

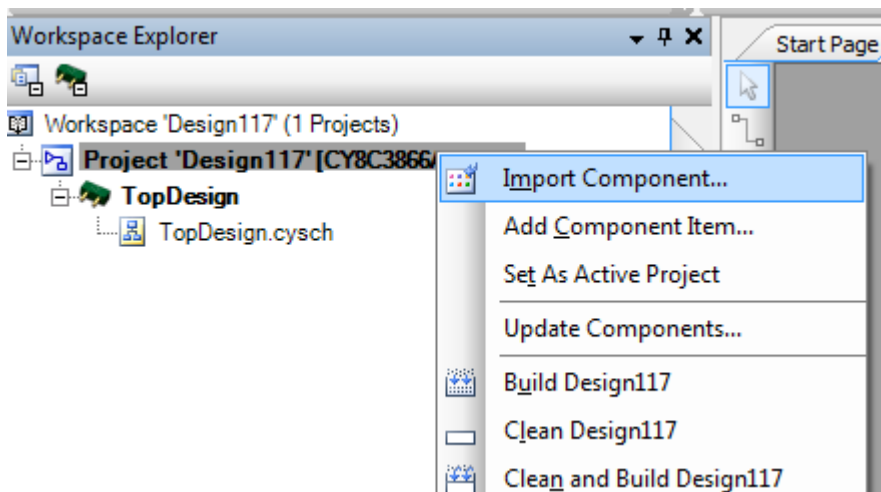
This memo documents step by step directions on how to import an existing component with a C# customizer into your design, change the name of the component (a necessary step to prevent problems) and rebuild the customizer without errors.

This memo also documents step by step directions for importing simple C# customizers into Visual Studio Express 2010 for simple editing of the customizer layout, as well as modifying an existing customizer to suit your needs.

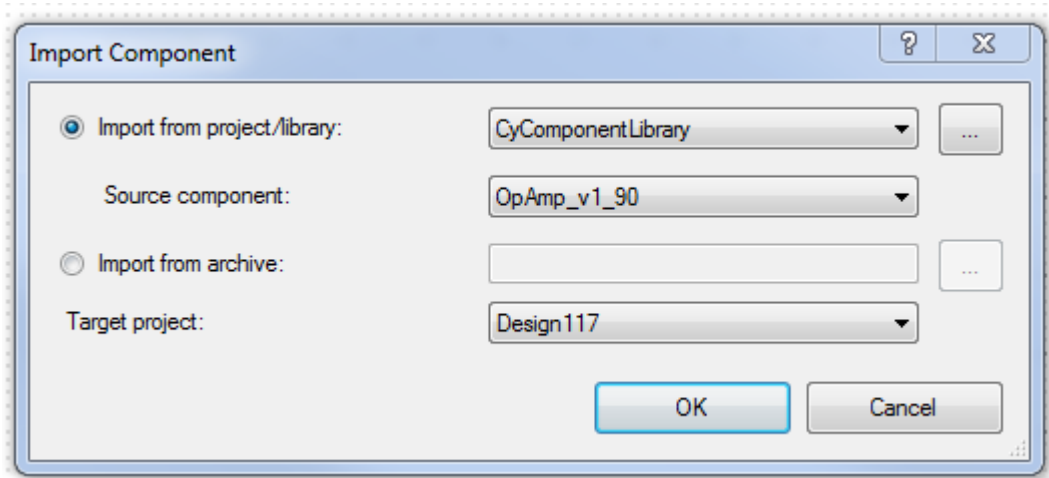
Details:

