DoPE .NET – C#

Starter Manual

DOLI Elektronik GmbH

Firmenname:	DOLI Elektronik GmbH
Zentrale:	Adi-Maislinger-Straße 7, 81373 München, Deutschland ☎ (+49)-089-20 243-0 Fax (+49)-089-20 243 243 E-Mail info@doli.de
Fertigung:	Ulmer Straße 34, 89584 Ehingen, Deutschland ☎ (+49)-07391-58039-0 Fax (+49)-07391-58039-71 E-Mail ehi@doli.de
Vertrieb:	Mühlstr. 26, 55271 Stadecken-Elsheim, Deutschland ☎ (+49)-06130-944250 Fax (+49)-06130-944251 E-Mail sales@doli.de
Internet:	**www.doli.de**

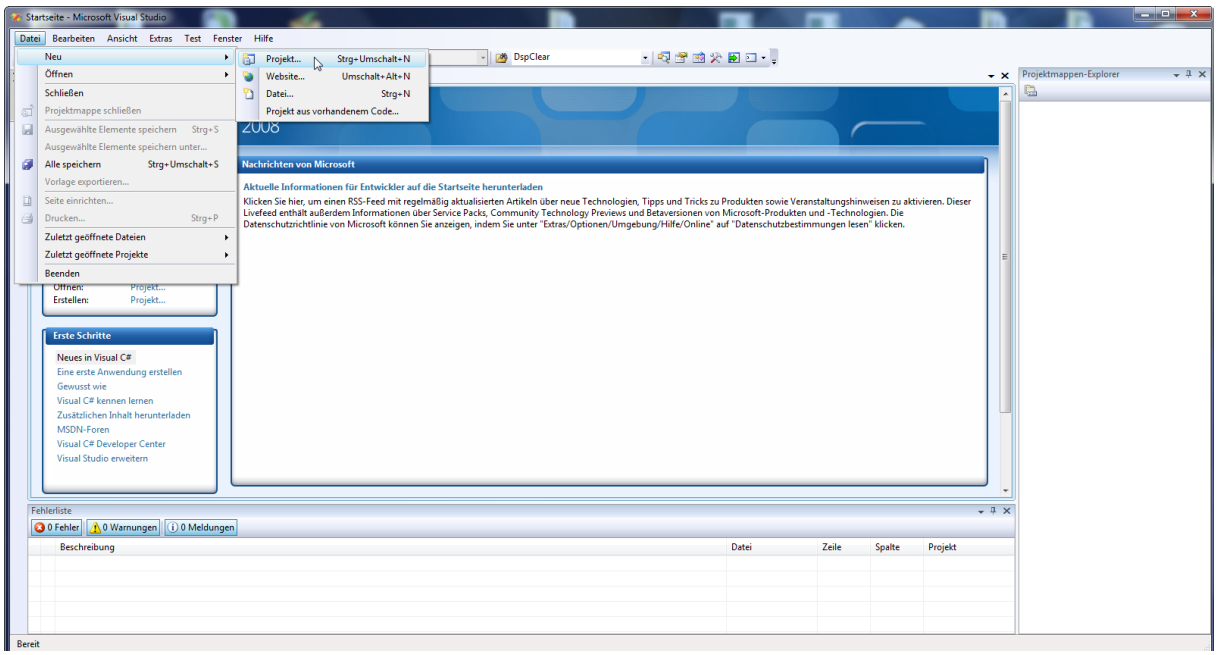
Inhaltsverzeichnis

1 Introduction

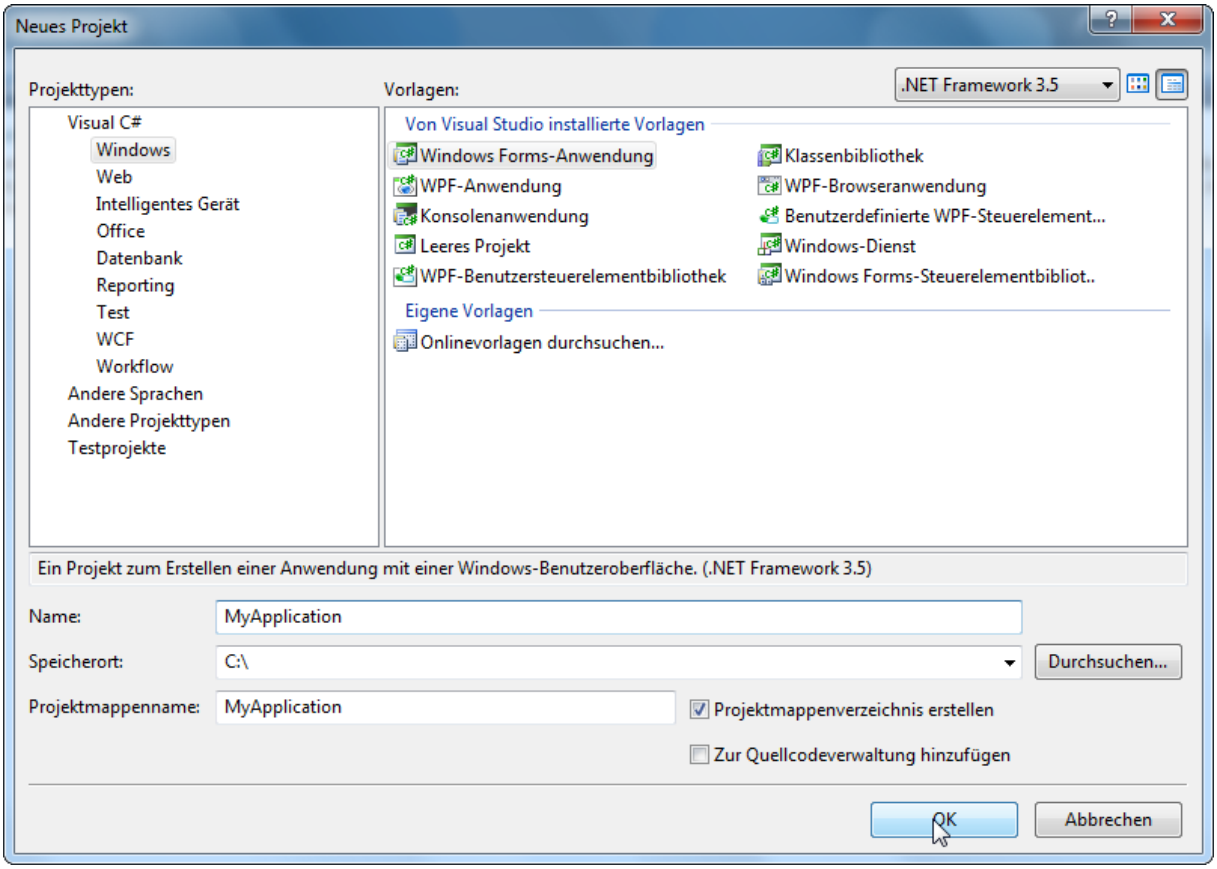
This document briefly describes how to set up a new DoPE .NET application-project in C#.

