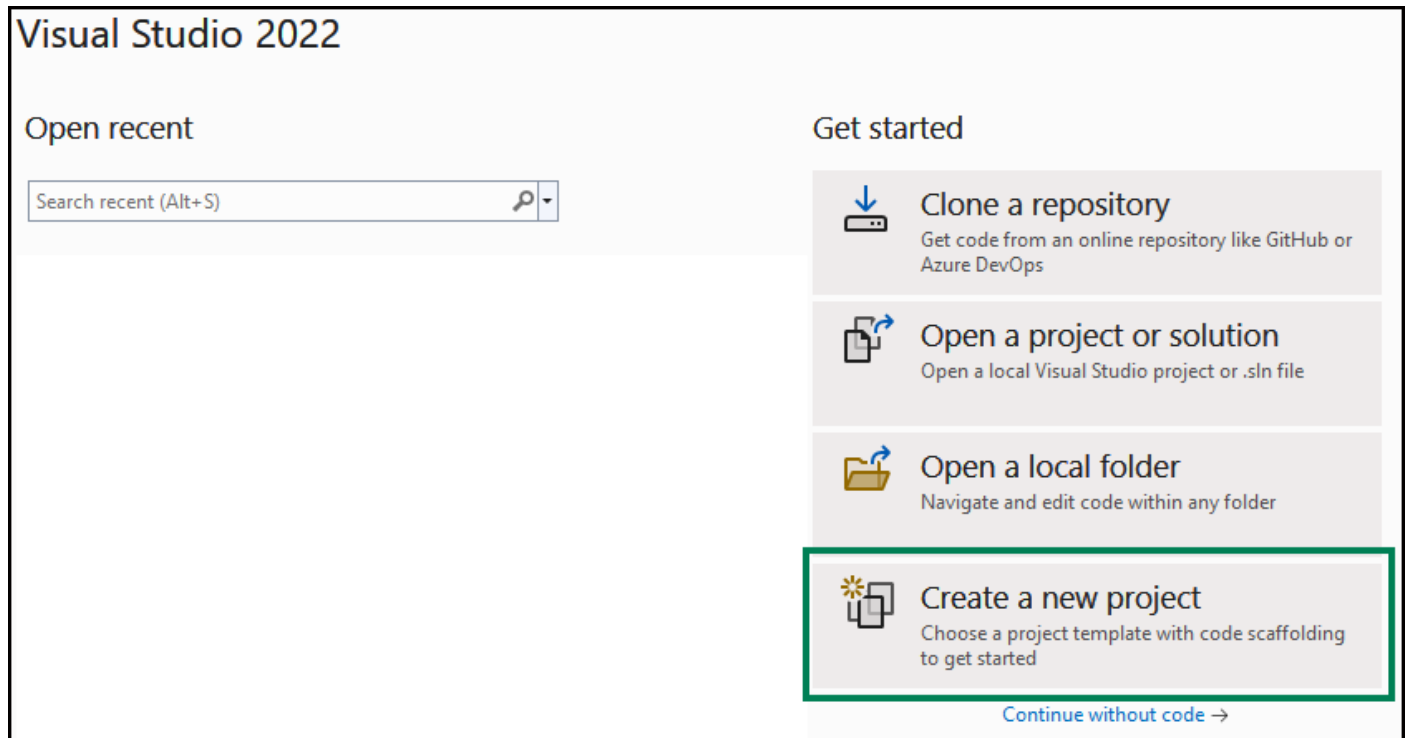




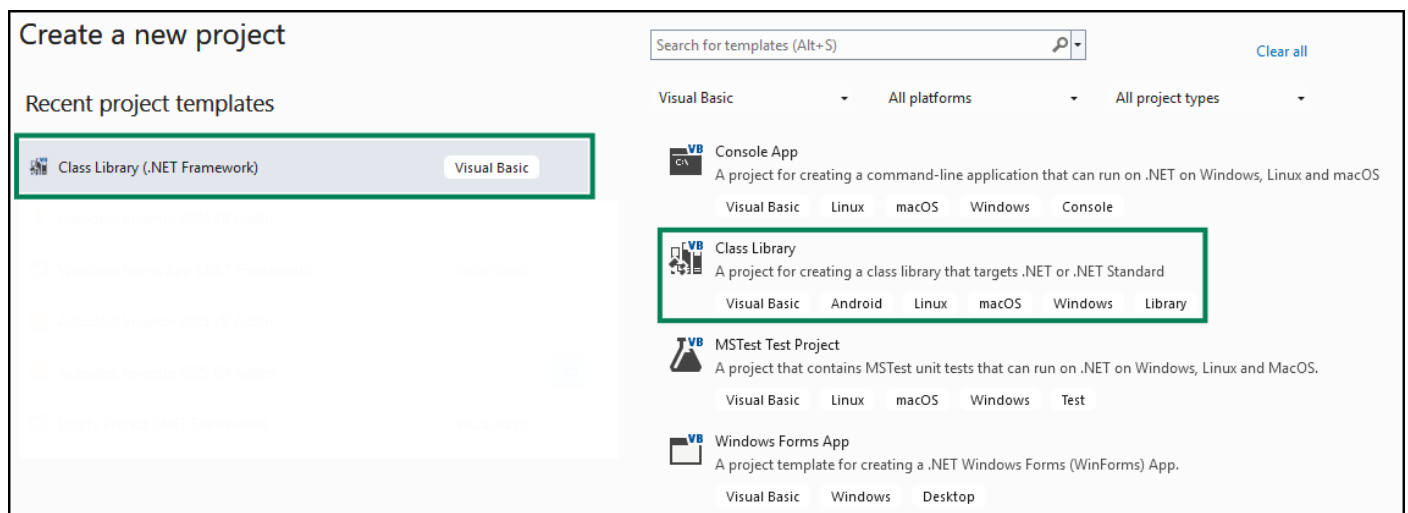
Tutorial 250319-01	Autodesk Inventor	Addin	Vb.net	Arthur Knoors
--------------------	-------------------	-------	--------	---------------

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

## Creating a new Project using Class Library Template:



Choose Class Library from the menu



Click Next to create the New Class.





Tutorial 250319-01	Autodesk Inventor	Addin	Vb.net	Arthur Knoors
--------------------	-------------------	-------	--------	---------------

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

Place solution and project in the same directory

Framework  
.NET Framework 4.7.2

Project will be created in "D:\Files\VisualStudioProjectsTests\MyInventorAddin\MyInventorAddin\"

And let the New Project be created

Back Create



Tutorial 250319-01	Autodesk Inventor	Addin	Vb.net	Arthur Knoors
--------------------	-------------------	-------	--------	---------------

Edit the code in Visual studio user interface:

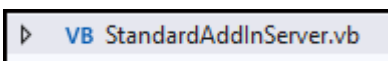
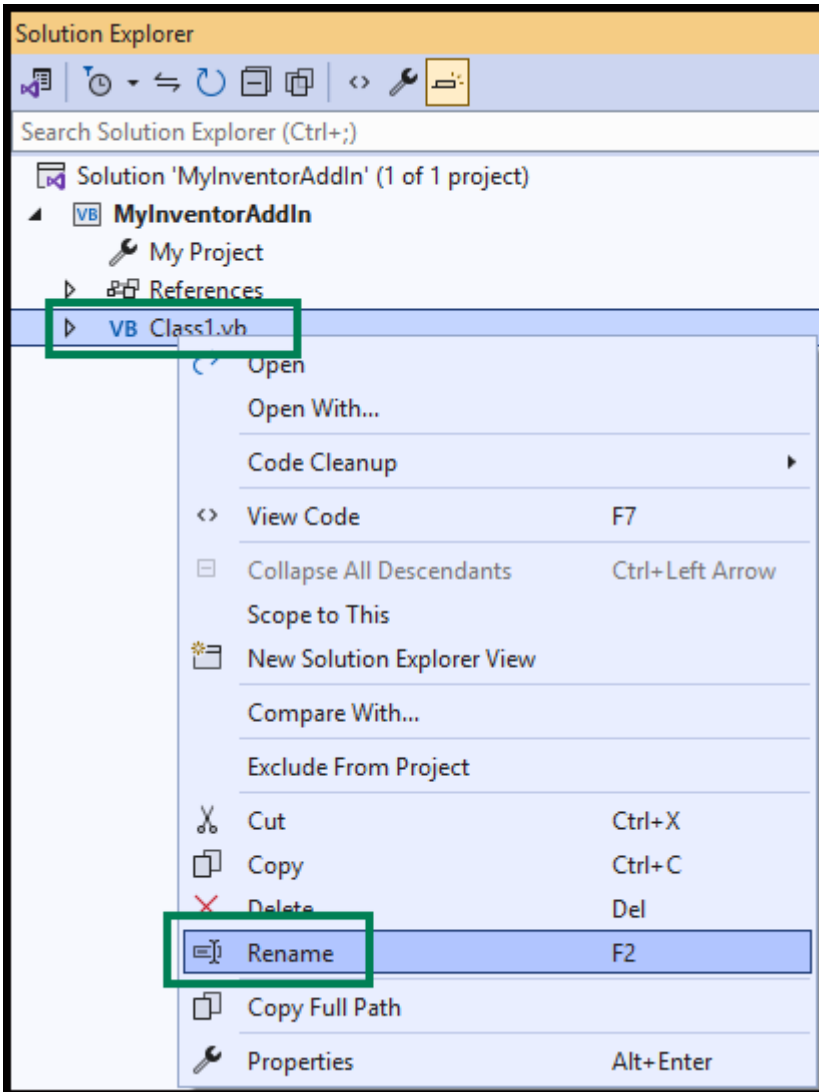
The following code will be presented and created.

```
Public Class Class1
```

```
End Class
```

Rename Class1:

Rename Class 1 to “StandardAddInServer”





Tutorial 250319-01	Autodesk Inventor	Addin	Vb.net	Arthur Knoors
--------------------	-------------------	-------	--------	---------------

## 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

The screenshot shows the Visual Studio interface. On the left, the 'Tools' menu is open, and 'Create GUID' is highlighted. On the right, the 'Create GUID' dialog box is displayed. The dialog has a title bar with a minus, maximize, and close button. Below the title bar, there is a text box with instructions: 'Choose the desired format below, then select "Copy" to copy the results to the clipboard (the results can then be pasted into your source code). Choose "Exit" when done.' To the right of this text are three buttons: 'Copy', 'New GUID', and 'Exit'. Below the instructions is a section titled 'GUID Format' with six radio button options: 1. IMPLEMENT\_OLECREATE(...), 2. DEFINE\_GUID(...), 3. static const struct GUID = { ... }, 4. Registry Format (i.e. {xxxxxxxx-xxxx ... xxxx }), 5. [Guid("xxxxxxxx-xxxx ... xxxx")], and 6. <Guid("xxxxxxxx-xxxx ... xxxx")>. Option 5 is selected and highlighted with a green box. Below the 'GUID Format' section is a 'Result' section containing the text: [Guid("BA6124DB-C225-44F3-B362-E1BFB2EA1CB8")].