Importing and renaming a component with a C# customizer in Creator

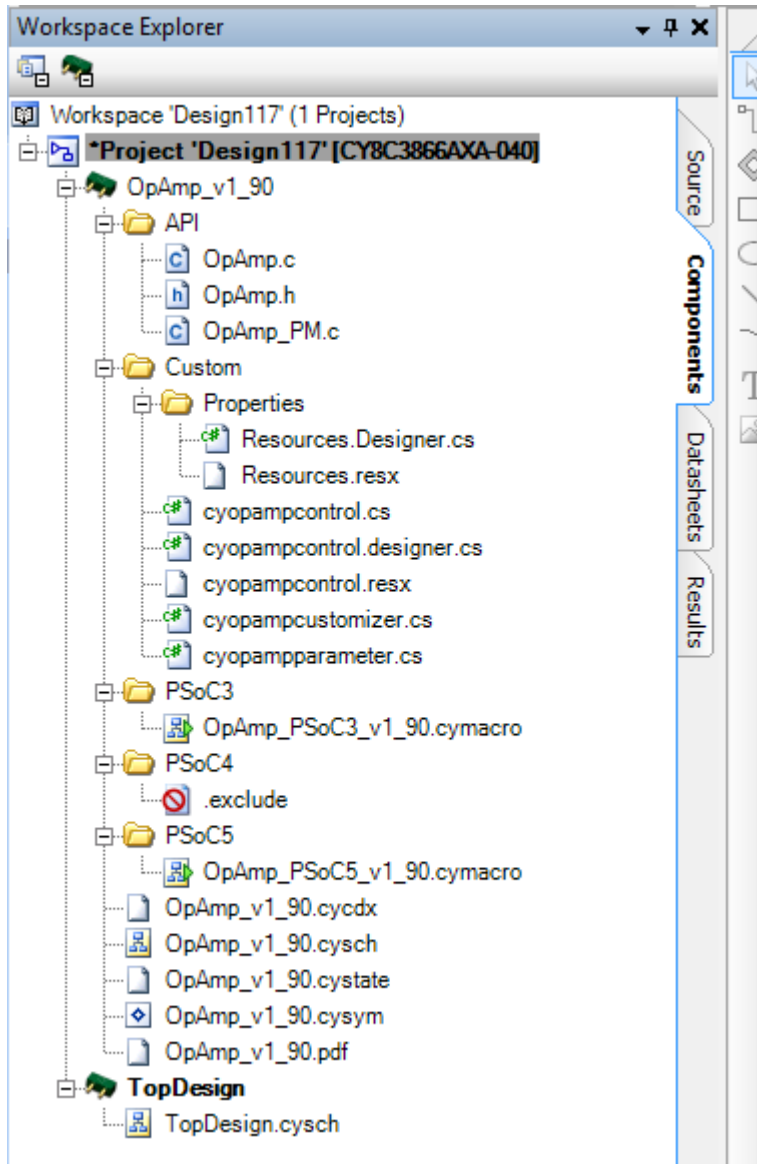
We will begin the process by importing a component with a C# customizer into our project. We will use the Opamp because the C# customizer is very simple. We begin with a blank project. We go to the components tab in the workspace explorer, right click on our project, and select "Import Component"



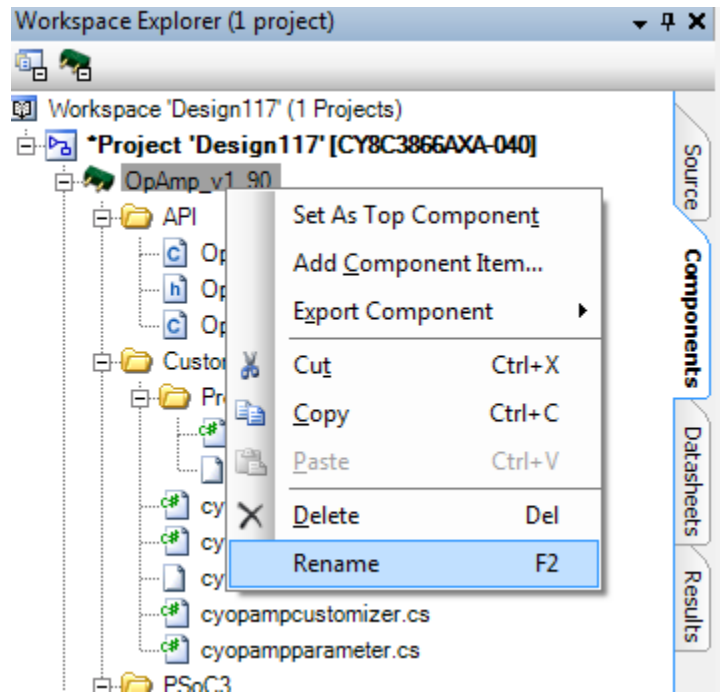
We are going to be importing the "OpAmp" from the "CyComponentLibrary"



