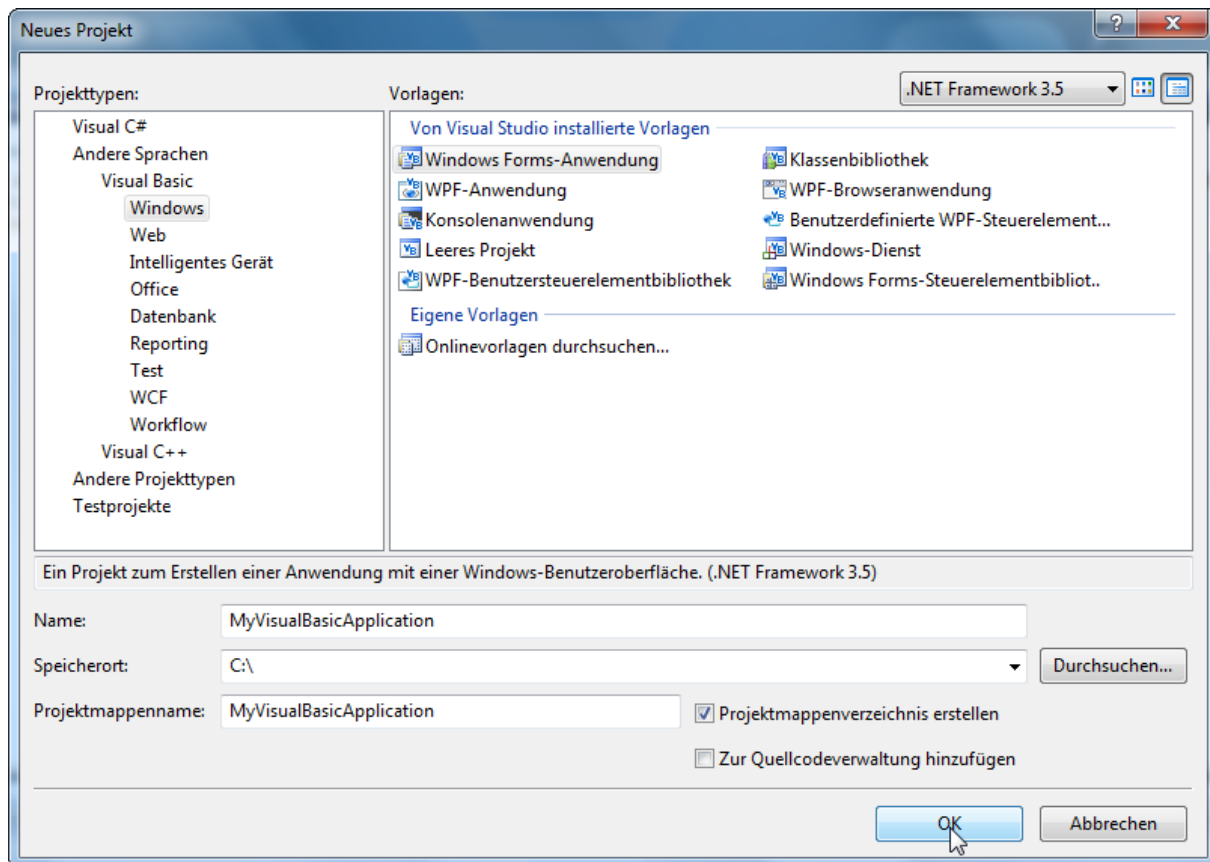|	
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1 Introduction