2 Set up a new C# Project

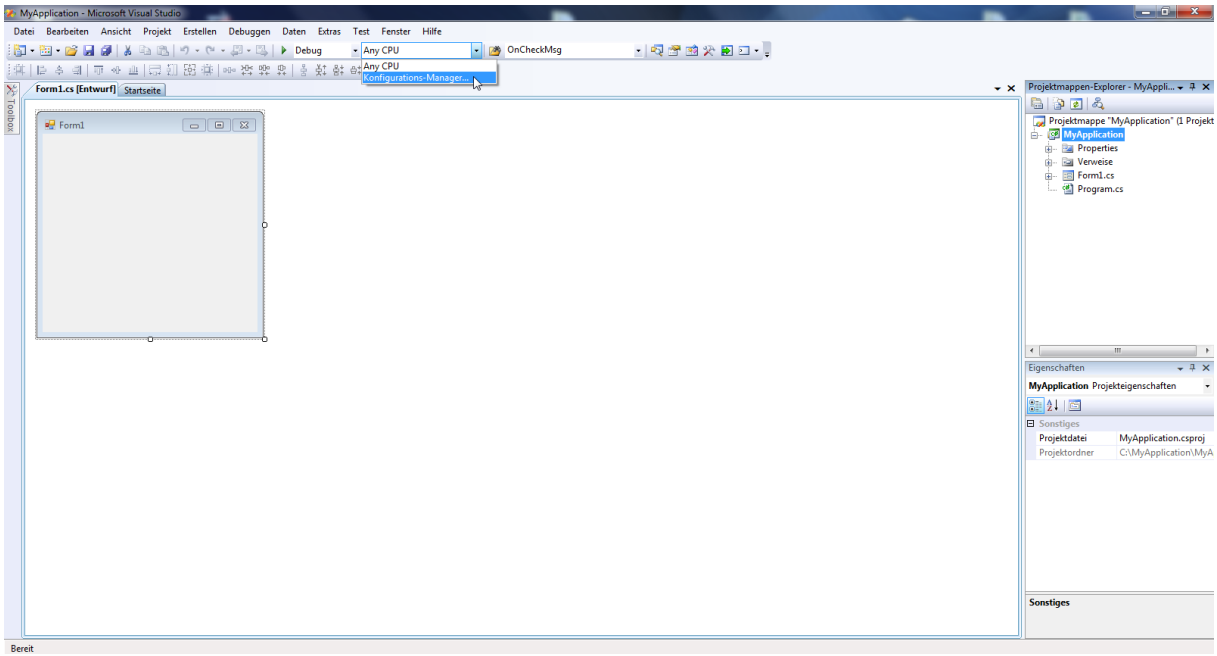
- Choose File -> New -> Project



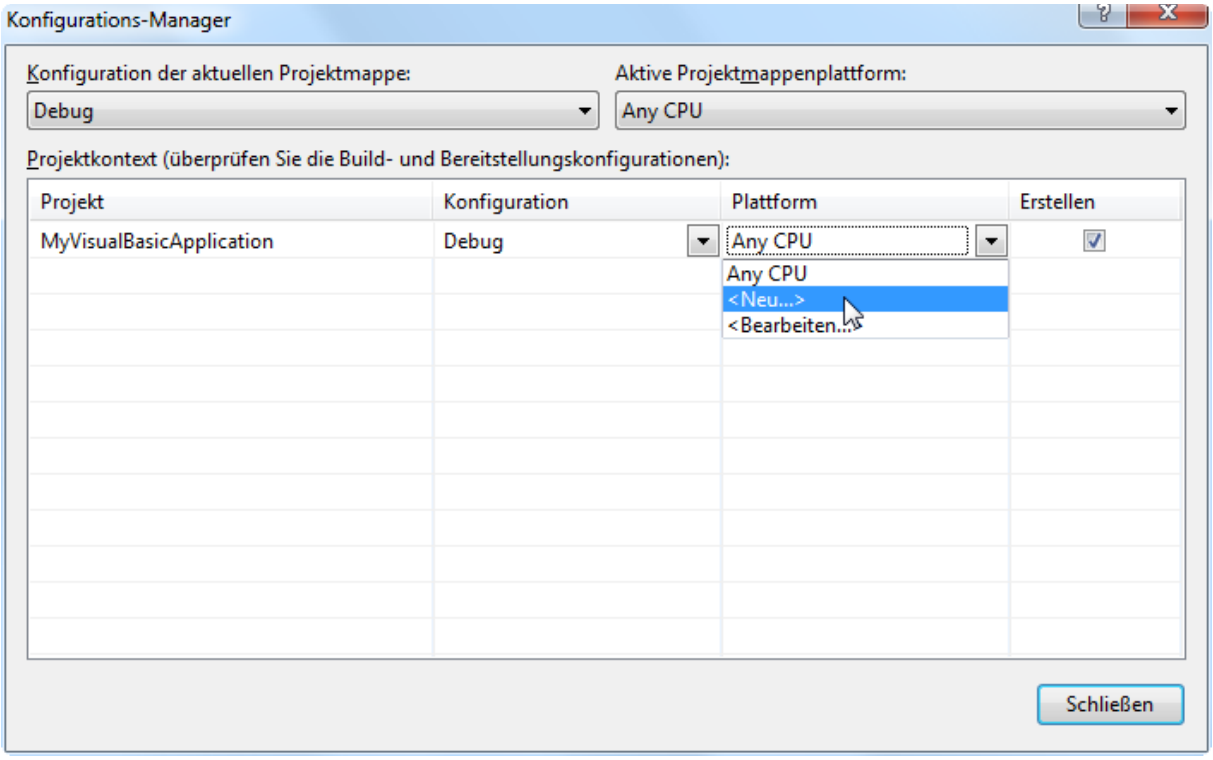
- Under Project Types, choose Windows and under templates: Windows Forms Application