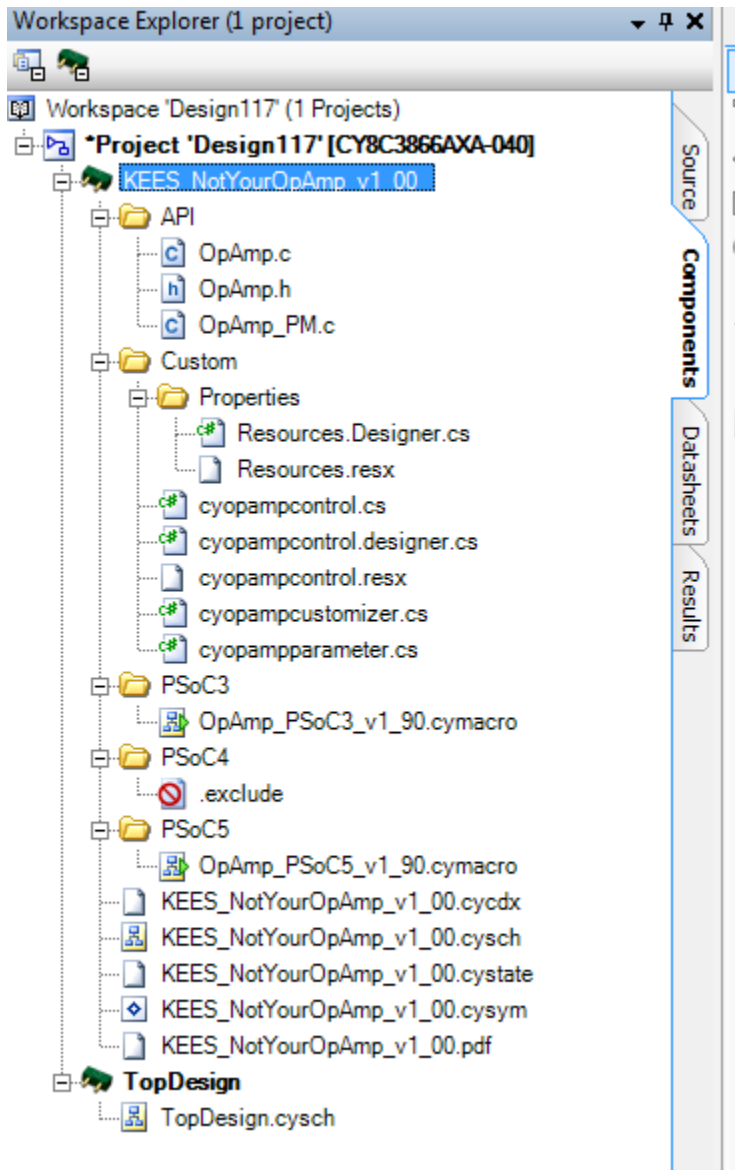
Click ok, and you should see the following files in the workspace explorer