Paste the GUID just created into the code in the Class

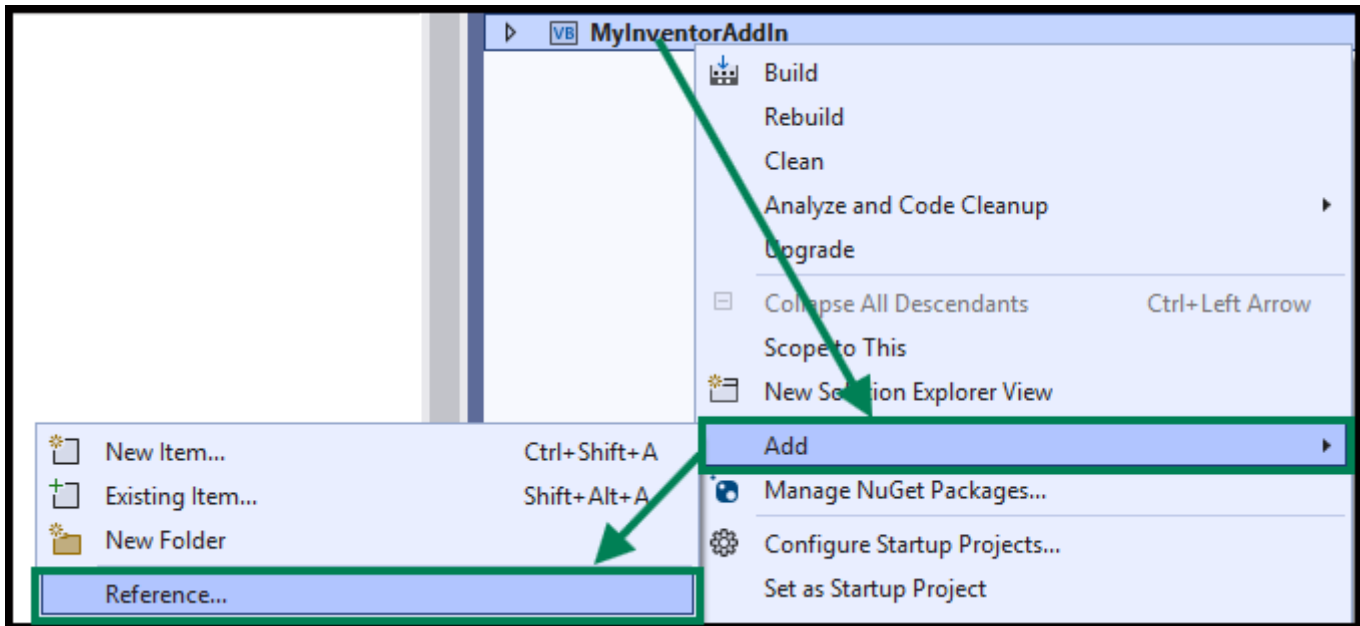
```
<ProgIdAttribute("MyInventorAddIn.StandardAddInServer"),  
GuidAttribute("ad0a3353-0c3b-42a6-87ba-e1a86f4529e7")>  
Public Class StandardAddInServer
```

*End Class*



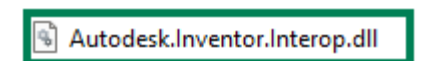
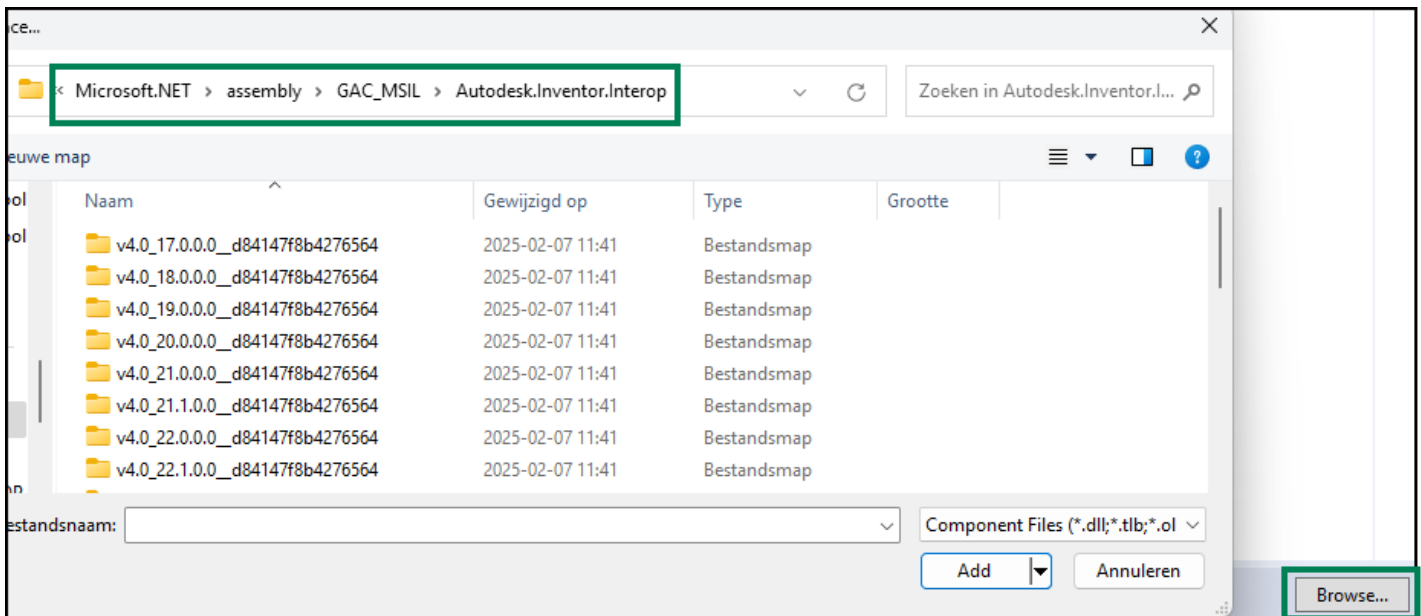
## Add the Autodesk Reference:

Right mouse click the project



Search the following directory:

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





Tutorial 250319-01	Autodesk Inventor	Addin	Vb.net	Arthur Knoors
--------------------	-------------------	-------	--------	---------------

Edit the code further:

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
```



Tutorial 250319-01	Autodesk Inventor	Addin	Vb.net	Arthur Knoors
--------------------	-------------------	-------	--------	---------------

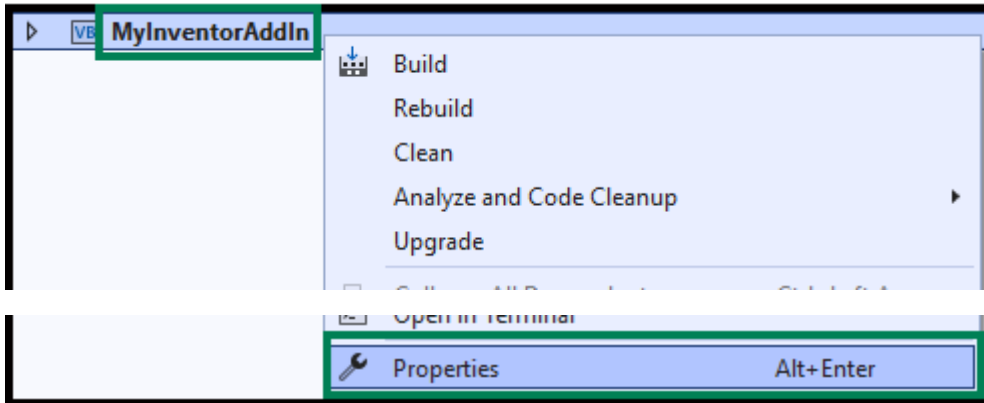
## Add a message box to the Public Sub Activate()