- Choose a project-name like – MyApplication – and click the OK-button



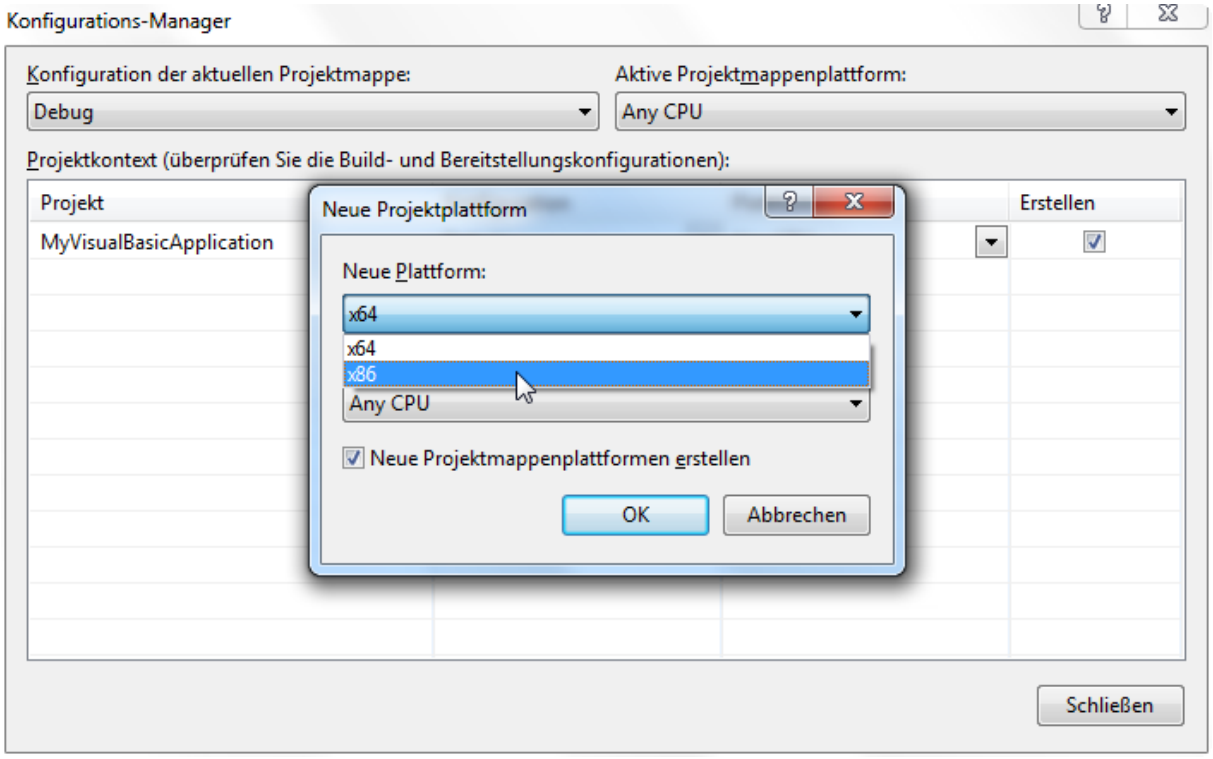
- Important: Select the x86-platform configuration
- To create a new x86 configuration, click on configuration manager