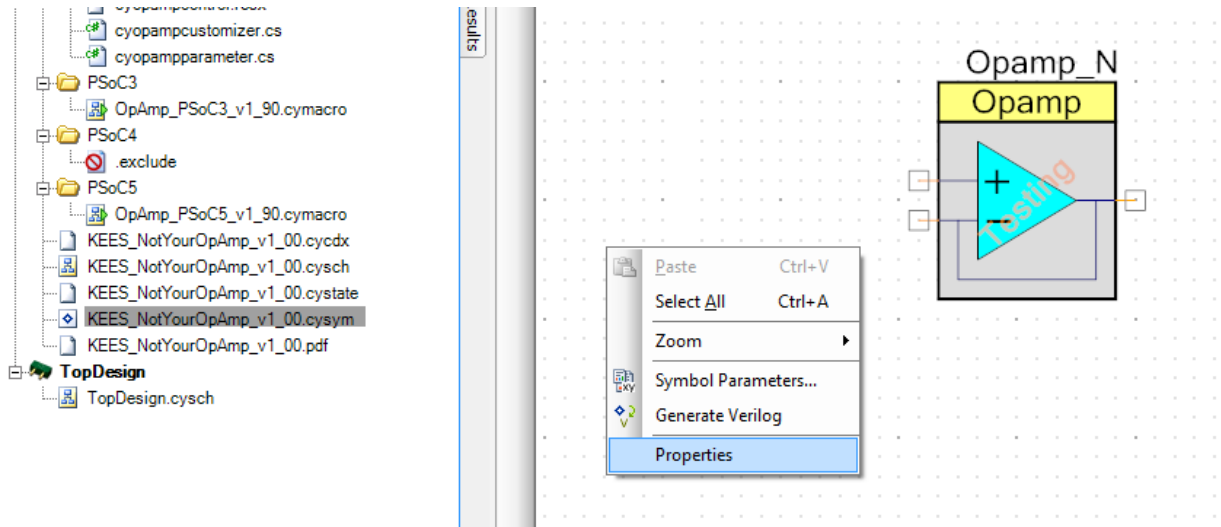
To prevent Creator from thinking there are 2 identical versions of the OpAmp version 1.9, we are going to rename our copy of the component. Right Click on "OpAmp_V1_90" and select "Rename".



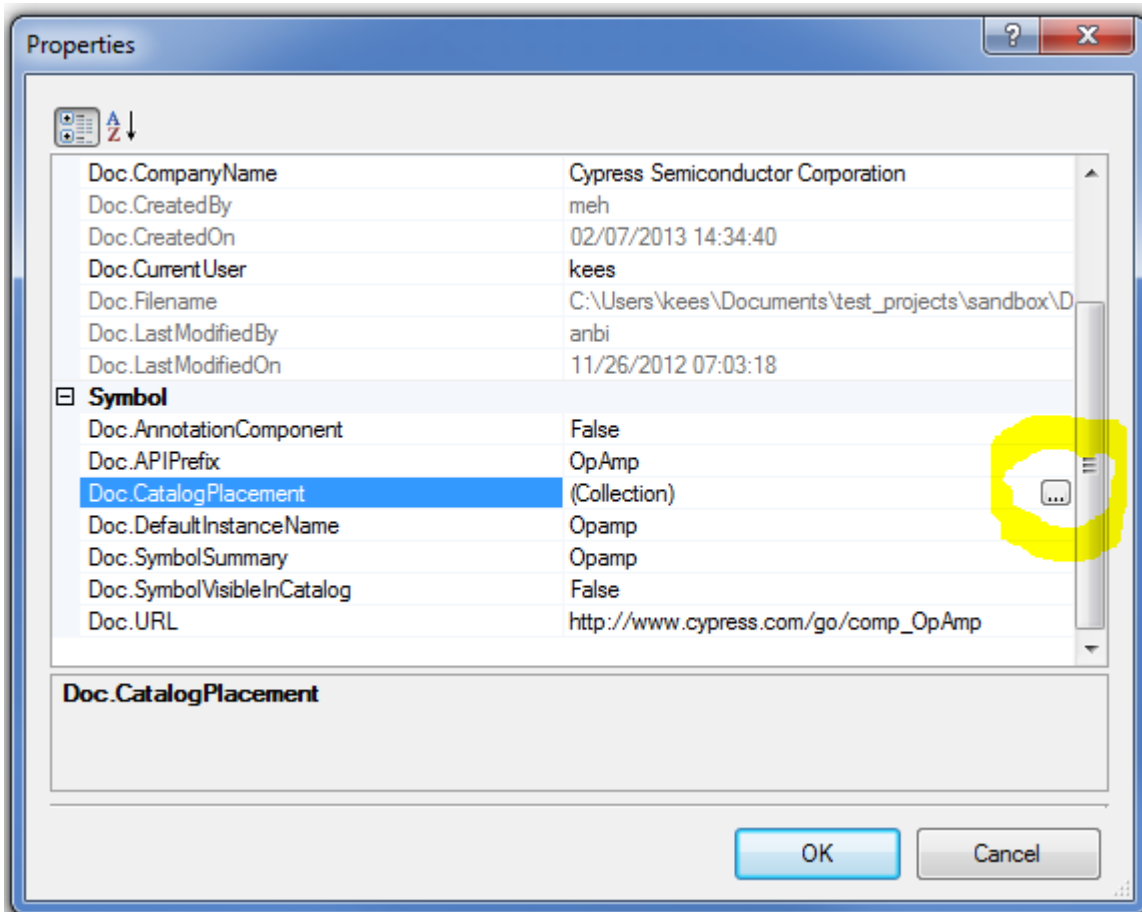
Rename it something different. I usually add my initials to the beginning to make it unlikely that someone else will use the same name as my component.