```
<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
```

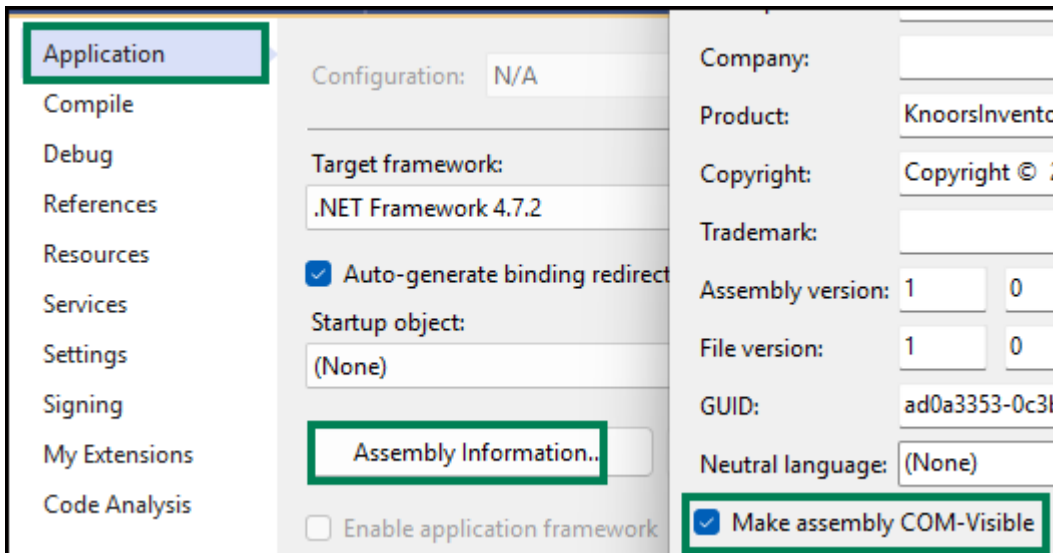


## Change the properties of the project:

Right mouse click the project.



And make the assembly COM visible

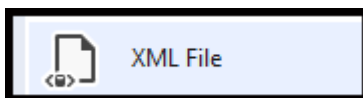
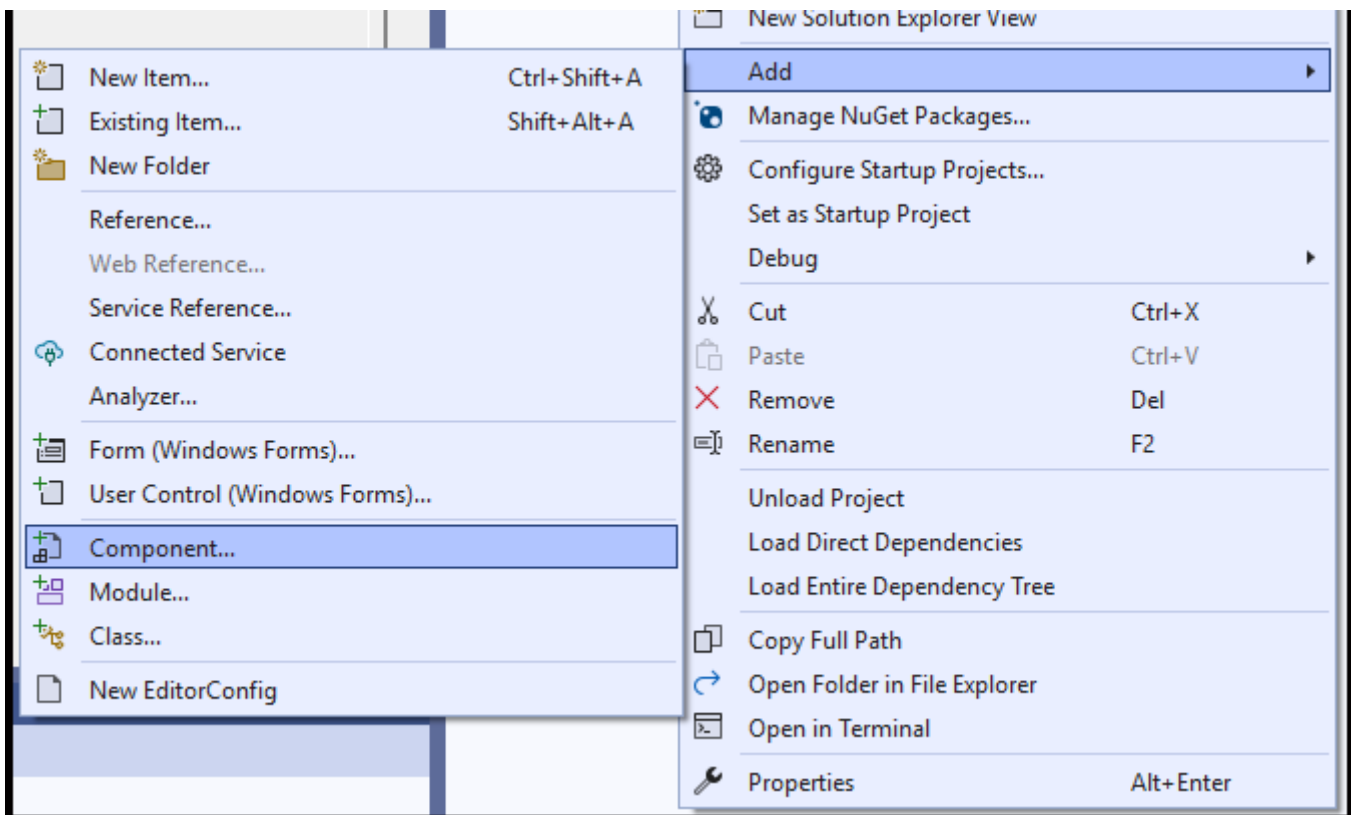
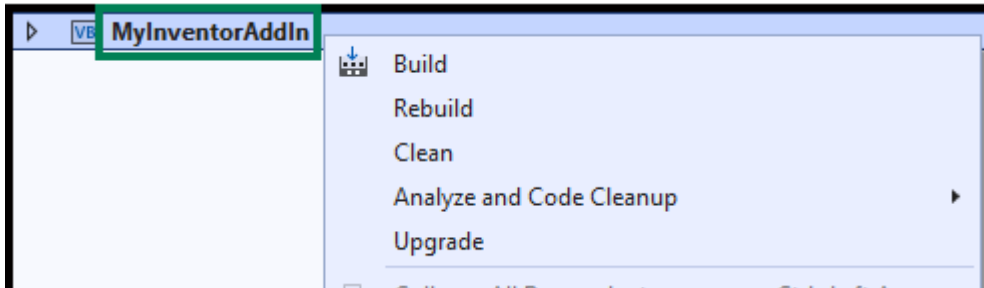






## Add the addin xml file:

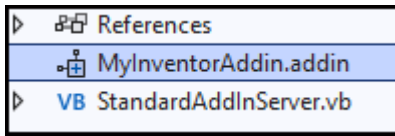
Right mouse click the project





Tutorial 250319-01	Autodesk Inventor	Addin	Vb.net	Arthur Knoors
--------------------	-------------------	-------	--------	---------------

Change the extension to MyInventorAddin.addin



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>
```



