# C# Code Header Designer 1.6.2 – User Guide

The C# Code Header Designer (the Designer) gives developers the ability to design code headers, save the headers for future use, and apply headers to existing source trees.

## Getting Started

The Designer provides the following features to enable code header design, storage, and use:

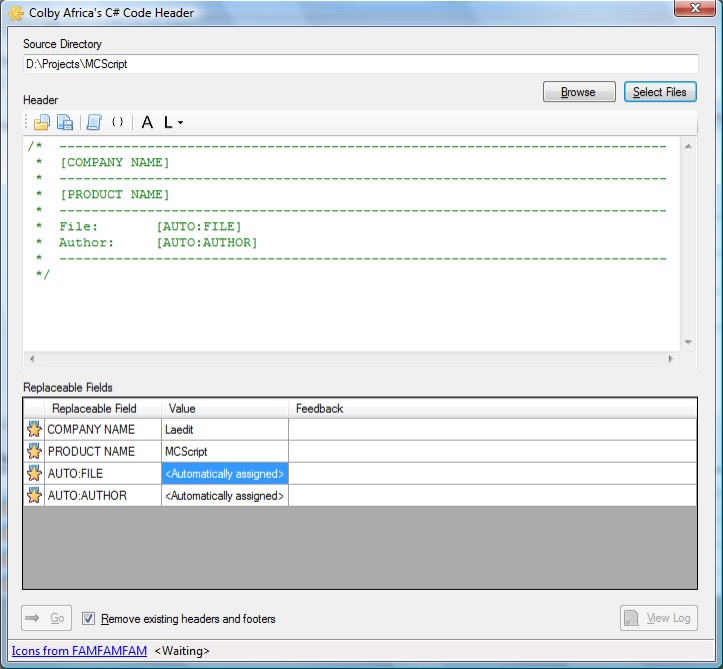
1. A simple editor that emulates the look of a source editor
2. A means to add fields to a header, which are replaced by values specified by the user when the header is applied
3. Auto fields, which are field whose values are automatically inserted into the header by the system
4. The ability to choose a source directory and selected which files should have the header applied
5. Header and files save and open features, which allow for the header and the selected files to be persisted as a .headerx file for later use
6. The ability to apply the header, which includes the ability to remove existing headers prior to applying the new header
7. Maintain a log of actions taken on the source files

After installation, click **Start\Program Files\Code Header Designer \Code Header Designer** to begin.

D:\Prog\C#\Projets\Code Header Designer - Source\Programe_Files_Application_Path.jpg

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## The Main Dialog



Header Editor

Field Table

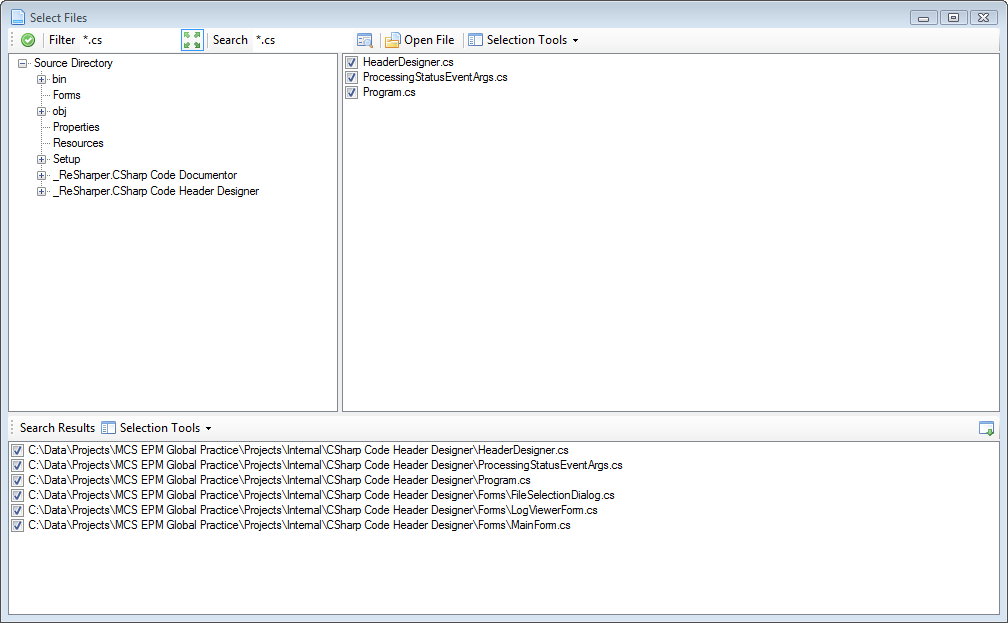
Browse to Source Directory and Select Files Buttons

Source Directory

Action Options and Buttons

## The Select Files Dialog

Clicking the  button from the Main Dialog displays the Select Files Dialog. The purpose of the Dialog is for you to specify which files should have the header applied.