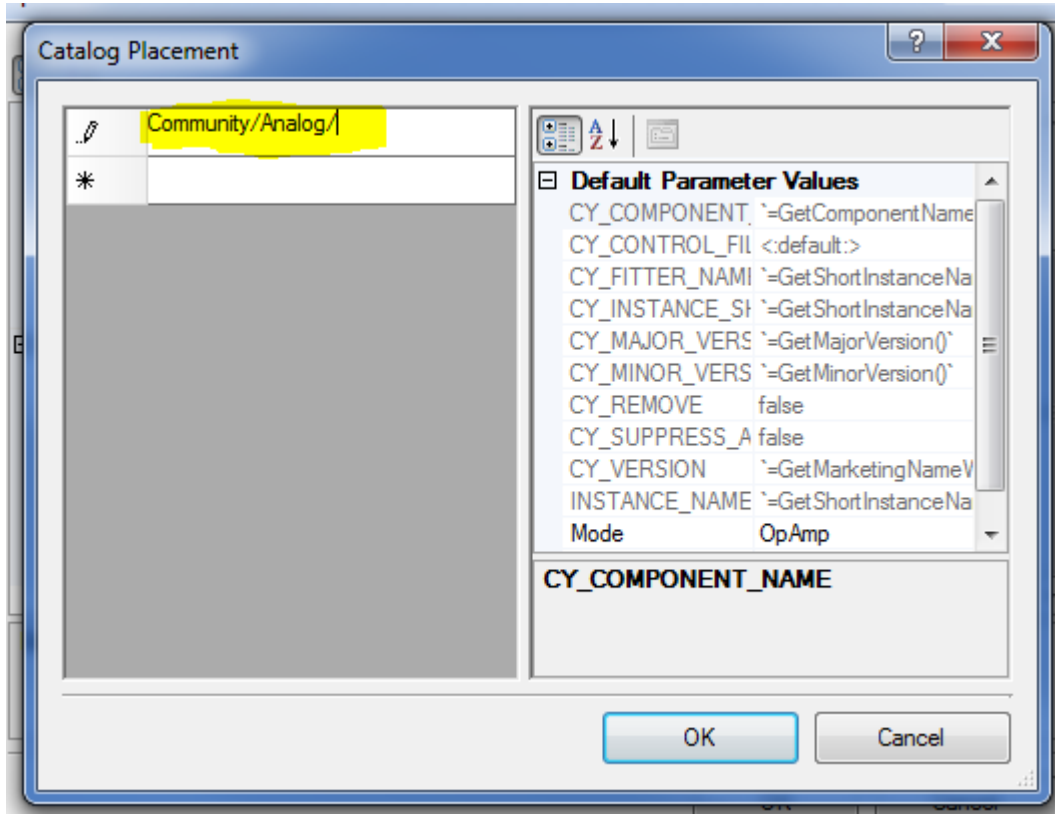
Now let's move it into our own library location. Open the .cysym file, and right click in the open space around the component symbol and select "Properties"