Tutorial 250319-01	Autodesk Inventor	Addin	Vb.net	Arthur Knoors
--------------------	-------------------	-------	--------	---------------

## Copy this into the post-built event:

```
WHERE MT.EXE  
IF ERRORLEVEL 1 call "$(DevEnvDir)..\VC\Auxiliary\Build\vcvarsall.bat" amd64  
                  xcopy "$(TargetPath)" "%AppData%\Autodesk\ApplicationPlugins\$(TargetName)\"  
/Y /R  
                  xcopy "$(ProjectDir) MyInventorAddIn.addin"  
"%AppData%\Autodesk\ApplicationPlugins\$(TargetName)\" /Y /R
```

Compile

Debug

References

Resources

Services

Settings

Signing

My Extensions

Code Analysis

Edit Pre-build...

Post-build event command line:

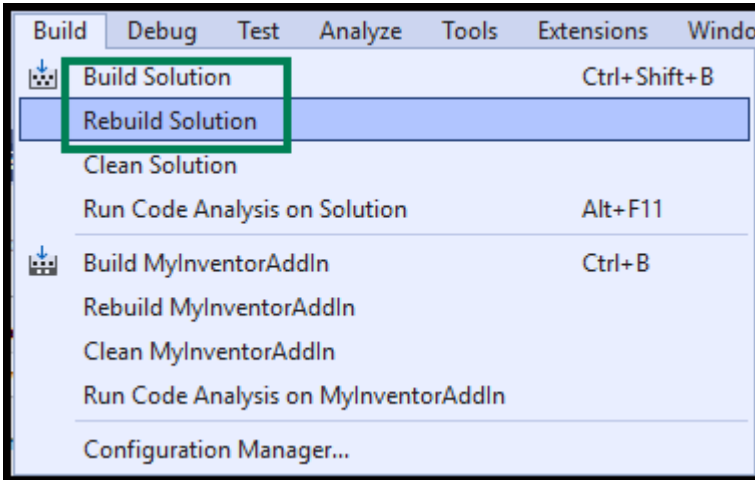
Edit Post-build...

Run the post-build event: On successful build

OK Cancel



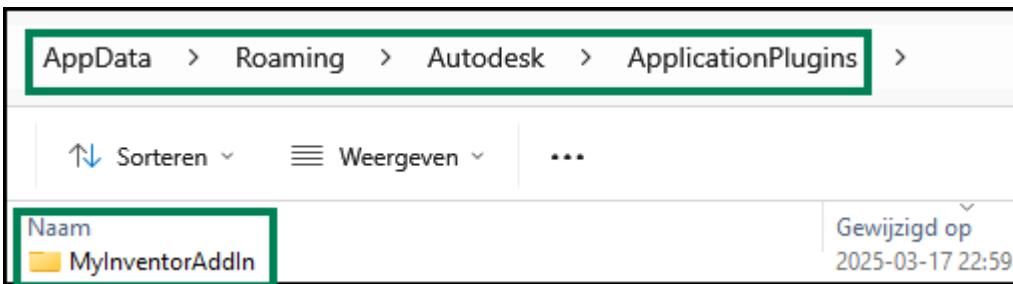
## Built or Rebuild the solution:



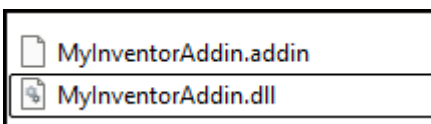
## Results in the ApplicationPlugins Folder:

Found in the following directory:

%AppData%\Roaming\Autodesk\ApplicationPlugins



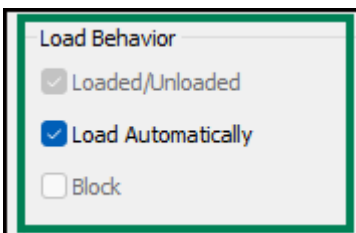
This folder should contain the two following files



## Start Inventor

And the message box should appear

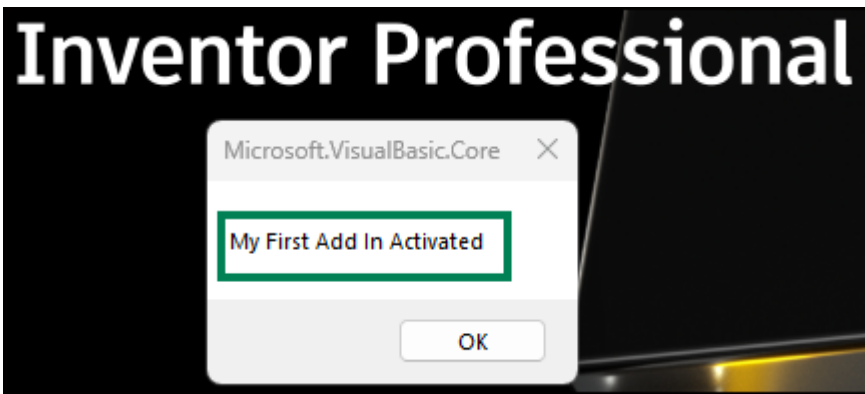
Unblock the add-in by open it via the add-in manager.



The message should appear



Tutorial 250319-01	Autodesk Inventor	Addin	Vb.net	Arthur Knoors
--------------------	-------------------	-------	--------	---------------



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