This document briefly describes how to set up a new DoPE .NET application-project in Visual Basic .NET.
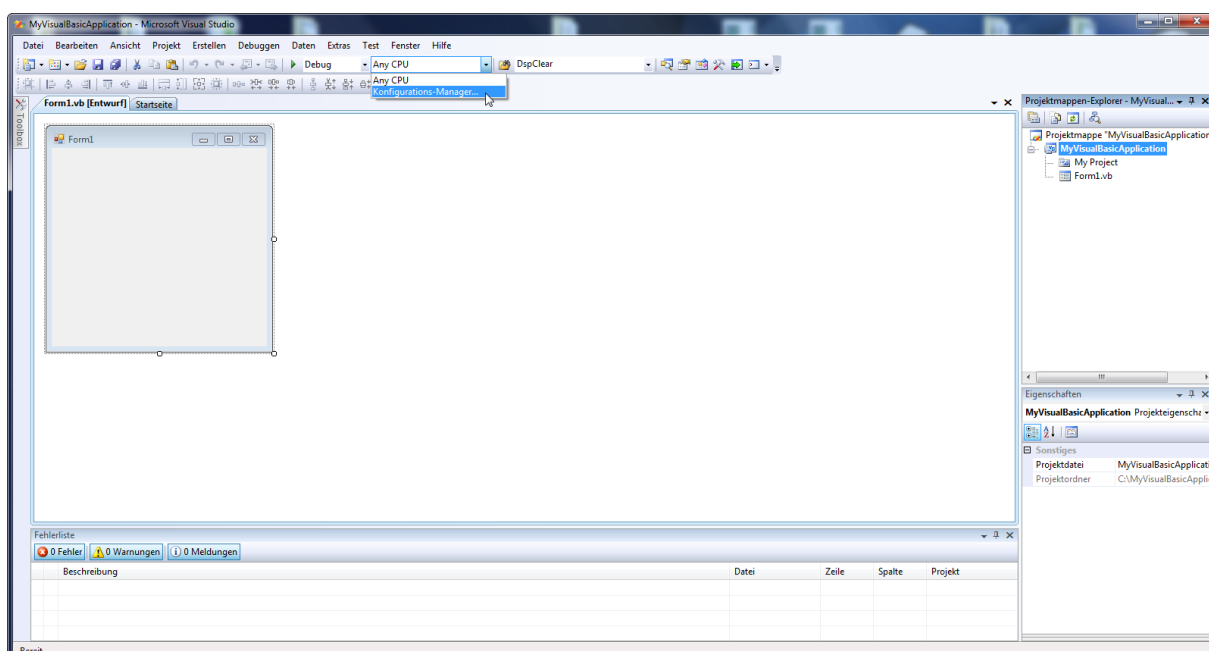
2 Set up a new Visual Basic Project
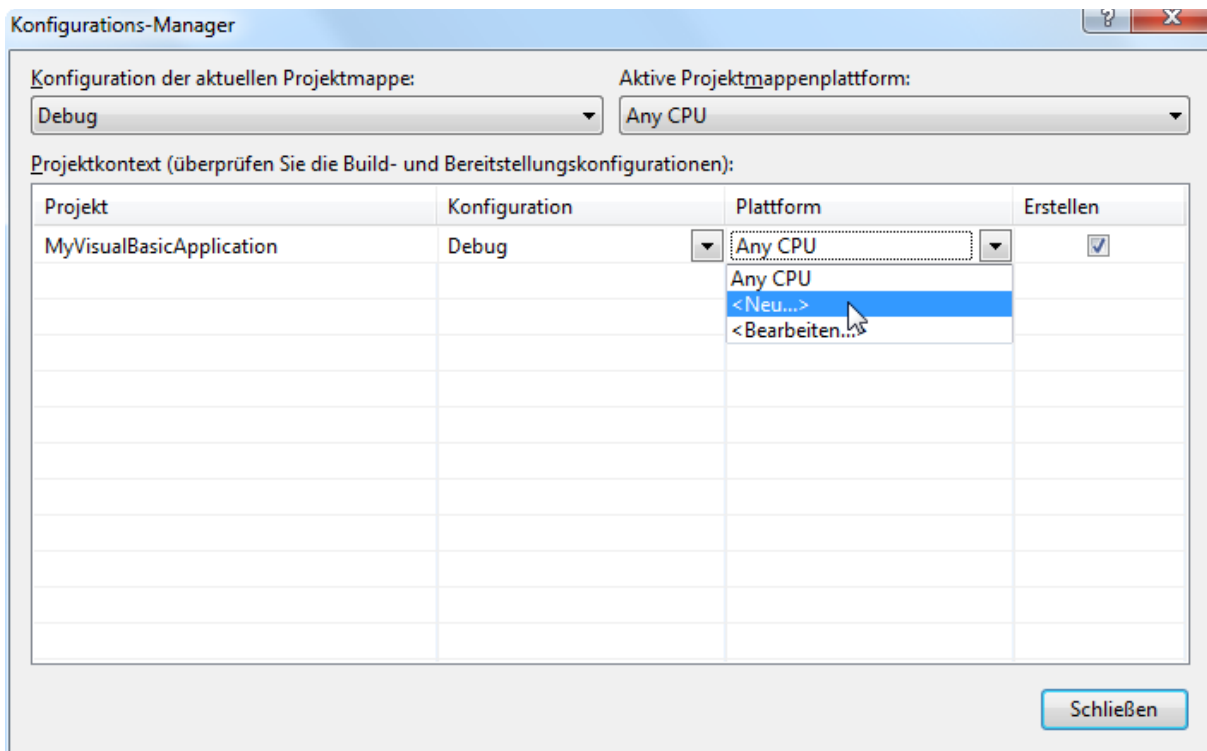
- Choose File -> New -> Project

