

# Creating an Autodesk Inventor Add-in using Visual Studio Vb.net 2022 (Context Menu Add Finish Cancel Sketch.

Adding Buttons and controldefinitions:

Public Class StandardAddInServer

Implements Inventor.ApplicationAddInServer

Private m\_inventorApp As Inventor.Application

Private WithEvents m\_sampleButtonFin As ButtonDefinition

Private WithEvents m\_sampleButtonCancel As ButtonDefinition

Dim NativeContrDefFin As ControlDefinition

Dim NativeContrDefCancel As ControlDefinition

Private guid As String = Nothing

Private WithEvents uie As UserInputEvents

## Create two new control definitions and two new button definitions:

Public Sub Activate(AddInSiteObject As ApplicationAddInSite, FirstTime As Boolean) Implements ApplicationAddInServer.Activate

MsgBox("My First Add In Activated")

m\_inventorApp = AddInSiteObject.Application

MsgBox(m\_inventorApp.UserName)

uie = m\_inventorApp.CommandManager.UserInputEvents

Try

Dim t As Type = GetType(MyInventorAddin.StandardAddInServer)

Dim customAttributes() As Object = t.GetCustomAttributes(GetType(GuidAttribute), False)

Dim guidAttribute As GuidAttribute = CType(customAttributes(0), GuidAttribute)

guid = "{" + guidAttribute.Value.ToString() + "}"

Catch

End Try

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NativeContrDefFin = m\_inventorApp.CommandManager.ControlDefinitions.Item("Finish2dSketchCmd")

NativeContrDefCancel = m\_inventorApp.CommandManager.ControlDefinitions.Item("Cancel2dSketchCmd")

m\_sampleButtonFin =

m\_inventorApp.CommandManager.ControlDefinitions.AddButtonDefinition(NativeContrDefFin.DisplayName, "MvFirstButton",

Inventor.CommandTypesEnum.kShapeEditCmdType,

guid, "My Description", "My Tool Tip Text",

NativeContrDefFin.StandardIcon, NativeContrDefFin.LargeIcon, ButtonDisplayEnum.kDisplayTextInLearningMode)

m\_sampleButtonCancel =

m\_inventorApp.CommandManager.ControlDefinitions.AddButtonDefinition(NativeContrDefCancel.DisplayNam e, "MyFirstButtonCancel",

Inventor.CommandTypesEnum.kShapeEditCmdType,

guid, "My Description", "My Tool Tip Text",

NativeContrDefCancel.StandardIcon, NativeContrDefCancel.LargeIcon,

ButtonDisplayEnum.kDisplayTextInLearningMode)

#### If FirstTime Then

AddToUserInterface()

End If

End Sub

Create the on execute sub for both the buttons.

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	13		Dim NativeContrDefFin A	<pre>s ControlDefinit</pre>	ion						OnExecute	
	14		Dim NativeContrDefCance	<b>l As</b> ControlDefi	nition						42 OpHolo	
	15		Private guid As String	= Nothing							OnFreip OnExec	cute 🔔
	16		Private WithEvents uie	As UserInputEven	ts						L	
BT	17	~	Public Sub Activate(Add	InSiteObject As	ApplicationAd	dInSite, F	FirstTime As	Boolean) Im	plements Application	AddInServer.Act	ivate:	
	18		MsgBox("My First Ad	d In Activated")								
	19	-	<pre>m_inventorApp = Add</pre>	InSiteObject.App	lication							
	20		MsgBox(m_inventorAp	p.UserName)								
	21		uie = m inventorApp	.CommandManager.	UserInputEven	ts						

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	13		Dim NativeContrDefFin /	As ControlDefin	ition			Generate On Execute
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	16		Private WithEvents uie	As UserInputEve	ents			
ET.	17	~	Public Sub Activate(Add	dInSiteObject A	ApplicationAddInSite	, FirstTime As Boolean)	Implements ApplicationAddInSer	ver.Activate
_	18		MsgBox("My First Ad	dd In Activated	י)			

These two subs should have been created.

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*Private Sub m\_sampleButton\_OnExecute(Context As NameValueMap) Handles m\_sampleButtonFin.OnExecute* 

NativeContrDefFin.Execute()

End Sub

**1**.

*Private Sub m\_sampleButtonCancel\_OnExecute(Context As NameValueMap) Handles m\_sampleButtonCancel.OnExecute* 

NativeContrDefCancel.Execute()

End Sub

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# Create the OnContextMenu sub:

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📧 Myl	nventorAd	ldin		🗸 😪 uie			✓ Ø OnContextMenuOld
{ 👌	1	<pre>&gt;Imports System.Runtime.In</pre>	teropServices				G OnActivateCommand
	2	Imports Inventor					Son Context Menu
	4	imported interoporterioritist					∮ OnContextMer OnContextMenu
	5	<pre><progidattribute("myinven< pre=""></progidattribute("myinven<></pre>	torAddIn.Standard	AddInServer"),			S OnContextual
	6	GuidAttribute("ad0a3353-0	c3b-42a6-87ba-e1a	86f4529e7")>			SonDeleteKeyUp
EIT.	7	Public Class StandardAddI	nServer pplicationAddInSo	EVOF.			S OnDoubleClick
	9	Imprements Inventor.A	ppercacionAddinse	IVEL			Grund Condition of
	10	Private m_inventorApp	As Inventor.Appl	ication			Gon Linear Marking Menu
	11	Private WithEvents m_	sampleButtonFin A	s ButtonDefinition			OnMarkTutorialCommand
	12	Private WithEvents m_ Dim NativoContrDofFin	sampleButtonCance	L As ButtonDefinition	1		G OnPreSelect
	14	Dim NativeContrDefCan	cel As ControlDef	inition			
	15	Private guid As Strin	g = Nothing				
	16 🖗	Private WithEvents ui	e As UserInputEve	nts			Construction

The below sub should be created.

### Put the highlighted code in it.

Private Sub uie\_OnContextMenu(SelectionDevice As SelectionDeviceEnum, AdditionalInfo As NameValueMap, CommandBar As CommandBar) Handles uie.OnContextMenu

If m\_inventorApp.ActiveEnvironment.InternalName = "PMxPartSketchEnvironment" Then

If TypeOf m\_inventorApp.ActiveEditObject Is Inventor.Sketch Then

'CommandBar.Controls

'm\_sampleButton.DescriptionText = c.DescriptionText

'm\_sampleButton.LargeIcon = cl

'm\_sampleButton.StandardIcon = cs

CommandBar.Controls.AddButton(m\_sampleButtonCancel, 1)

CommandBar.Controls.AddButton(m\_sampleButtonFin, 1)

End If

Else

'm\_sampleButton.Enabled = False

End If

End Sub

## In Inventor:

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Congrats you have just added two existing commands or control definitions to your context menu of Inventor Part sketch.

• Finish Sketch

Cancel Sketch

Create Line
Center Point Circle 🕐 🖾 Two Point Rectangle
Undo 🛧 🖉 🏅 Trim
General Dimension 🛏 🍯 Project Geometry
V Finish 2D Sketch
🚔 Repeat Look At