

How to use libraries

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Introduction

Limnor Studio uses .Net Framework types as programming entities. Except Web Applications, it generates .Net Framework types as programming results.

Limnor Studio provides commonly used .Net Framework types in the Toolbox and Object Explorer (under the Namespace node) to quick access.

There are numerous .Net Framework libraries not listed in the Limnor Studio. This document shows how to use those libraries.

There are two types of .Net Libraries: strongly named and non-strongly named.

Strongly named libraries

Strongly named libraries have private keys to ensure their uniqueness. They are installed in one single location of a computer. This single location is called Global Assembly Cache (GAC). For more information about strongly named libraries, see <http://msdn.microsoft.com/en-us/library/xwb8f617.aspx>.

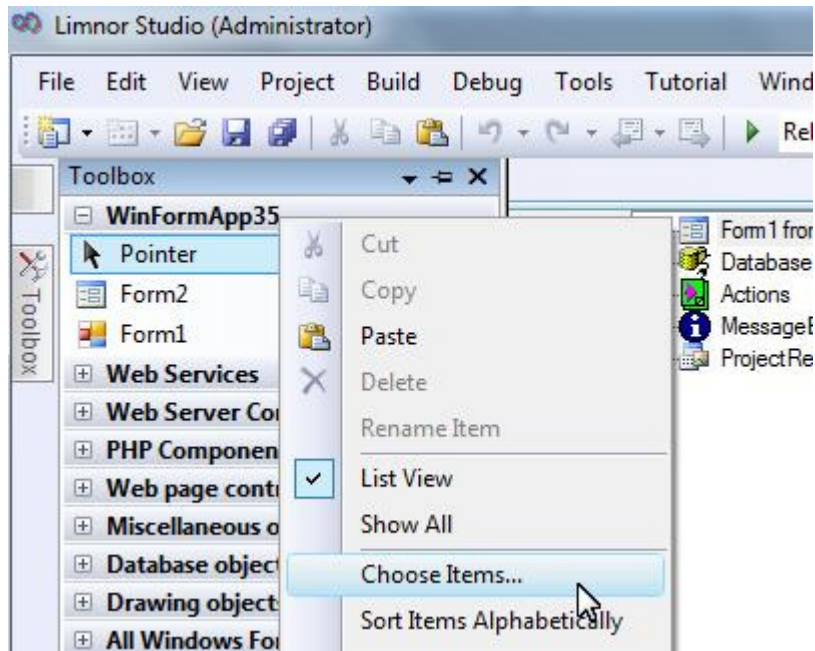
Non-strongly named libraries

Non-strongly named libraries are not signed with keys. They usually go with the applications using them.