- Under Project Types, choose Windows and under templates: Windows Forms Application
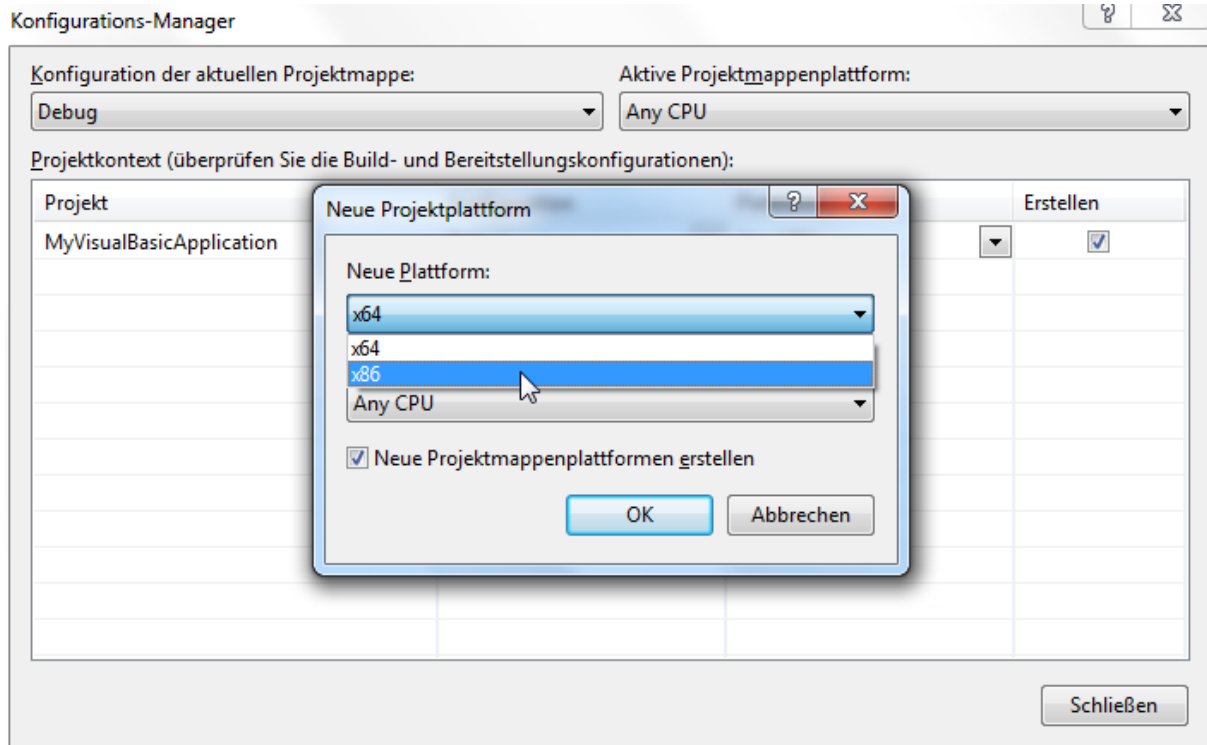- Choose a project-name like – MyVisualBasicApplication – and click the OK-button

