Excel VBA: PC vs Mac

There are for sure differences between PC and Mac excel (as outlined in our friend Ron de Bruin's site here: http://www.rondebruin.nl/mac.htm). This should help with the deviations from the base product, and the course will help you with all the standard programmatic training regarding Excel programming.

Regarding ActiveX controls: While ActiveX isn't available for direct creation using Mac, you should be able to edit using a Mac (also see below about using pc within Mac for Excel VBA work) but some people are having success using drawing shapes. Here's an interesting article:

http://answers.microsoft.com/en-us/mac/forum/macoffice2011-macexcel/alternative-to-activex-controls-for-mac-excel-or/8ea2d7d1-f2bf-4e71-8d70-bf33e5f613b0?auth=1

This official Microsoft blog post also addresses some of the limitations for Mac Excel VBA. https://blogs.office.com/2015/07/22/your-top-10-questions-about-office-2016-for-mac-answered/

> **9. What are your plans for Visual Basic support?**
>
> *Existing macros continue to work in Office 2016 for Mac. When accessing local files, you may encounter permission prompts due to Mac OS X sandboxing. We've added methods to the object model to allow you to update macros to minimize the number of prompts.*
>
> *Office 2016 for Mac provides a simplified Visual Basic Editor (VBE) for viewing/debugging existing macros. We recommend that customers develop macros or VB add-ins in Office for Windows and use Office for Mac to debug if needed. We will continue to ensure compatibility of existing macros and make improvements to the IDE. In the future, we will include the new web-based add-in model in Office for Mac products, which work across devices and platforms, giving add-in developers a modern web development experience. These new add-ins are already available in Outlook for Mac today and will come to the rest of Office for Mac over time. They are available today for Office for Windows for Word and Excel on iPad.*

Best Solution used by Other Students Like You with a Mac:

What most Mac users are doing now is using a Windows Virtualization tool, like Parallels (http://www.parallels.com/) to do the designing and just debug on mac or just use final product on mac. It is supposed to still work on mac, just not have all the designer/editor options on that platform.

Thanks

Dan