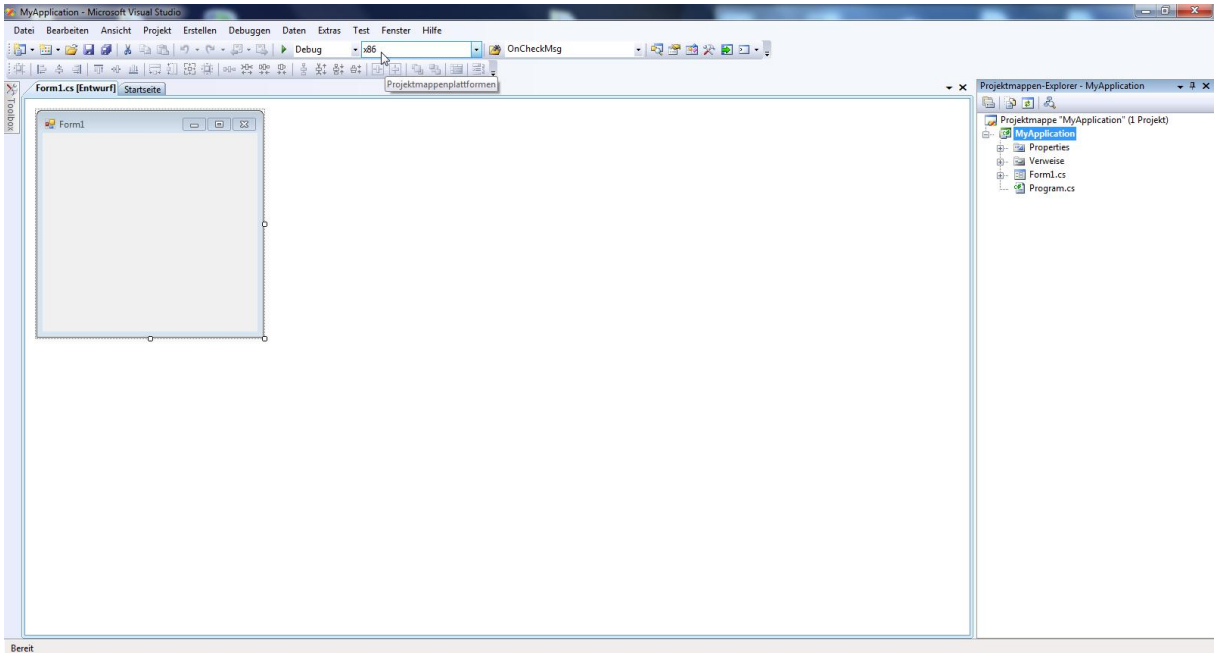
- In the platform column, click new



- Choose x86

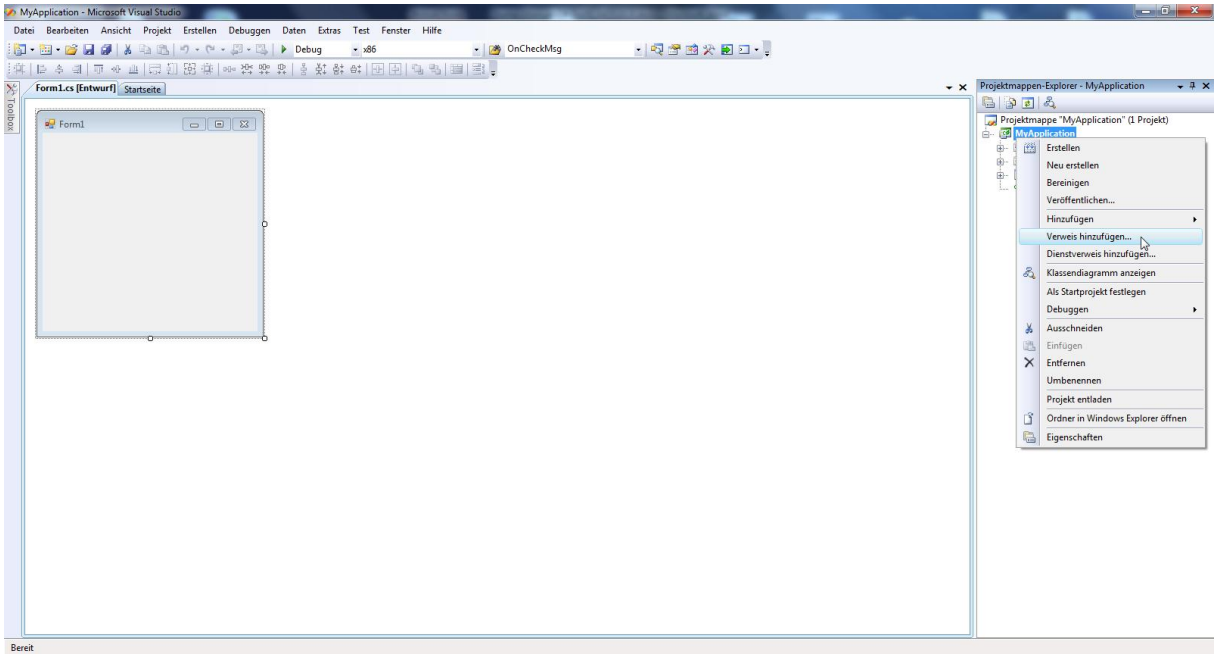


- Ensure that the platform x86 is selected

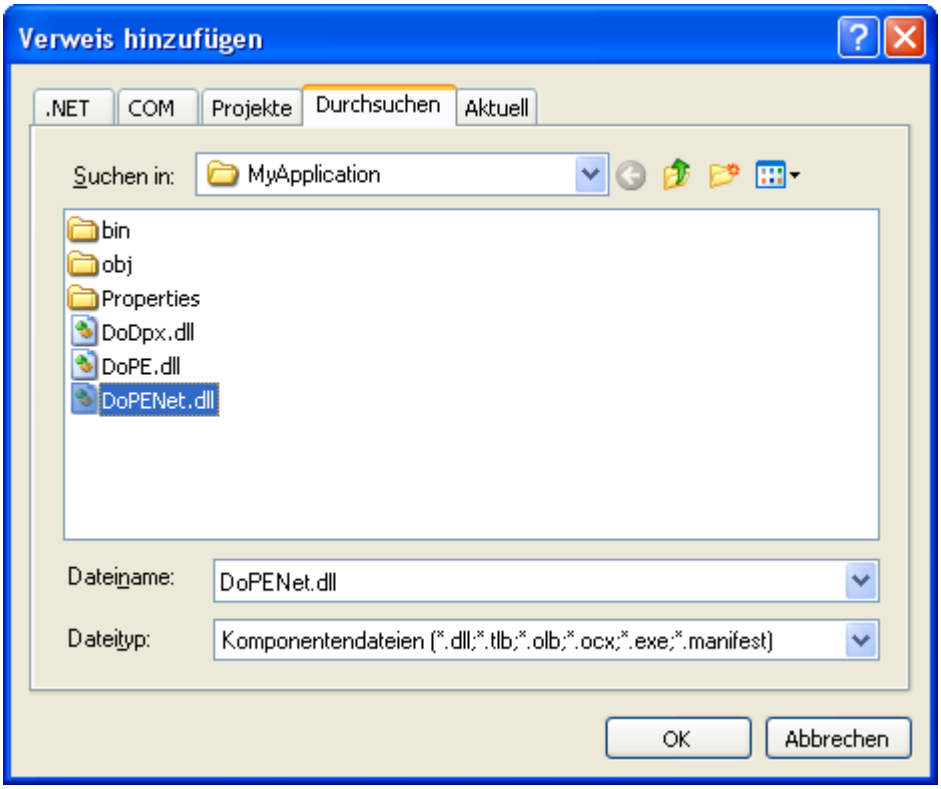


- Copy the DoPE-Libraries (Download from: www.DOLI.de) into your application's source-code directory (e.g. c:\MyApplication\MyApplication\):
  - **DoPENet.dll**
  - **DoPE.dll**
  - **DoDpx.dll**

