How to get windows.external to work when using Awesomium.NET – Take 2

I got asked to provide the code from my post on [TODO: link post]. Since I don’t have it (I don’t know why, but it’s gone…). I decided to create a new example, post the code online and hopefully don't loose it anymore ;).

I’m assuming you are familiar with Awesomium.NET and just can’t figure out how to get windows.external at work (which is a must have on embedded web browser controls). I’m not going to show you what is Awesomium or how to use it, there’s a lot of good tutorials on the official site and it has no sense I retype that here. So, enough jibber jabber, let’s go to the code.

First of all, be sure you setup the right platform prior to compile the code (Last time I checked Awesomium.NET only works on x86).

[TODO: image x86]

If you download the sample code, you will find this html file within the solution.

[TODO: image html]

The whole point of \_external.html\_click is to marshall the function call from javascript to c#. In order to do that, you have to “register” the global object \_external to just let Awesomium.NET to know about that.

Here is the C# code you have to use to register the global object and set up the callback that will be handling the javascript calls.

[TODO: csharp code]

Now if you run the app, you should see something like this.

[TODO: image code running]

Enter your name, hit Greet and you should get your C# code called. That's it!