- Important: Select the x86-platform configuration
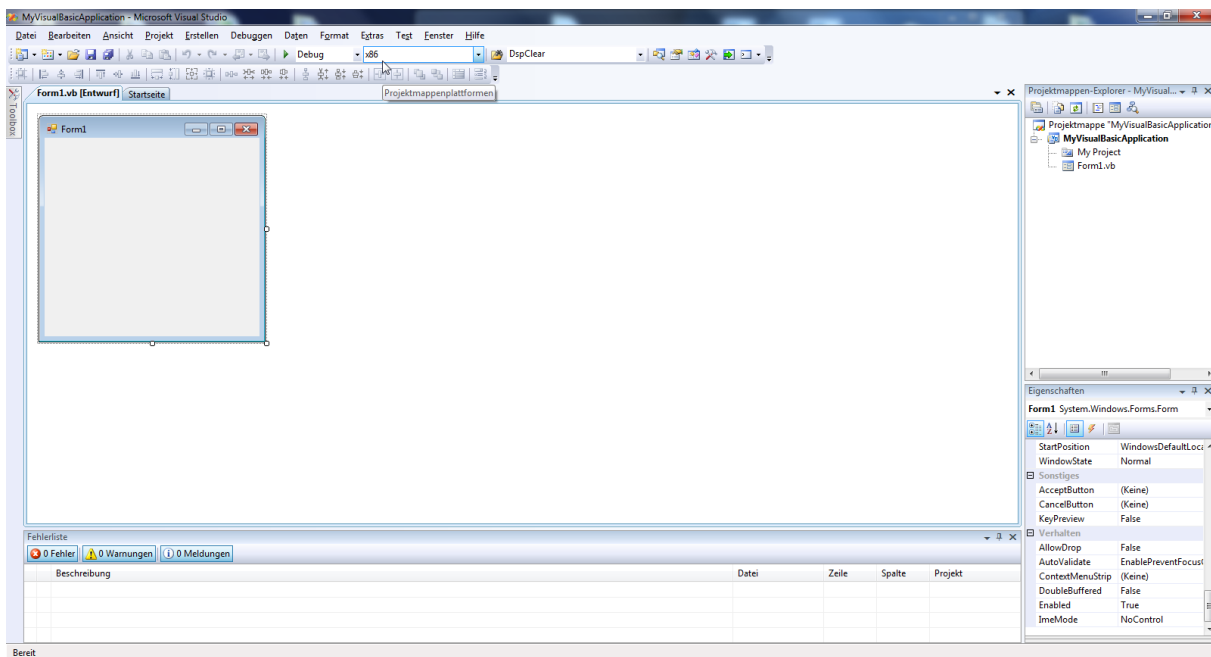- To create a new x86 configuration, click on configuration manager