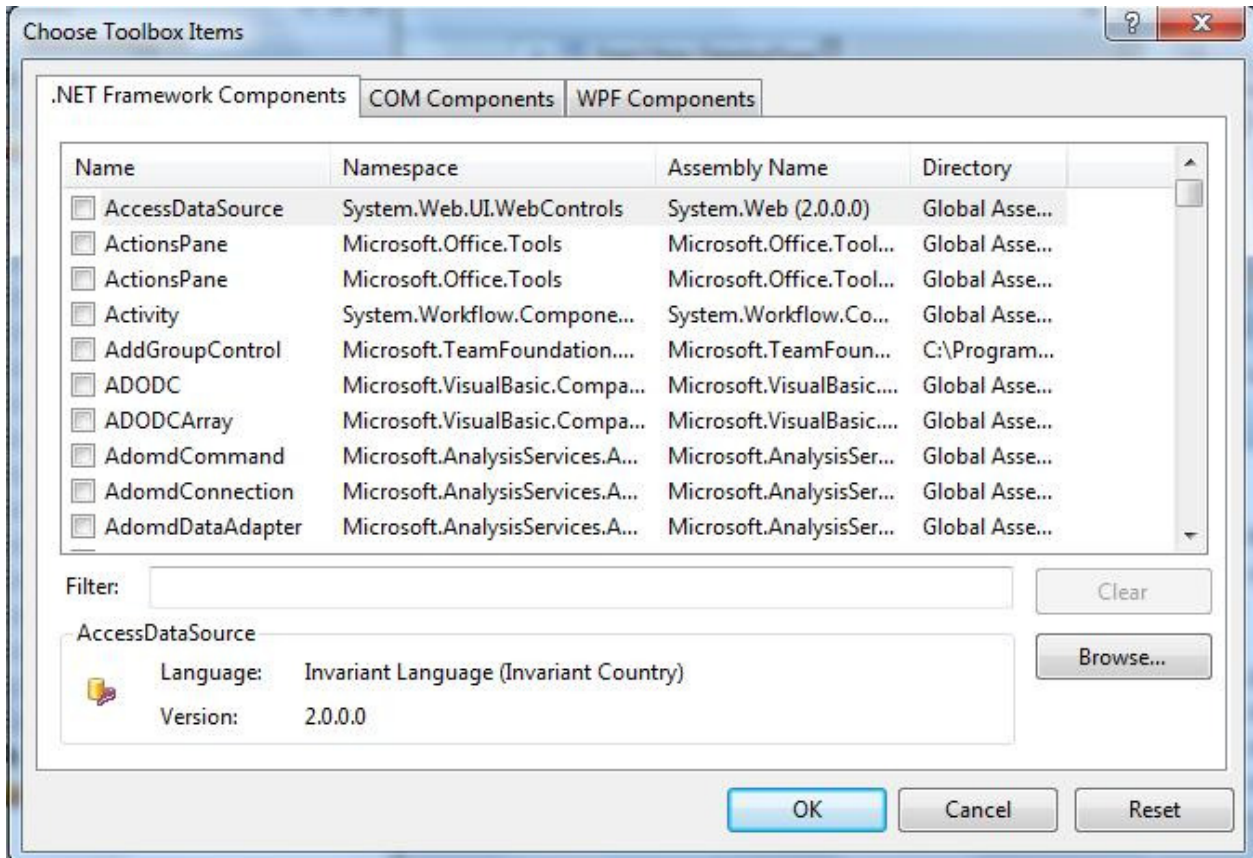
Load Types into Toolbox

Load types from Toolbox

Right-click the Toolbox; choose “Choose Items ...”



The types are listed for you to select:



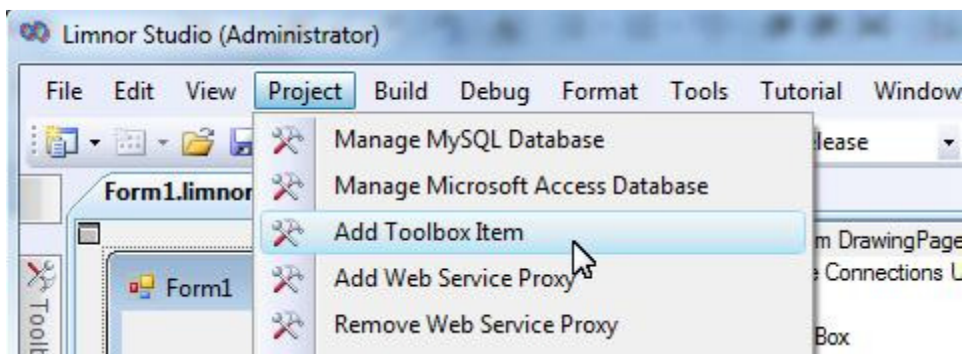
Click “Browse...” button if you need to find your types in a DLL file.

Note that for Limnor Studio VS edition, the “Choose Toolbox Items” dialogue is provided by the Microsoft Visual Studio. You may not find all the libraries listed because Microsoft Visual Studio only lists limited types – types implementing IComponent interface.

