Designer Hooks Plugin

Designer hooks are scripts that are executed when an event is triggered. The plugin executes all script files that are located under “Hooks” folder that is in the same folder than the plugin.

Currently plugin support (06.12.2018) only *GeometricObjectEntered* event. Only surface objects are taken into account.

The plugin (with all the relevant DLLs) should be copied to

%localappdata%\Napa Ltd\plugins\<*version*>\DesignerHooks\

Where <*version*> is the version of the NAPA Designer e.g. 2019.1.

The VS Solution

The following variables in the HookPlugin.csproj must be changed according to your system:

<DesignerExeDir>C:\work\nfd\Designer\DesignerApp\bin\Debug\</DesignerExeDir>

<ReferenceDllDir>C:\work\nfd\Designer\DesignerApp\bin\Debug\</ReferenceDllDir>

<PluginDllOutputDir>C:\Users\njpm\AppData\Local\Napa Ltd\plugins\2019.1\DesignerHooks</PluginDllOutputDir>

The Scripts

The C# scripts run by the plugin must implement the IHook interface. Here’s a code snippet that can be used as a starting point:

using System.Windows;

using Napa.Scripting;

using Napa.Hooks;

public class Script : ScriptBase, IHook {

public void Run(string name) {

// your code here

}

}