- In the platform column, click new

- Choose x86
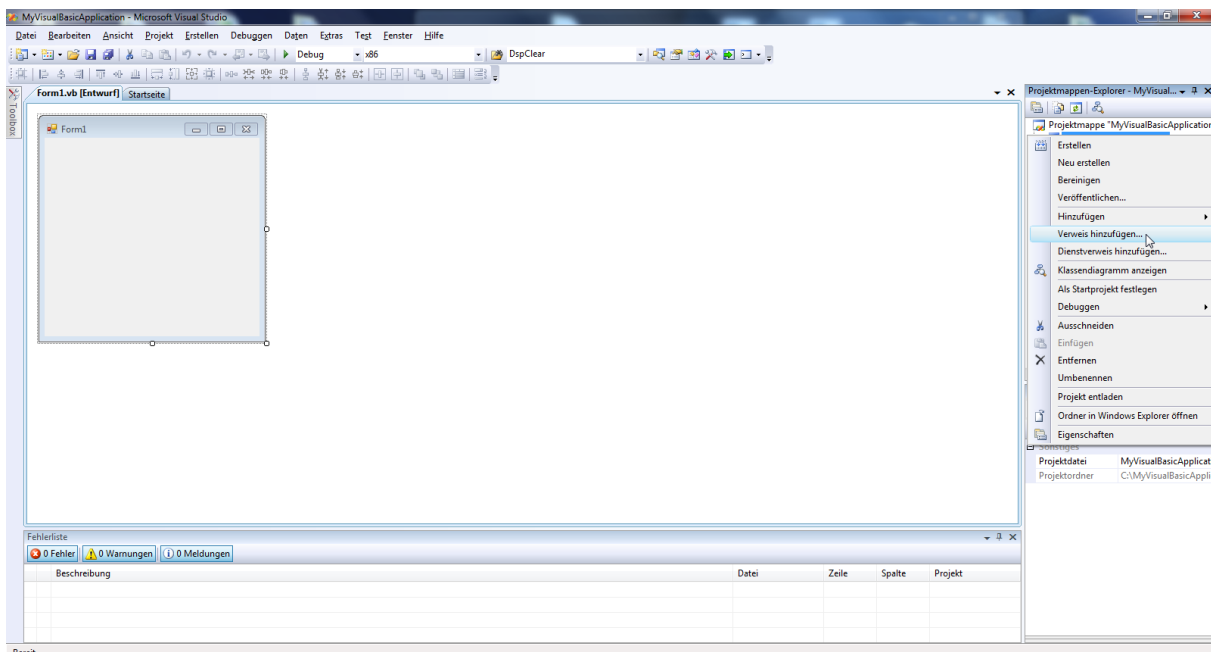

- Ensure that the platform x86 is selected
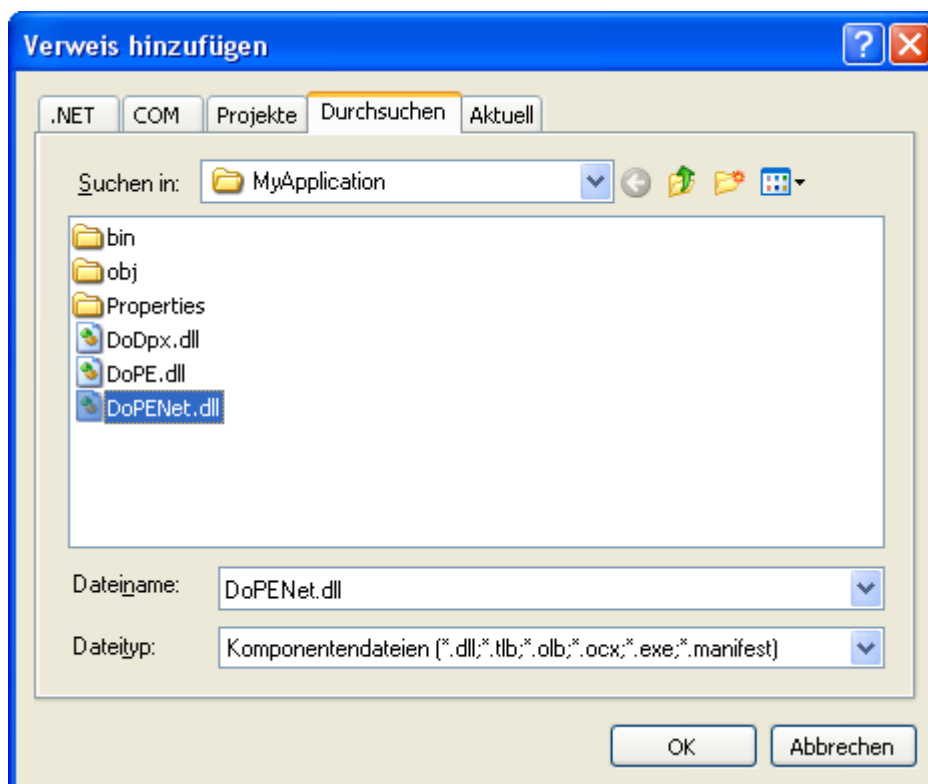
- Copy the DoPE-Libraries (Download from: www.DOLI.de) into your application's source-code directory (e.g. c:\MyVisualBasicApplication\ MyVisualBasicApplication \):
  - o **DoPENet.dll**
  - o **DoPE.dll**
  - o **DoDpx.dll**
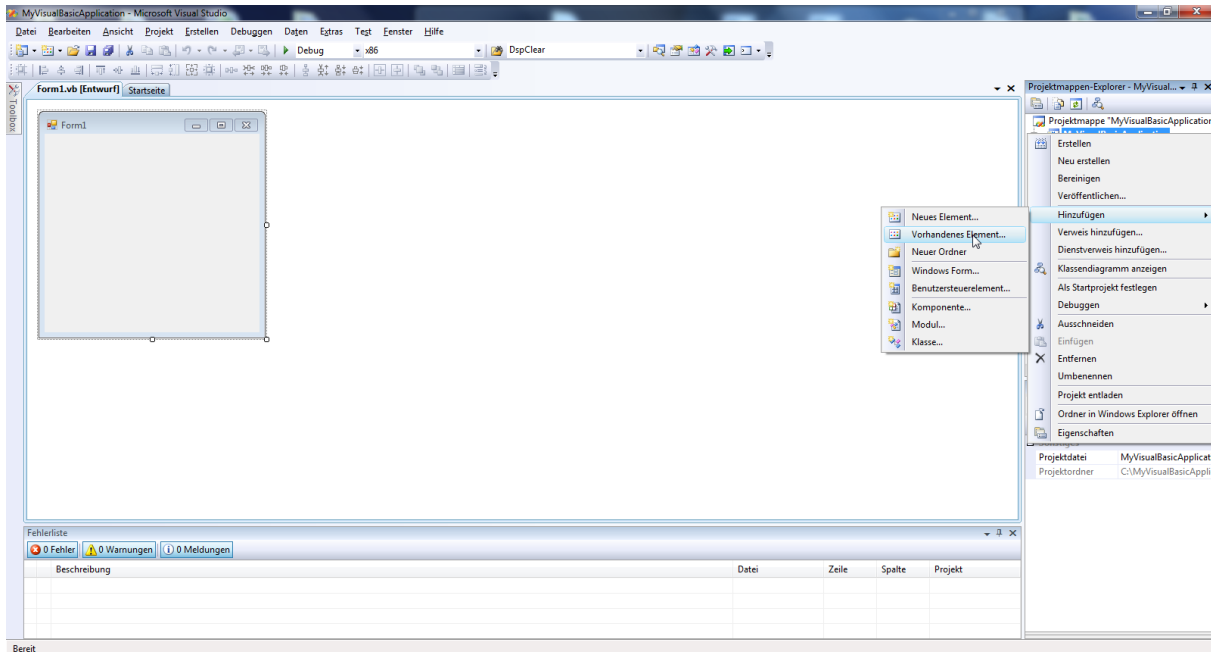
- In the Project-Solution-Explorer, right-click on MyVisualBasicApplication
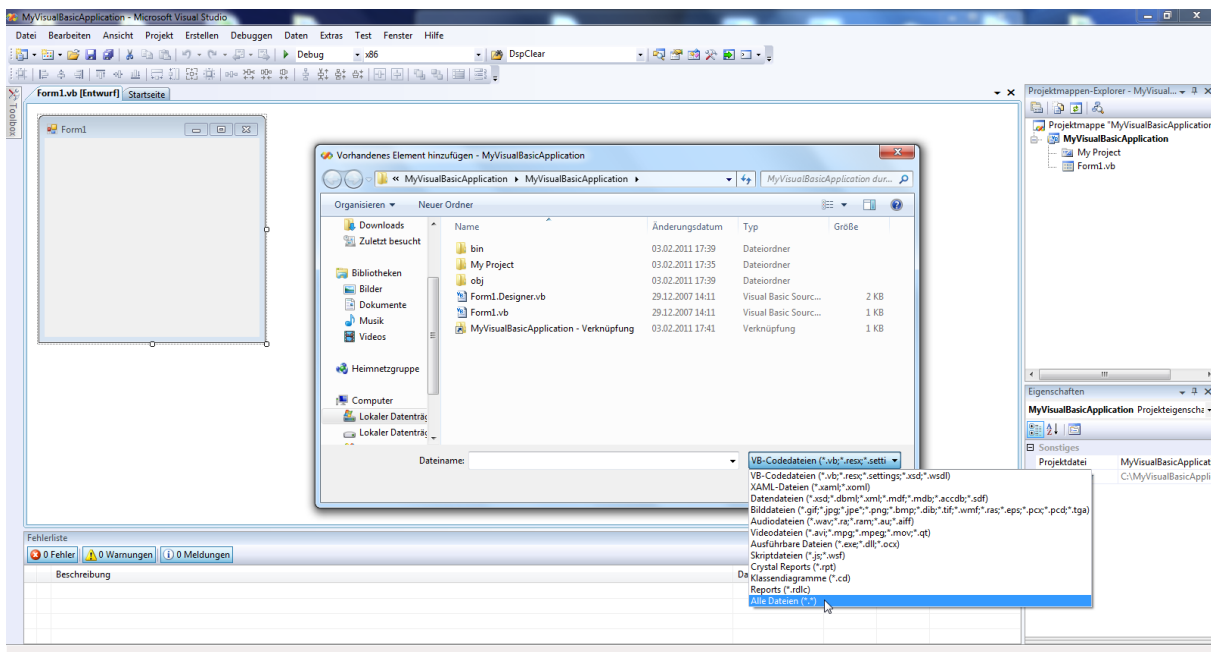- Select: Add Reference…