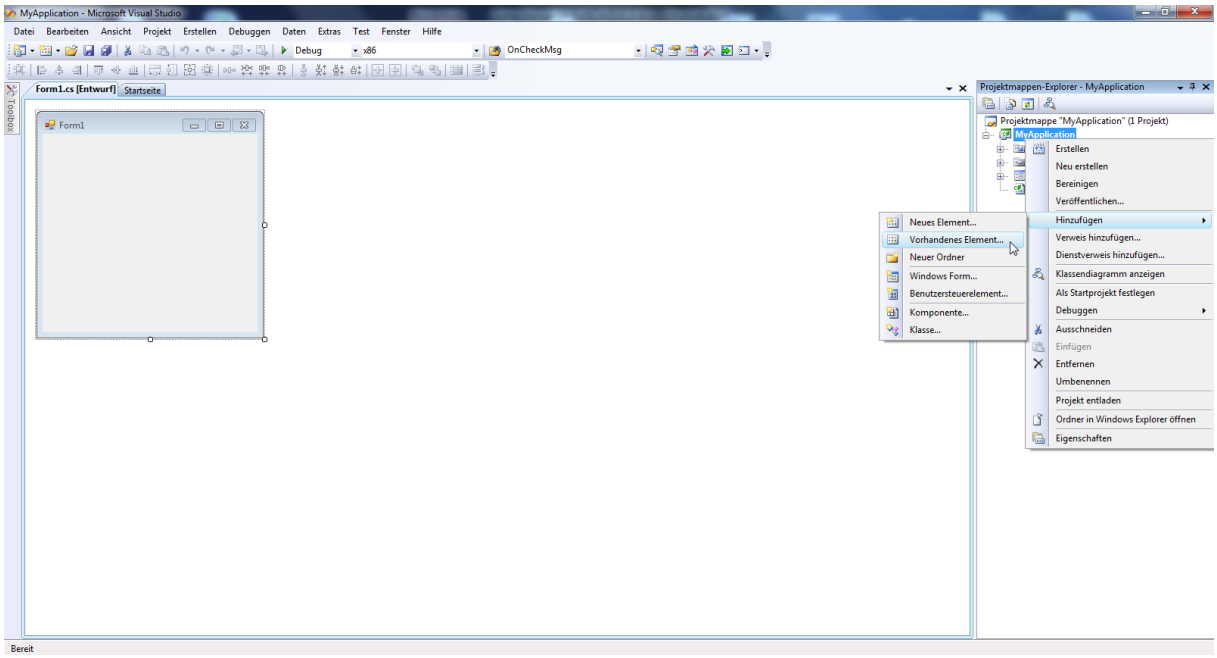
- In the Project-Solution-Explorer, right-click on MyApplication
- Select: Add Reference…



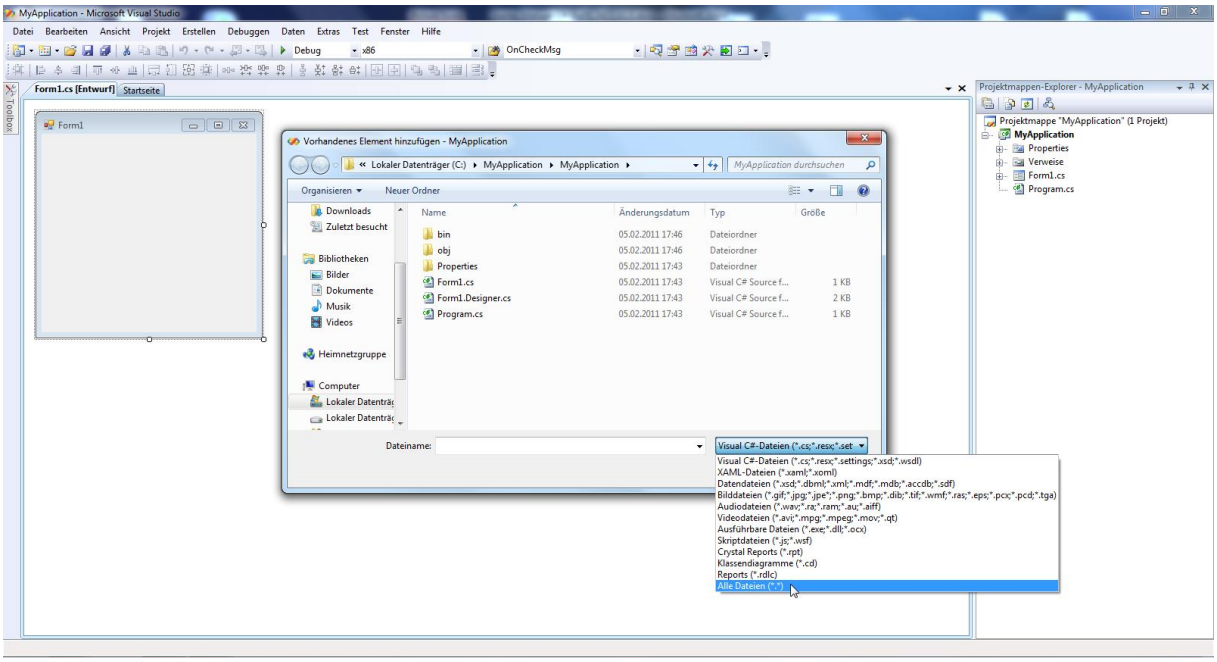
- Select the **DoPDNet.dll**-file
- Click the OK-button



