

# Creating an Autodesk Inventor Add-in using Visual Studio Vb.net 2022.

Addin

# Creating a new Project using Class Library Template:



#### Choose Class Library from the menu

Create a new project	Search for templates (Alt+S)
Recent project templates	Visual Basic   All platforms  All project types
Class Library (.NET Framework) Visual Basic	Console App A project for creating a command-line application that can run on .NET on Windows, Linux and macOS Visual Basic Linux macOS Windows Console
*** Windows Forms App CNET Framework? Visual Basic	Class Library A project for creating a class library that targets .NET or .NET Standard Visual Basic Android Linux macOS Windows Library
Autodesk Investor 2025 C# Addin	MSTest Test Project A project that contains MSTest unit tests that can run on .NET on Windows, Linux and MacOS. Visual Basic Linux macOS Windows Test
EST Empty Project (NET Framework)	Windows Forms App A project template for creating a .NET Windows Forms (WinForms) App. Visual Basic Windows Desktop

Click Next to create the New Class.

Next
------

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Give the New Project a name.

For this tutorial we use MyInventorAddin

Choose a location to store the New Project "MyInventorAddin"

Configure your new project	
Class Library (.NET Framework) Visual Basic Windows Library	
Project name	
MyInventorAddIn	
Location	
D:\Files\VisualStudioProjectsTests	
Solution name 🛈	
MyInventorAddIn	
MyInventorAddIn Place solution and project in the same directory	
MyInventorAddIn Place solution and project in the same directory Framework	
MyInventorAddIn         Place solution and project in the same directory         Framework         .NET Framework 4.7.2	

#### And let the New Project be created



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# Edit the code in Visual studio user interface:

#### The following code will be presented and created.

Public Class Class1

#### End Class

#### Rename Class1:

Rename Class 1 to "StandardAddInServer"



VB StandardAddInServer.vb

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#### Change the code in the Class:

Add the code as below:

<ProgIdAttribute("MyInventorAddIn.StandardAddInServer"), GuidAttribute("##########")> Public Class StandardAddinServer

End Class

#### Create en new GUID for this add in:

#### Copy the Code from the dialog



Paste the GUID just created into the code in the Class

```
<ProgIdAttribute("MyInventorAddIn.StandardAddInServer"),
GuidAttribute("<mark>ad0a3353-0c3b-42a6-87ba-e1a86f4529e7</mark>")>
Public Class StandardAddinServer
```

End Class

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## Add the Autodesk Reference:

#### Right mouse click the project



Search the following directory:

#### C:\Windows\Microsoft.NET\assembly\GAC\_MSIL\Autodesk.Inventor.Interop

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	v4.0_22.0.0.0_d84147f8b4276564	2025-02-07 11:41	Bestandsmap		
n	v4.0_22.1.0.0_d84147f8b4276564	2025-02-07 11:41	Bestandsmap		
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Autodesk.Inventor.Interop.dll

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#### Edit the code further:

4

#### Add these two lines above the Class

```
Imports System.Runtime.InteropServices
Imports Inventor
```

<ProgIdAttribute("MyInventorAddIn.StandardAddInServer"), GuidAttribute("ad0a3353-0c3b-42a6-87ba-e1a86f4529e7")> Public Class StandardAddinServer

#### Type this between the Class code:

```
Imports System.Runtime.InteropServices
Imports Inventor
<ProgIdAttribute("MyInventorAddIn.StandardAddInServer"),
GuidAttribute("ad0a3353-0c3b-42a6-87ba-e1a86f4529e7")>
```

```
Public Class StandardAddinServer
Implements Inventor.ApplicationAddInServer
```

#### End Class

And press enter when cursor is behind the

.....Inventor.ApplicationAddInServer <press enter>

#### The following code will be added:

```
Imports System.Runtime.InteropServices
Imports Inventor
<ProgIdAttribute("MyInventorAddIn.StandardAddInServer"),
GuidAttribute("ad0a3353-0c3b-42a6-87ba-e1a86f4529e7")>
Public Class StandardAddinServer
    Implements Inventor.ApplicationAddInServer
   Public Sub Activate(AddInSiteObject As ApplicationAddInSite, FirstTime As Boolean)
Implements ApplicationAddInServer.Activate
        Throw New NotImplementedException()
   End Sub
    Public Sub Deactivate() Implements ApplicationAddInServer.Deactivate
        Throw New NotImplementedException()
   End Sub
   Public Sub ExecuteCommand(CommandID As Integer) Implements
ApplicationAddInServer.ExecuteCommand
        Throw New NotImplementedException()
    End Sub
   Public ReadOnly Property Automation As Object Implements ApplicationAddInServer.Automation
        Get
            Throw New NotImplementedException()
        End Get
   End Property
End Class
Imports System.Runtime.InteropServices
Imports Inventor
```

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#### Add a message box to the Public Sub Activate()

```
<ProgIdAttribute("MyInventorAddIn.StandardAddInServer"),
GuidAttribute("ad0a3353-0c3b-42a6-87ba-e1a86f4529e7")>
Public Class StandardAddinServer
    Implements Inventor.ApplicationAddInServer
   Public Sub Activate(AddInSiteObject As ApplicationAddInSite, FirstTime As Boolean)
Implements ApplicationAddInServer.Activate
        MsgBox("My First Add In Activated")
   End Sub
   Public Sub Deactivate() Implements ApplicationAddInServer.Deactivate
        Throw New NotImplementedException()
   End Sub
   Public Sub ExecuteCommand(CommandID As Integer) Implements
ApplicationAddInServer.ExecuteCommand
        Throw New NotImplementedException()
   End Sub
   Public ReadOnly Property Automation As Object Implements ApplicationAddInServer.Automation
        Get
            Throw New NotImplementedException()
        End Get
   End Property
End Class
```

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# Change the properties of the project:

Right mouse click the project.

