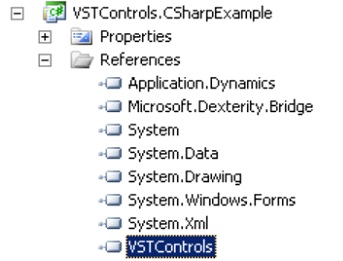
Let’s jump right in with a simple example

Example 1: Adding a label to a form

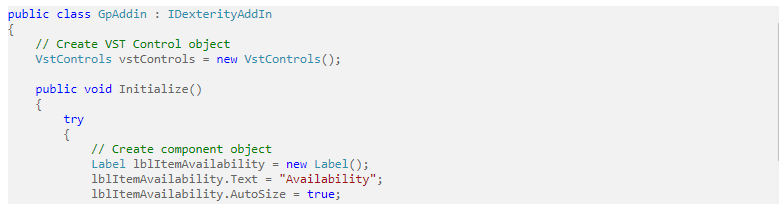
Add a reference to the VSTControls.dll library

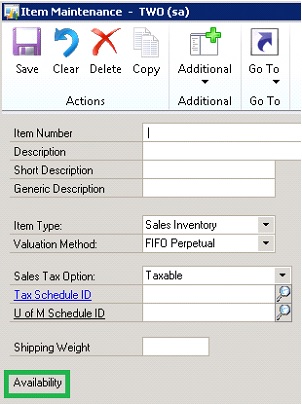


Create a VSTControls object

Create component object ie. Label component

Add the Label object to the VSTControls object, specifying the Window and location





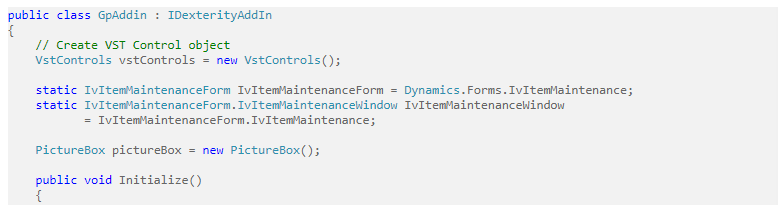
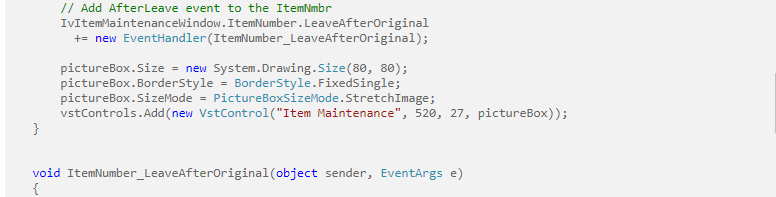
Example 2 : Add a TextBox

Create a TextBox object and add it to the Item Maintenance Window

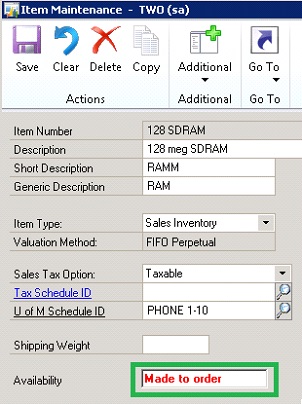
Add an AfterLeave event to the ITEMNMBR field.

When the AfterLeave event is fired, read the ITEMNMBR value and set the font and text of the TextBox

based on the ITEMNMBR field value







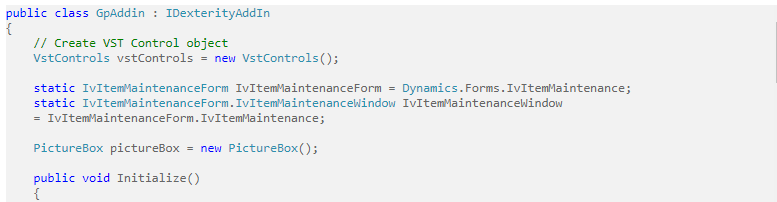
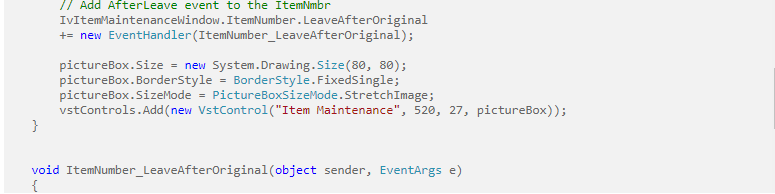
Example 3 : Add pictures

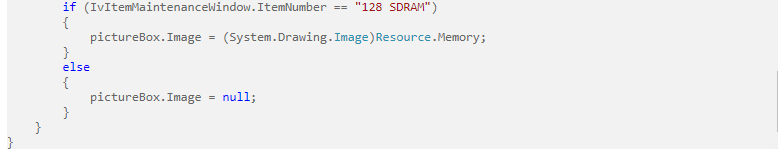
Create a Picture object and add it to the Item Maintenance Window

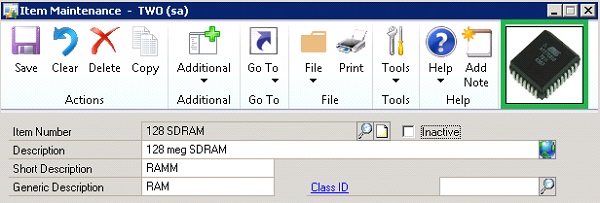
Add an AfterLeave event to the ITEMNMBR field.

When the AfterLeave event is fired, read the ITEMNMBR value and set the image of the picture object

based on the ITEMNMBR field value







Example 4 : UserControls

Finally, the VST Controls library can be used to develop utilities that improve the VST Control functionality

When adding an object to a GP window, the XY coordinates of the object must be specified. To assist with this, a UserControl called PositionLocator was developed and can be added to a GP Window via VST Controls.

Once the GP window is opened, the PositionLocator is displayed, along with the current cursor XY location

A developer can then use these XY coordinates when placing further objects onto a GP window