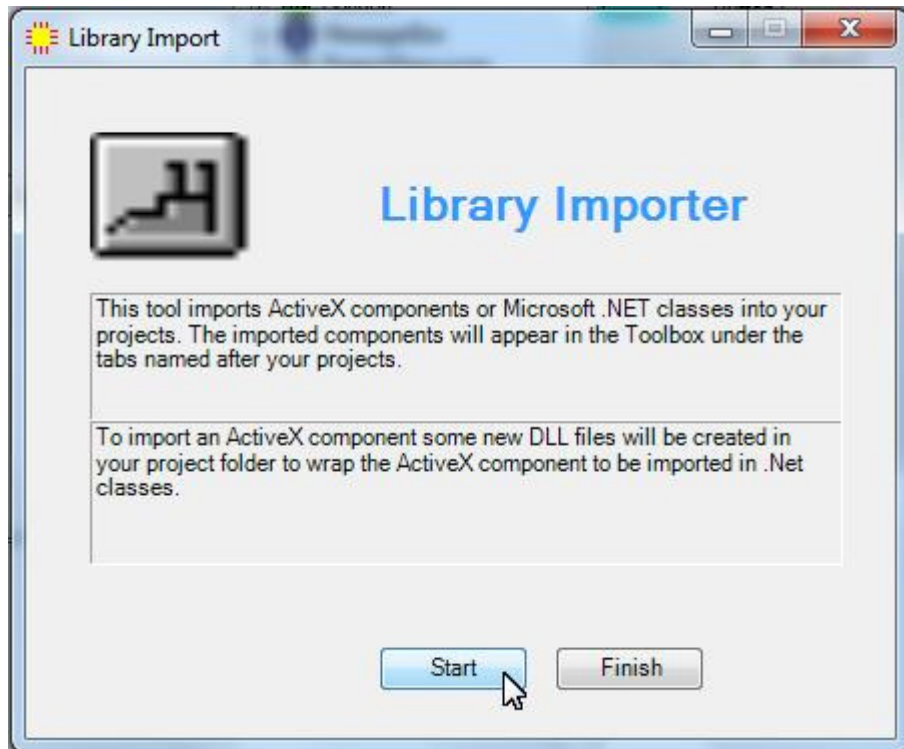
Load types by Project menu

We may also load types into Toolbox via Project menu.

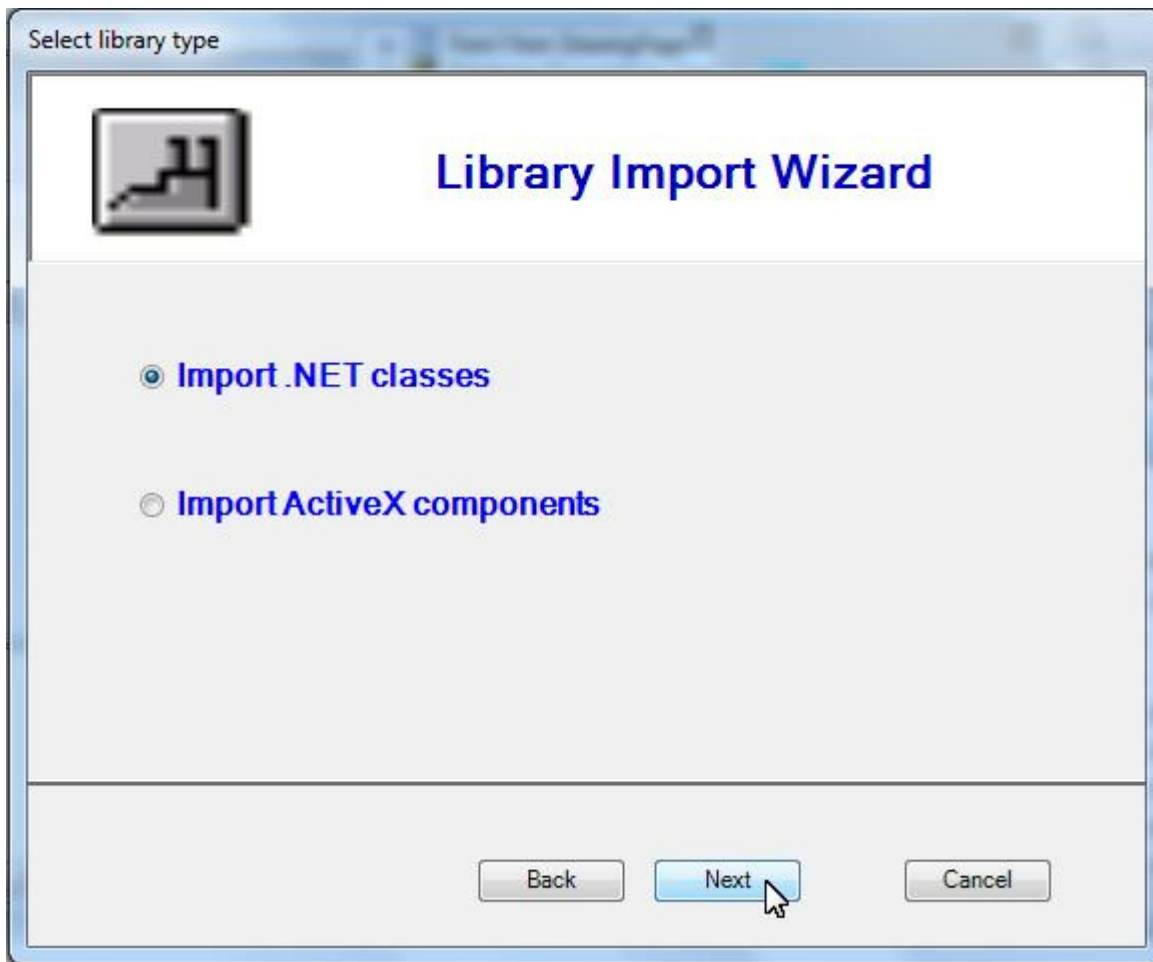
Make sure the Toolbox is closed. Choose “Project” menu; choose “Add Toolbox Items”:



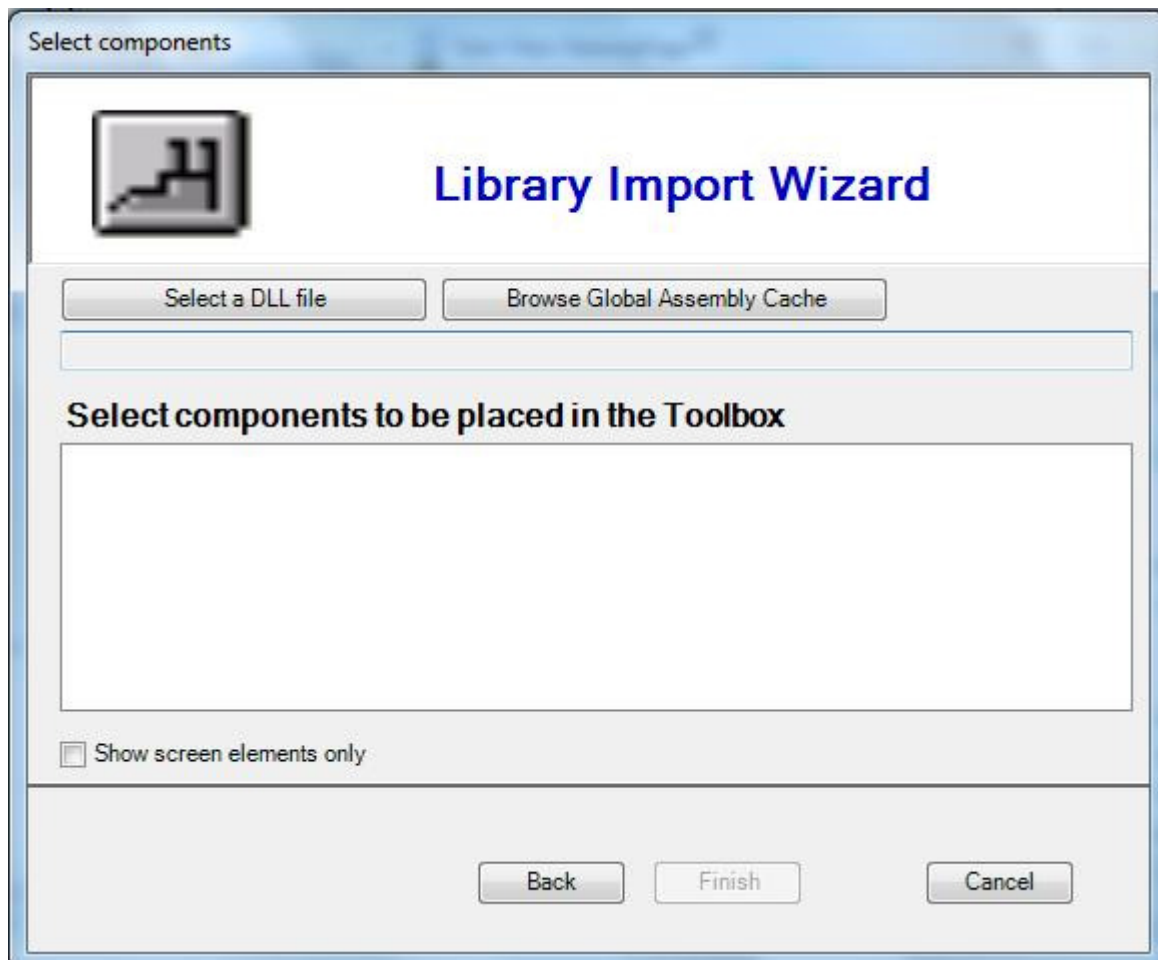
Click Start:



