

# Parijat .Net Drivers Installation-Usage Guide -using ParModEther.dll as a reference Installation and Usage Guide Software Version: 1.00

May 30, 2020

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## Installation and Deployment Guide information

The purpose of this document is to provide the System Administrator or any other technical stakeholder with a complete and easy to use steps to install, test & develop using Parijat Driver DLL, applicable for multiple environments. It is intended to provide installation instructions to any stakeholder that has an interest or a role in the project to use the driver in different environments.

# Installation Guide guidelines

#### Acknowledgements

This document may refer to use of products in the Microsoft<sup>®</sup> .Net Framework, the Microsoft<sup>®</sup> Team Foundation Server<sup>®</sup> and Visual Studio<sup>®</sup>. (Microsoft<sup>®</sup>, Team Foundation Server<sup>®</sup> and Visual Studio are registered trademarks of Microsoft Corporation)

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# **1** Introduction

### 1.1 Purpose

The purpose of this Installation and Deployment Guide is to describe in technical terms the steps necessary to use the Driver DLL and make it operational.

### 1.2 Intended audience and reading suggestions

This Installation and Deployment Guide is intended to be used by Developers who are having basic knowledge of project development in MS Visual Studio and desire to use Parijat drivers DLLs.

## 1.3 References

Reference No.	Document	Author(s)
REF-1	Download Visual Studio	Microsoft
REF-2	.Net Eco System	Parijat
REF-3	Microsoft .NET Framework 4.7 (Standalone Installer)	Microsoft

# 2 Driver DLL Installation

Parijat's Drivers does not require installing it on the computer. It comes in a compressed file & need to uncompressed it & ready to go for the development.

## 3 Driver DLL Usage

Microsoft Visual Studio 2017 (.Net Framework 4.7, .Net Standard 2.0 installed) has been used as development environment for creating sample projects while preparing this help file.

## 3.1 Windows Form App (.Net Framework)

### 3.1.1 Prerequisites

.Net Framework 4.5 or Newer

### 3.1.2 How to use Driver DLL

- 1. Start Visual Studio 2017.
- 2. On the File menu, click New Project. The New Project dialog box appears.
- 3. In the Project type's pane, expand Visual Basic node and select Windows Classic Desktop. In the list of templates, select Windows Forms App (.NET Framework).
- 4. You can choose desired .NET Framework from the upper combo box available.
- 5. Enter your desired Name for the project. Click OK button.

New Project		? ×
▶ Recent	NET Framework 4.7  Sort by: Default	Search (Ctrl+E)
<ul> <li>Installed</li> </ul>	WPF App (.NET Framework) Visual Basic	Type: Visual Basic
▲ Visual Basic Windows Universal	Windows Forms App (.NET Framework) Visual Basic	A project for creating an application with a Windows user interface
Windows Classic Desktop Web	Console App (.NET Framework) Visual Basic	
.NET Core	Class Library (.NET Framework) Visual Basic	
Cloud	E Windows Service (.NET Framework) Visual Basic	
WCF Windows IoT Core	Empty Project (.NET Framework) Visual Basic	
Workflow > Business Intelligence	WPF Browser App (.NET Framework) Visual Basic	
▲ Other Languages ▷ Visual C#	WPF User Control Library (.NET Framework) Visual Basic	
Visual C++ SQL Server	WPF Custom Control Library (.NET Framework) Visual Basic	
⊳ Visual F# ⊳ JavaScript	Windows Forms Control Library (.NET Framework) Visual Basic	
PowerShell ▷ TypeScript		
Other Project Types		
◊ Online	•	
Not finding what you are looking for Open Visual Studio Installer		
Name: WindowsApp1		
		OK Cancel

6. This will create a project with a Form1.vb as a startup form. Now **Save** the project and follow on-screen instruction to save the project at desired location.

7. Now, in a Solution Explorer, double-click on a **My Project**. It will open Application's Properties. Alternately, you can right-click on Application & then select **Properties**.



8. Click on References in left pane. It will show all the attached references in the project. Click on the ADD button to add a new reference (ParModEther DLL in our case). Alternately, you can right-click on References in Solution Explorer & then select Add Reference...

Solution Ex	plore	r	<b>-</b> ₽ ×							
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<i>₽</i> M	ly Pro	ject								
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	t₽	Add Connected Service								
		Add Analyzer								
	Ĥ	Manage NuGet Packages								
	ŋ	Copy References								
		Scope to This								
	đ	New Solution Explorer View								
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Solution E	cplore	r Team Explorer Model Browser								

- Reference Manager WindowsApp1
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- 9. This will open up a reference Manager Window for the application.

- 10. Select **Browse** from left pane & click on **Browse...** button. It will open a browser window to add a **Component Files** like .dll, .tlb etc.
- 11. Go to a folder, where you have kept **ParModEther.DLL** & select it. Now click on **Add** button. Hence it will add ParModEther.dll (as a selected reference) to the right pane of Reference Manager. Now click **OK** button. This will add a reference of ParModEther.DLL to your project. You can see, now ParModEther reference is available in the project.
- 12. Save the project. Now you are ready to start the coding.