Files List

Primary Action Buttons

Directory Tree

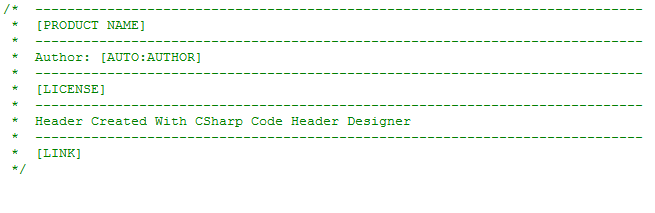
Search Results

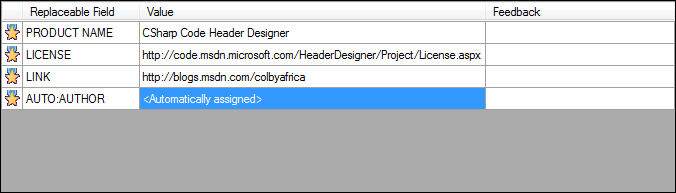
The Select Files Toolbar provides access to several features which allow you to locate the specific file you need or optionally select batches of files:



|  |  |  |  |
| --- | --- | --- | --- |
|  |  |  |  |
| When done selecting files, click to return to Main Dialog. | By default, only files ending with “.cs” are included. The filter can be modified.  The  button automatically excludes designer files and other codegen files. | Search for a specific file or use wildcards to search for many files. | Open the selected file and use the selection tools to select or unselect batches of files. |

## Header Templates and Fields

The header template is the text in the header editor, as shown to the right. Keep in mind that the header is inserted, minus the fields which are enclosed by brackets ([FIELD\_NAME]), as is. The “//” or “/\* \*/” comment styles are both supported.

The Field Table, displayed below left, is where the user inputs the values for the fields. Auto Fields are fields that are populated for you by the system when the header is applied. The supported Auto Fields are:

[AUTO:AUTHOR], which inserts the machine name and user name of the file;

[AUTO:FILE], which inserts the name of the file.

[AUTO:SOLUTION], which inserts the name of the solution

[AUTO:PROJECT], which inserts the name of the project

[AUTO:NAMESPACE], which inserts the namespace

[AUTO:CREATION\_DATE], which inserts the creation date of the file

[AUTO:MODIFICATION\_DATE], which inserts the modification date of the file

[AUTO:SUMMARY], which inserts the summary of the first class/struct/enum/interface in the file

[AUTO:INHERIT], which inserts the mother class of the class/struct/enum in the file

[AUTO:IMPLEMENT], which inserts the interfaces implemented by the class/interface in the file

[AUTO:CURRENT\_DATE], which inserts the current date

[AUTO:CURRENT\_YEAR], which inserts the current year

## HEADER EDITOR TOOLBAR

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Insert autofield

(Ctrl+A)

StyleCop template

(Ctrl+E)

Base template

(Ctrl+B)

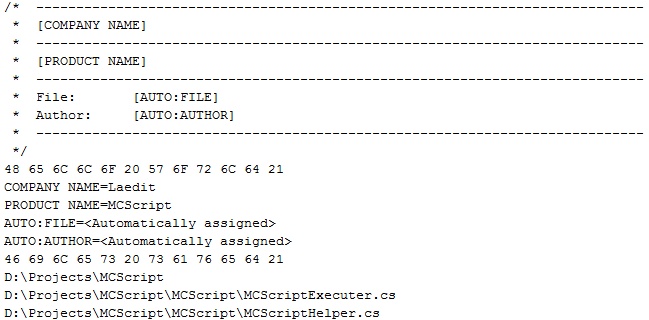
Open & save headerx file

(Ctrl+O) (Ctrl+S)

Insert license

## Saving and Opening Headers

Clicking the button displays the File Open Dialog. The dialog filters for files ending in .headerx, which is the default header for a Designer header. The .headerx has the following file format:



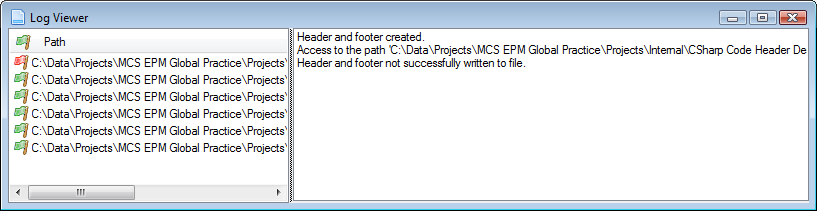
The format is very simple: The text of the header, followed by a magic number that signals to the system that is a valid .headerx file, the field values, another magic number, the source directory and the selected files.

Once you have completed a header template, click the  button to save it to a specific location.

## Applying Headers

Once you create the header template and used the File Selection Dialog to select the files to which the header will be applied, simply click the  button. Note the “Remove existing headers and footers” checkbox gives you the option of removing existing headers and footers. This is recommended.

Once complete, the  button is enabled, allowing you to view a log of the actions taken on each file:



Note the red flag on the first item, which indicates an error.