Choose "Import .Net Classes" or "Import ActiveX Components"; click "Next":



Suppose we want to import .Net classes, the following dialogue appears:



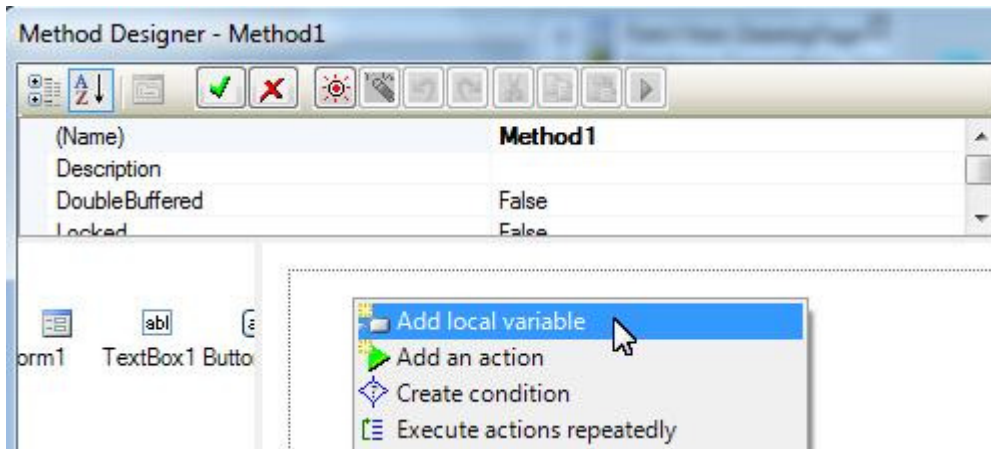
To use non-strongly named library, click "Select a DLL file". It will ask you to select a DLL file.

To use strongly named library, click "Browse Global Assembly Cache". It will list all libraries found in the computer.

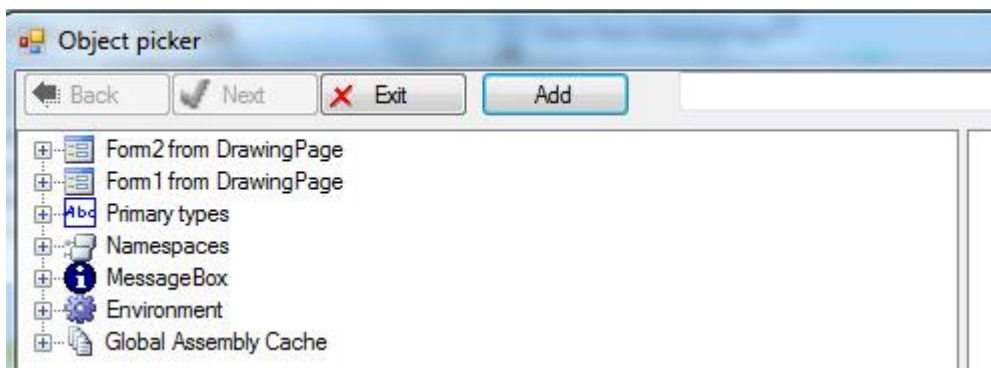
Use Library to create variables

Inside a Method Editor, we may create a local variable of a type from a library.