MvInventorAddIn				
	*	Build		Ī
		Rebuild		
		Clean		
		Analyze and Code Cleanup	•	
		Upgrade		
	_			
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	۶	Properties	Alt+Enter	

#### And make the assembly COM visible

Application	Configuration: N/A	Company:	
Compile		Product:	KnoorsInvento
Debug	Target framework:	Copyright:	Copyright © 2
References	.NET Framework 4.7.2	Trademark:	
Resources	Auto-generate binding redirect	A	1 0
Services	Startup object:	Assembly version:	<u> </u>
Settings	(None)	File version:	10
Signing		GUID:	ad0a3353-0c38
My Extensions	Assembly Information	Neutral language:	(None)
Code Analysis	Enable application framework	Make assembly	COM-Visible

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# Add the addin xml file:

Right mouse click the project

	MyInventorAddIn					
		4	Build			
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			Clean			
			Analyze and Code Cleanup			
			Upgrade			
		_	<u> </u>		011.04	
				<u> </u>	New Solution Explorer View	
*	New Item		Ctrl+Shift+A		Add	•
to	Existing Item		Shift+Alt+A	8	Manage NuGet Packages	
*-	New Folder			£23-	Configure Startup Projects	
	Reference				Set as Startup Project	
	Web Reference				Debug	•
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	Analyzer			×	Remove	Del
這	Form (Windows Form	s)		Ē	Rename	F2
t0	User Control (Window	s Forr	ns)		Unload Project	
Ð	Component				Load Direct Dependencies	
招	Module				Load Entire Dependency Tree	
+. ****	Class			Ð	Copy Full Path	
	New EditorConfig			⇔	Open Folder in File Explorer	
				▶_	Open in Terminal	
				¢	Properties	Alt+Enter
				-		

XML File

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Change the extension to MyInventorAddin.addin

Þ	跲	References
	⊶	MyInventorAddin.addin
⊳	VB	StandardAddInServer.vb

Edit the MyInventorAddin.addin file and change the class id and client id to the GUID created in the section

```
<Addin Type="Standard">
<!--Created for Autodesk Inventor Version 17.0-->
<ClassId>{ad0a3353-0c3b-42a6-87ba-e1a86f4529e7}</ClassId>
<ClientId>{ad0a3353-0c3b-42a6-87ba-e1a86f4529e7}</ClientId>
<DisplayName>MyInventorAddin</DisplayName>
<Description>MyInventorAddin</Description>
<Assembly>MyInventorAddin.dll</Assembly>
<OSType>Win64</OSType>
<LoadOnStartUp>1</LoadOnStartUp>
<UserUnloadable>1</UserUnloadable>
<Hidden>0</Hidden>
<SupportedSoftwareVersionGreaterThan>25..</SupportedSoftwareVersionGreaterThan>
<DataVersion>1</DataVersion>
<UserInterfaceVersion>1</UserInterfaceVersion>
</Addin>
```

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# Copy this into the post-built event:

WHERE MT.EXE

/Y /R

XCopy "\$(ProjectDir) MyInventorAddIn.addin"
"%AppData%\Autodesk\ApplicationPlugins\\$(TargetName)\" /Y /R

o ippoarda o (nacoardo			
Compile			
Debug			
References			
Resources			
Services			
Settings			
Signing	4		×
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Code Analysis	<b>N</b> 11 11 1 11		Edit Pre-build
	Post-build event command line:		
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rror List		(	OK Cancel

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# Built or Rebuild the solution:

Bui	ld	Debug	Test	Analyze	Tools	Extensions	Windo
<b></b>	Build Solution					Ctrl+Shi	ft+B
	Re	build Solut	tion				
	CI	ean Solutio	n				
	Run Code Analysis			on Solution		Alt+F11	
4	Build MylnventorAddIn				Ctrl+B		
	Re	Rebuild MyInventorAddIn					
	Clean MyInventorAddIn						
	Ru	Run Code Analysis on MylnventorAddln					
	Configuration Manager						

## Results in the ApplicationPlugins Folder:

Found in the following directory:

%AppData%\Roaming\Autodesk\ApplicationPlugins

AppData > Roa	aming > Au	itodesk >	ApplicationPlugins	>
↑↓ Sorteren ~	≡ Weergeven	~		
Naam 📒 MylnventorAddln			Gev 202	wijzigd op 25-03-17 22:59

This folder should contain the two following files

$\square$	MyInventorAddin.addin
<sup>a</sup>	MyInventorAddin.dll

# Start Inventor

And the message box should appear

Unblock the add-in by open it via the add-in manager.



The message should appear



Congrats you have just created your first Inventor add-in.