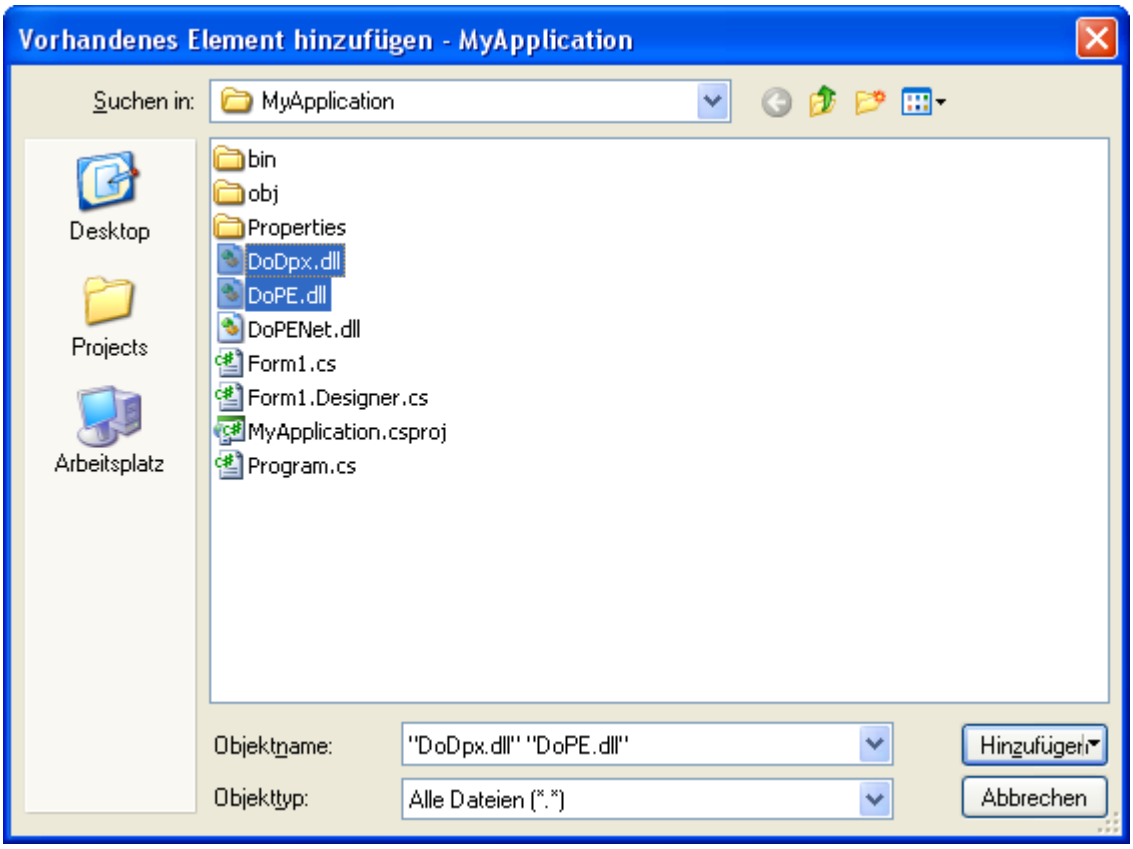
- In the Project-Solution-Explorer, right-click on MyApplication
- Select Add -> Existing Item…



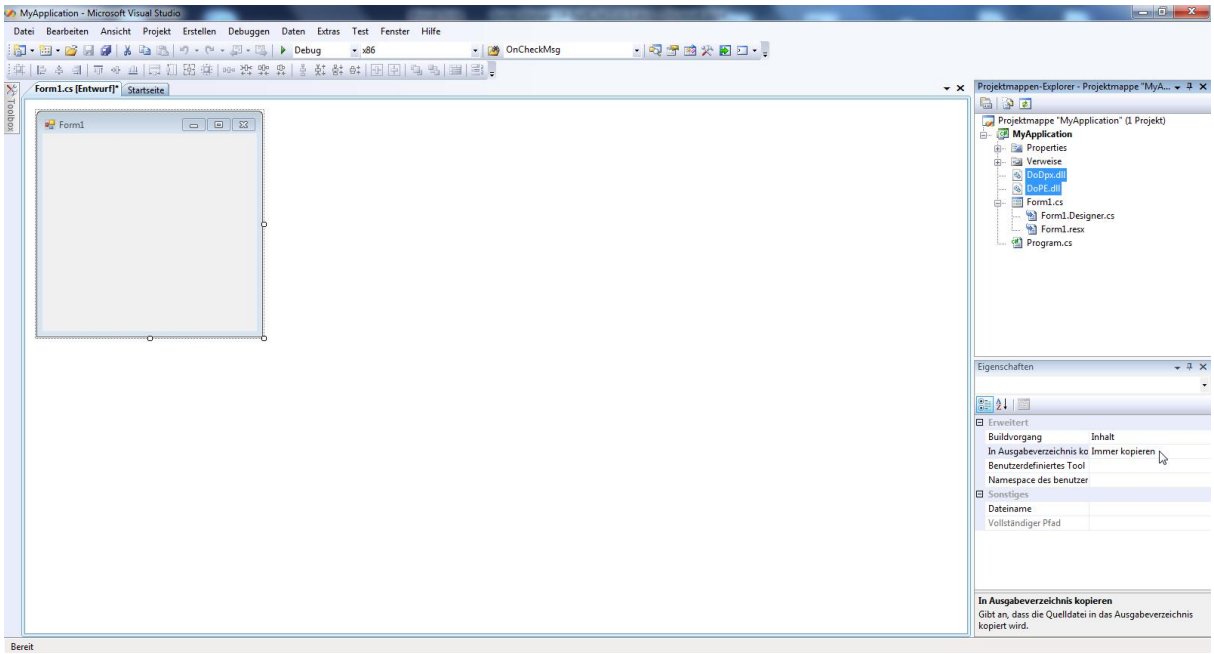
- Change the filter to - All Files (*.*) - in the filter checkbox