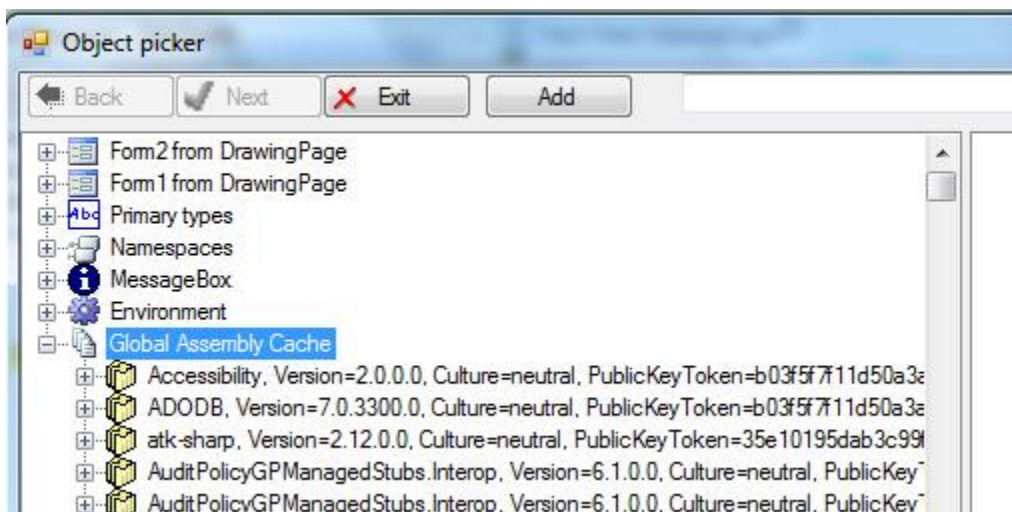
Right-click the Method Editor, choose "Add local variable":




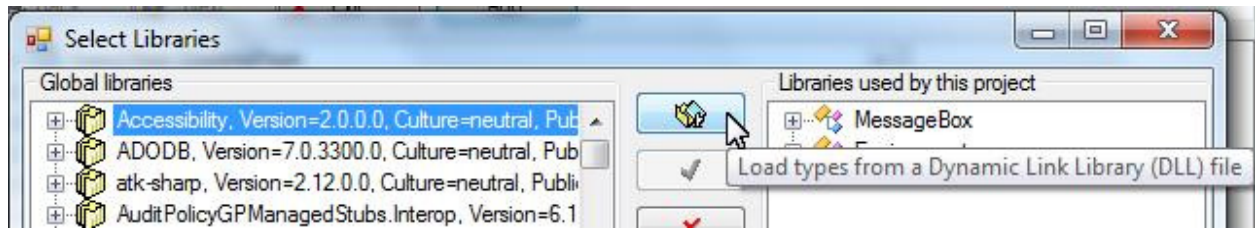
Most simple types can be found under “Primary types”. Commonly used types can be found under “Namespaces”.



Other strongly names libraries can be found under “Global Assembly Cache”:

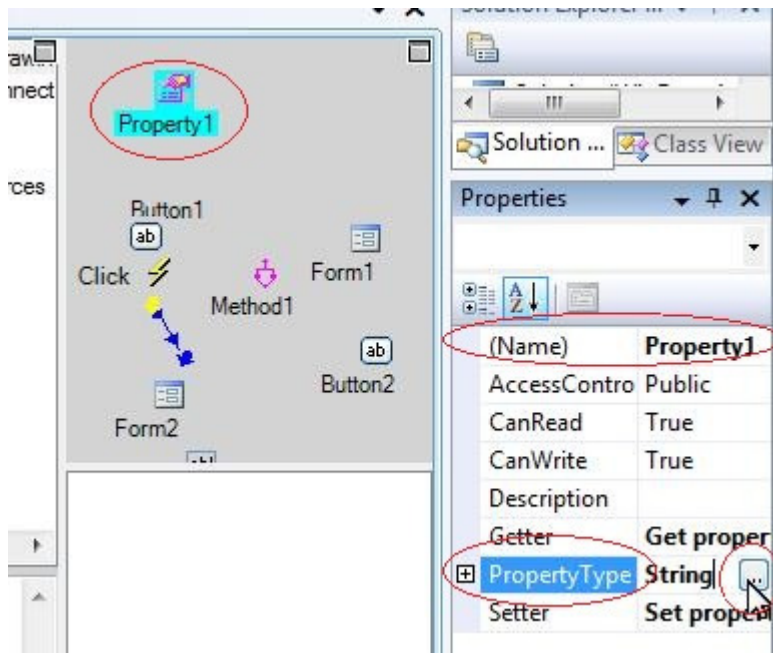


To use non-strongly named library, click “Add” and then click  :



Set Property Type

When we create a new property, we may change its type by clicking "...":



The same Object Explorer dialogue box appears as we saw it when creating a local variable:

