The Windows API

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Overview

- Declaring External Functions for the API
- UserForms
- HTMLHelp
- ShellExecute
- PlaySound



Declaring an External Function

- Add a reference in the declarations area
- Commands (sub-procedures):

```
□ [Public | Private] Declare Sub name Lib "libname" _
[Alias "aliasname"] [([arglist])]
```

Functions:

```
□ [Public | Private] Declare Function name Lib "libname" _
[Alias "aliasname"] [([arglist])] [As type]
```

Sleep Function

Pause Function Wrapper

PtrSafe Keyword

Conditional Compilation

Data Type Conversions

C (Windows API)	VBA
BOOL	Long
BYTE, BYTE *, CHAR	Byte (8 bits)
Char_huge *, Char FAR *, Char NEAR *	String Always passed ByVal
UINT, UINT FAR *, WORD, WPARAM, SHORT	Integer (16 bits)
INT, INT FAR *, DWORD, LPARAM, LONG	Long (32 bits)
Handles (hWnd, hDC, etc.)	Long (32-bit only) or LongPtr (32-bit or 64-bit Office 2010 and later)
Strings (LPCSTR, LPCTSTR, LPTSTR, etc.)	String Always passed ByVal
Structures	User-Defined Type Passed ByRef as TypeName or Any

Tools

Pre-Allocate Strings

GetTempPath



GetSystemMetrics

Converting Constants

PixelsToPoints

Graphic Basics

- 1 Point = 1/72 inch (72 points per inch, or PPI)
- Screen resolution is measured in dots per inch (DPI), typically 96 DPI
- Points = Pixels * (72 / DPI)
 - Horizontal pixels X axis
 - Vertical pixels Y axis

Calculating DPI Using a Device Context

- GetDC
- GetDeviceCaps
- ReleaseDC

GetDeviceCaps Constants

UserForm Handle

GetWindowLong



HTMLHelp

How VBA Passes Strings to External Functions

- Automatically converts Unicode VBA strings to ANSI
- Creates a pointer to the ANSI string to pass it to the function ByRef

FileOpen / CloseAll

OpenTopic / OpenContext

Index / Search



ShellExecute

Documents, Folders, URLs



PlaySound

Summary

Windows API Basics

- External declaration structure
- Data type conversion
- Resources
- Pre-allocate strings for return values

UserForms

- GetSystemMetrics
- GetDeviceCaps (PixelsToPoints)
- FindWindow
- HTMLHelp
- ShellExecute
- PlaySound