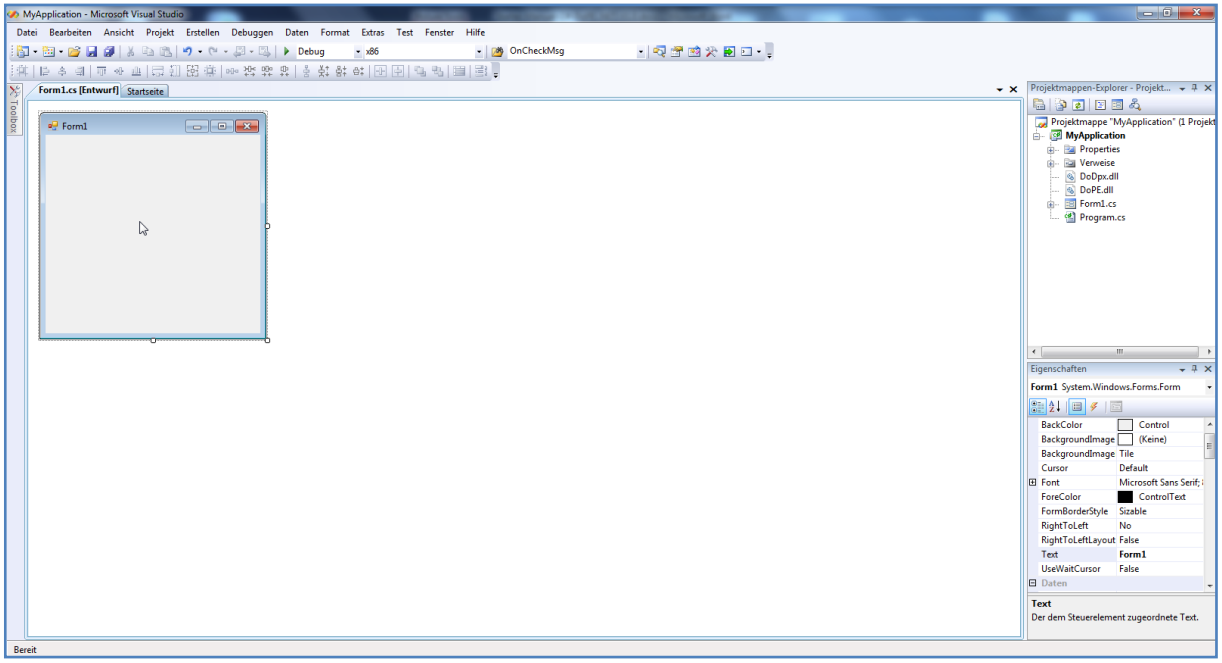
- Select the highlighted DLL files shown in the window below
- Click the Add-button



- In the Project-Solution-Explorer, hold down 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 the DoPE .NET DLL in your project
- In order to unlock and use the DoPE .NET API, some additional code has to be added
- Please double-click on the Form1-window to switch to the Form1_Load method



- 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
  CheckApi(*version of the DoPENet.dll* **)**
- After creating a new Edc object, the DoPE .NET library is ready to use
- Call any DoPE-API subroutine referring to this template: MyEdc.Category.DoPEAPICommand

```
using System;
using System.Collections.Generic;
using System.ComponentModel;
using System.Data;
using System.Drawing;
using System.Linq;
using System.Text;
using System.Windows.Forms;

using Doli.DoPE;

namespace MyApplication
{
  public partial class Form1 : Form
  {
    Edc MyEdc;

    public Form1()
    {
      InitializeComponent();
    }

    private void Form1_Load(object sender, EventArgs e)
    {
      try
      {
        DoPE.CheckApi("2.68");
        MyEdc = new Edc(DoPE.OpenBy.DeviceId, 0);
      }
      catch (Exception ex)
      {
        MessageBox.Show(ex.ToString());
      }
    }
  }
}
```

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 Edc- or EdcList- object fails.

3 Trouble Shooting

- Please ensure, that the stated DoPE-version in CheckApi is equal to the file version of the DoPE.dll and the DoPENet.dll - like displayed in the picture below
- The latest DLL files can be downloaded from www.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)