- Select the **DoPDNet.dll** file
- Click the OK-button

- In the Project-Solution-Explorer, right-click on MyVisualBasicApplication
- Select Add -> Existing Item…

- Change the filter to - All Files (*.*) - in the filter checkbox

- Select the highlighted DLL files shown in the window below
- Click the Add-button

- In the Project-Solution-Explorer, hold the Ctrl-key and select the highlighted DLL files shown in the window below
- In the Properties-Window, select for – Copy to Output Directory – the value – Copy Always –

- Now all preparations have been made to use DoPE .NET in your project
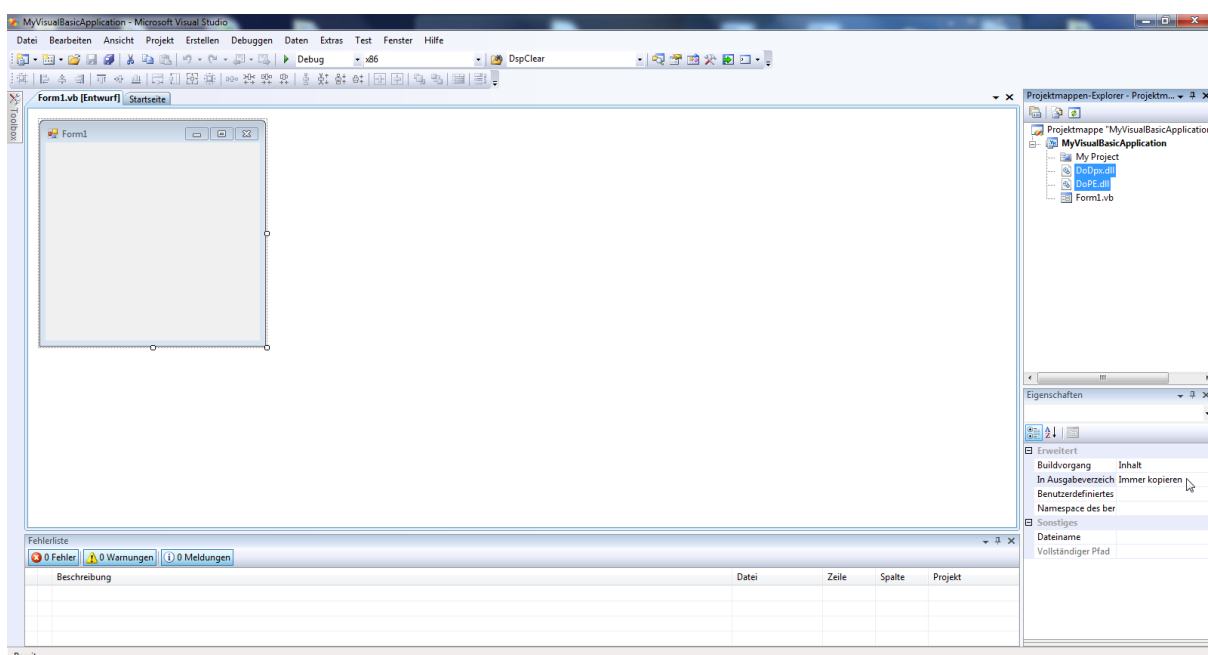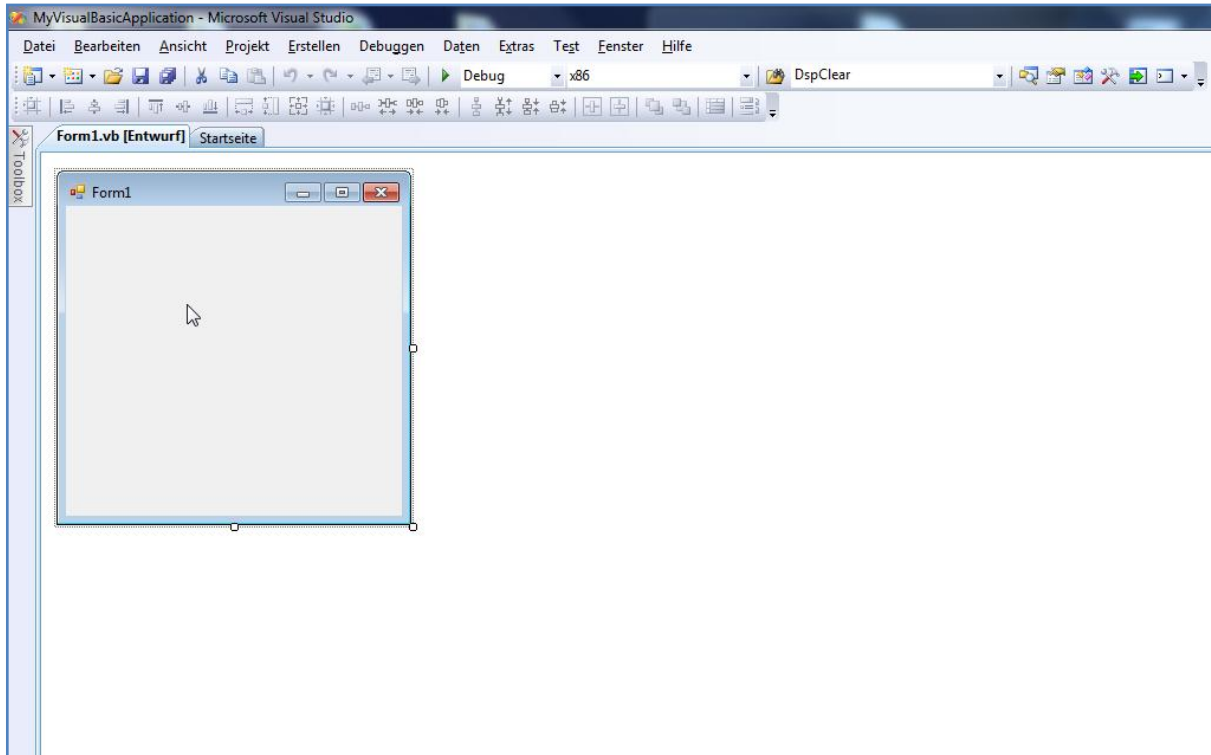- In order to unlock and use the DoPE .NET library, some code has to be added
- Please double-click on the Form1-window to switch to the Form1_Load subroutine