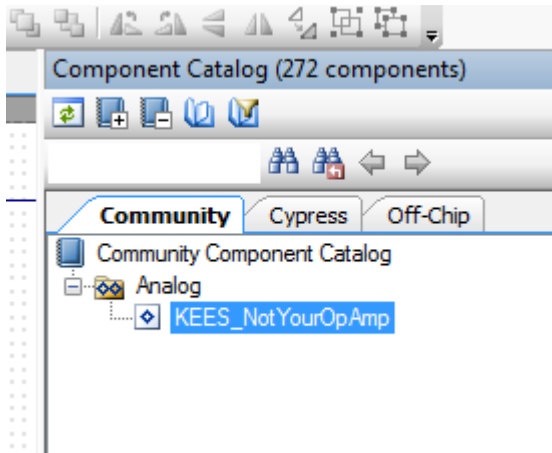
We are going to modify the 'Doc.CatalogPlacement' entry. Click on the '...' at the end of the field.



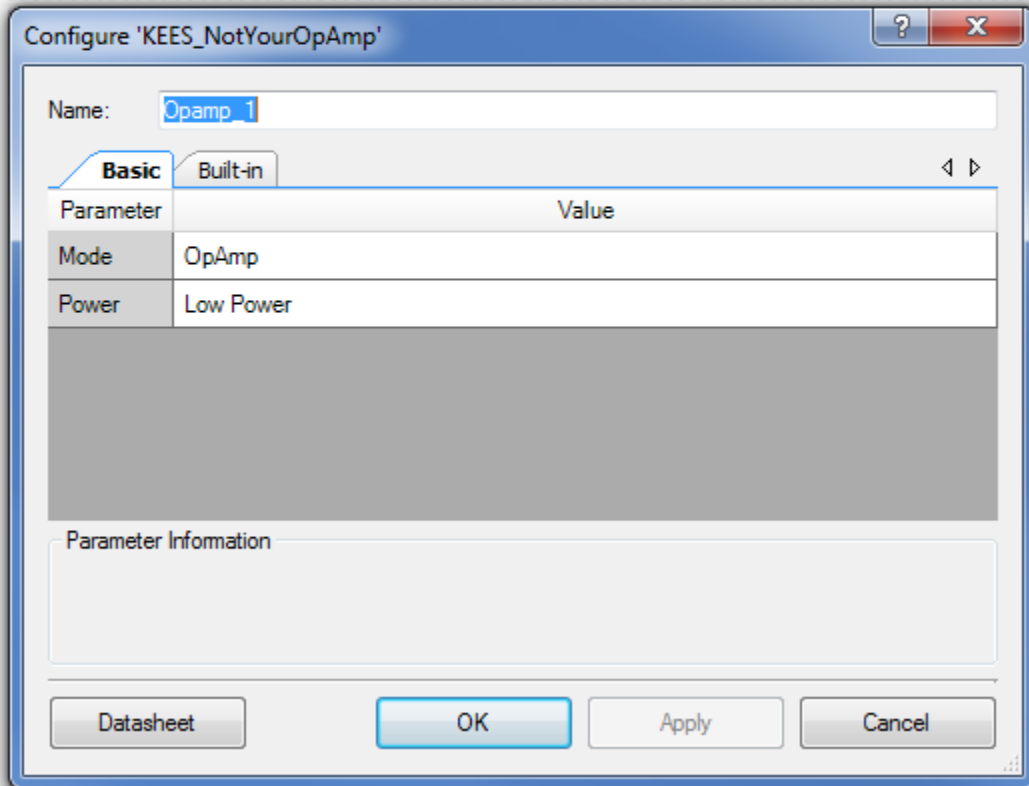
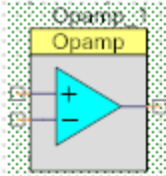
Change the catalog placement to something besides the Cypress catalog.