Note: You can follow the same above procedure for your C# application environment.

## 3.2 ASP.Net Web Application (.Net Framework)

### 3.2.1 Prerequisites

.Net Framework 4.5 or Newer

#### 3.2.2 How to use Driver DLL

- 1. Start Visual Studio 2017.
- 2. On the File menu, click New Project. The New Project dialog box appears.
- 3. In the Project type's pane, expand **Visual Basic** node and select **Web**. In the list of templates, select **ASP.NET Web Application (.NET Framework).**
- 4. You can choose desired .NET Framework from the upper combo box available.
- 5. Enter your desired **Name**, **Location** and **Solution Name** for the project. Click **OK** button.

New Project					? ×
▷ Recent	<b>^</b>	.NET Framework 4.7	▼ Sort by: Default	- III III	Search (Ctrl+E)
<ul> <li>Installed</li> </ul>			Application (NET Framework)	Visual Basic	Type: Visual Basic
<ul> <li>✓ Visual Basic Windows Univ. Windows Class Web</li> <li>▷ Office/SharePo. .NET Core</li> <li>.NET Standard Cloud Test WCF</li> <li>Windows IoT O. Workflow</li> <li>▷ Business Intelligen</li> <li>✓ Other Languages</li> <li>✓ Visual C# Windows U. Windows U. Windows U.</li> <li>Windows U.</li> <li></li></ul>	ersal sic Desktop oint Core uce Iniversal Classic Desktop rePoint uu are looking for?	ASP.INE1 WED	Appication (.NET Framework)	VISUAI BASIC	Project templates for creating ASP.NET applications. You can create ASP.NET Web Forms, MVC, or Web API applications and add many other features in ASP.NET.
Name:	WebApplication2				
Location:	C:\Users\dixit\Docu	ments\Visual Studio 2017	Projects	•	Browse
Solution name:	WebApplication2			[	<ul> <li>Create directory for solution</li> <li>Add to source control</li> </ul>
					OK Cancel

6. Select your desired Application Type & Authentication method in next window. Click **OK** button. This will create a Web Application project.

7. Now, in a Solution Explorer, double-click on a **My Project**. It will open Application's Properties. Alternately, you can right-click on Application & then select **Properties**.



 Click on References in left pane. It will show all the attached references in the project. Click on the ADD button to add a new reference (ParModEther DLL in our case). Alternately, you can right-click on References in Solution Explorer & then select Add Reference...



9. This will open up a reference Manager Window for the application.

Reference Manager - WebApp	lication2	?	$\times$
Assemblies	Search (Ctrl+E)		۶-
▶ Projects			
▶ COM	No items found.		
<ul> <li>Browse</li> </ul>			
Recent			
	Browse OK	Can	cel

10. Select **Browse** from left pane & click on **Browse...** button. It will open a browser window to add a **Component Files** like .dll, .tlb etc.

- 11. Go to a folder, where you have kept **ParModEther.DLL** & select it. Now click on **Add** button. Hence it will add ParModEther.dll (as a selected reference) to the right pane of Reference Manager. Now click **OK** button. This will add a reference of ParModEther.DLL to your project. You can see, now ParModEther reference is available in the project.
- 12. Save the project. Now you are ready to start the coding.

Note: You can follow the same above procedure for your C# application environment.

## 3.3 Console App (.Net Core)

3.3.1 Prerequisites

.Net Core 2.0 or Newer

### 3.3.2 How to use Driver DLL

- 1. Start Visual Studio 2017.
- 2. On the **File** menu, click **New Project**. The New Project dialog box appears.
- 3. In the Project type's pane, expand **Visual Basic** node and select **.NET Core**. In the list of templates, select **Console App (.NET Core)**.
- 4. You can choose desired .NET Framework from the upper combo box available.
- 5. Enter your desired **Name, Location** and **Solution Name** for the project. Click **OK** button.

New Project							?	×
▶ Recent		.NET F	ramework 4.7 🔹 Sort by: Default	• <b># E</b>	Search (Ctrl+E	)		ρ-
▲ Installed		క	Console App (.NET Core)	Visual Basic	Type: Visual	l Basic		
<ul> <li>Visual Basic</li> <li>Windows Universal</li> <li>Windows Classic Desiston</li> </ul>		€	Class Library (.NET Core)	Visual Basic	A project for application t Windows, Lin	or creating a command-li that can run on .NET Co Linux and MacOS.		e on
Web	oint	Ľ	Unit Test Project (.NET Core)	Visual Basic				
.NET Core .NET Standard Cloud		4	xUnit Test Project (.NET Core)	Visual Basic				
Cloud Test WCF Windows IoT Core Workflow ▷ Business Intelligence ▷ Other Languages ▷ Other Design Times								
▷ Online								
Not finding what you are looking for? Open Visual Studio Installer								
Name:	ConsoleApp2							
Location:	C:\Users\dixit\Docur	ments\Vi	sual Studio 2017\Projects	•	Browse			
Solution name:	ConsoleApp2				Create direct	ory for solution e control		
						ОК	Cance	el