- Import the Doli.DoPE namespace
- Next you should declare a class-variable of the type Edc. Let's name the variable – MyEdc –
- To unlock the DoPE .NET library, a version check must be done by calling the CheckApi(version of my DoPE .NET DLL) subroutine
- After creating a new Edc object the DoPE .NET library is ready to use
- Call any DoPE-API subroutine referring to this template: MyEdc.DoPEModule.DoPEAPICommand

```vb
Imports Doli.DoPE

Public Class Form1
    Dim MyEdc As Edc

    Private Sub Form1_Load(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles MyBase.Load
        Try
            DoPE.CheckApi("2.68")
            MyEdc = New Edc(DoPE.OpenBy.DeviceId, 0)
        Catch ex As Exception
            MsgBox(ex.ToString())
        End Try
    End Sub
End Class
```

Final note regarding the Try-Catch-Block

It prevents your program to freeze when an unforeseen error occurs. Note that a DoPEException arises when the construction or destruction of an object of type Edc or EdcList has failed.

3 Trouble Shooting

- Please ensure, that the stated DoPE-version in CheckApi is equal to the file versions of the DoPE.dll and the DoPENet.dll - like displayed in the picture below
- The newest DLL files can be downloaded from wwww.DOLI.de
- After you have compiled your project, the following DLLs must have been copied automatically by Visual Studio into your debug/release directory:
    - DoPENet.dll
    - DoPE.dll
    - DoDpx.dll
- If the libraries highlighted in blue are missing, please refer to the instructions on page 6
- If the libraries highlighted in green are missing, please refer to the instructions on page 8
- Ensure the x86 platform is selected (in the main-window, beneath the debug-checkbox)