- 6. This will create a project with a Program.vb containing Sub Main(). Now **Save** the project.
- 7. Now, in a Solution Explorer, right-click on a **Project Name** and then Select Properties. It will open Application's Properties.
- 8. Click on **References** in left pane. It will show all the attached references in the project. Click on the **ADD** button to add a new reference (ParModEther DLL in our case). Alternately, you can right-click on **Dependencies** in Solution Explorer & then select **Add Reference...**



9. This will open up a reference Manager Window for the application.

Reference Manager - ConsoleA	\рр2	?	×
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<ul> <li>Shared Projects</li> <li>Browse</li> </ul>	No items found.		
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		0	
	Browse OK	Can	:er

- 10. Select **Browse** from left pane & click on **Browse...** button. It will open a browser window to add a **Component Files** like .dll, .tlb etc.
- 11. Go to a folder, where you have kept **ParModEther.DLL** & select it. Now click on **Add** button. Hence it will add ParModEther.dll (as a selected reference) to the right pane of Reference Manager. Now click **OK** button. This will add a reference of ParModEther.DLL to your project. You can see, now ParModEther reference is available in the project.
- 12. Save the project. Now you are ready to start the coding.

Note: You can follow the same above procedure for your C# application environment.

## 3.4 Cross-Platform App (Xamarin)

### 3.4.1 Prerequisites

### 3.4.2 How to use Driver DLL

1. Start Visual Studio 2017.

- 2. On the File menu, click New Project. The New Project dialog box appears.
- 3. In the Project type's pane, expand **Visual C#** node and select **Cross-Platform**. In the list of templates, select **Cross Platform App (Xamarin)**.
- 4. You can choose desired .NET Framework from the upper combo box available.
- 5. Enter your desired **Name, Location** and **Solution Name** for the project. Click **OK** button.

New Project							?	×
▲ Visual C#	· · · · ·	.NET Fr	amework 4.7	▼ Sort by: Default	•	<b>:::</b>	Search (Ctrl+E)	ρ-
Windows U Windows O Web	Universal Classic Desktop		Cross Platform	n App (Xamarin)		Visual C#	Type: Visual C# Project templates for building cross-	
▷ Office/Sha .NET Core	rePoint	_c# ⊒≣	Class Library (	(Xamarin.Forms)		Visual C#	platform apps for iOS, Android, and Windows with Xamarin.	
.NET Core .NET Standard Android Cloud Cross-Platform ▷ iOS Test			UI Test App (X	Kamarin.UITest   Cross-Platform)	)	Visual C#		
Cloud Cross-Platform ▷ iOS Test								
Cross-Platform ▷ iOS								
Test								
▷ tvOS								
WCF								
Windows	oT Core							
Workflow								
Visual C++								
SQL Server								
▷ Visual F#								
D JavaScript D JavaScript								
Powersnell								
<ul> <li>Nother Project Type</li> </ul>	ec 👻							
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Onen Visual St	tudio Installer							
open visual se	dulo installer							
Name:	App1							
Location:	C:\Users\dixit\Docu	ments\Vis	ual Studio 2017	∧Projects		•	Browse	
Solution name:	App1					[	<ul> <li>Create directory for solution</li> </ul>	
						[	Add to source control	
							OK Cano	el

- In the Next Window, select your desired application template. Select Xamarin.Forms as UI Technology. Select your desired Code Sharing Strategy. This will create a Solution having three different projects, ProjectName.Android, ProjectName.IOS and ProjectName.UWP.
- 7. Click on **References** in left pane. It will show all the attached references in the project. Click on the **ADD** button to add a new reference (ParModEther DLL in our case). Alternately, you can right-click on **References** in Solution Explorer & then select **Add Reference...**



8. This will open up a reference Manager Window for the application.

Reference Manager - Windows	App1	?	$\times$
Assemblies	Search (Ctrl+E)		<i>۹</i> -
▶ Projects			
Shared Projects	No items found.		
▶ COM			
<ul> <li>Browse</li> </ul>			
Recent			
	Browse OK	Cano	cel

- 9. Select **Browse** from left pane & click on **Browse...** button. It will open a browser window to add a **Component Files** like .dll, .tlb etc.
- 10. Go to a folder, where you have kept **ParModEther.DLL** & select it. Now click on **Add** button. Hence it will add ParModEther.dll (as a selected reference) to the right pane of

Reference Manager. Now click **OK** button. This will add a reference of ParModEther.DLL to your project. You can see, now ParModEther reference is available in the project.

- 11. You have to add Driver DLL reference in all the projects (Android, IOS and UWP) following the same procedure as above in step 7 to 11.
- 12. Save the project. Now you are ready to start the coding.

### 3.5 Linux (.Net Core)

### 3.5.1 Prerequisites

.Net Core

- 3.5.2 How to use Driver DLL
  - 1. Follow the same procedure as for <u>Console App (.Net Core)</u> for creating a project to run in Linux. Once you have completed and tested your project, proceed to run your project in Linux environment.

# 4 Support / Troubleshooting

Please contact <a href="mailto:support@parijat.com">support@parijat.com</a> for any assistance.

Parijat is offering limited/No support for the drivers that are using old/obsolete technology.