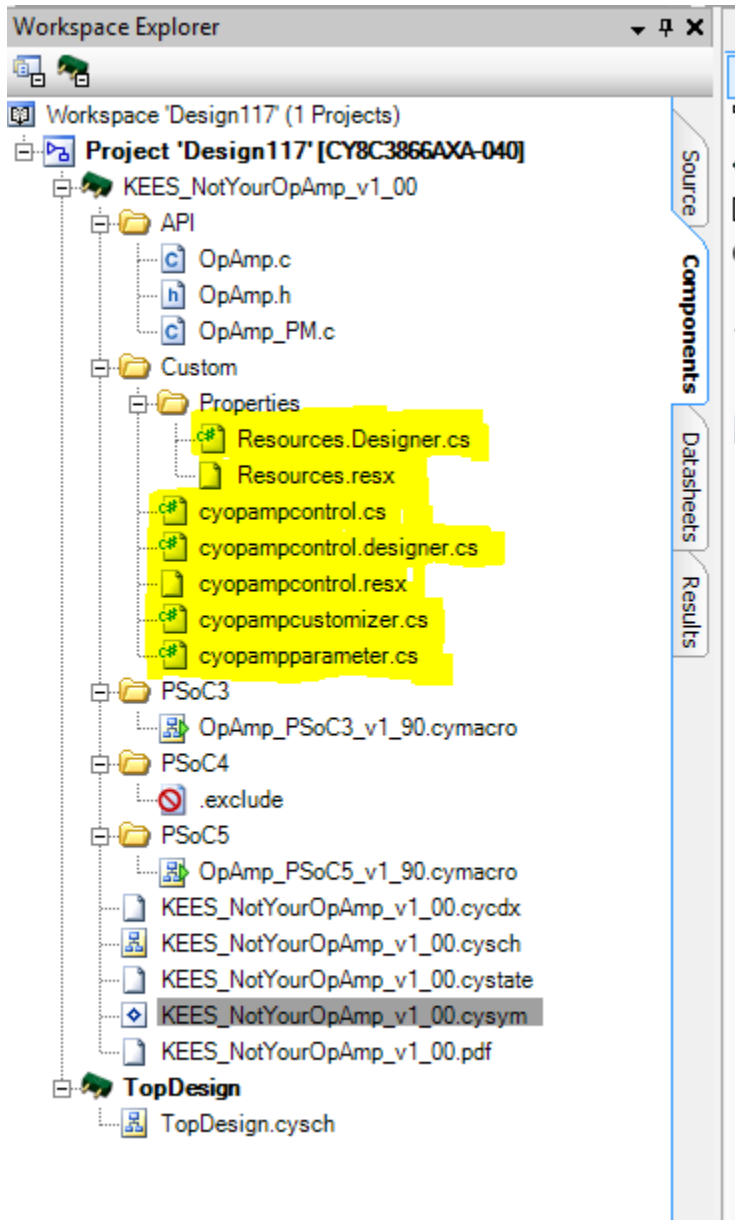
Click “OK” and “OK” again. Save all your changes. Our component should show up in the proper library now and have a new name.



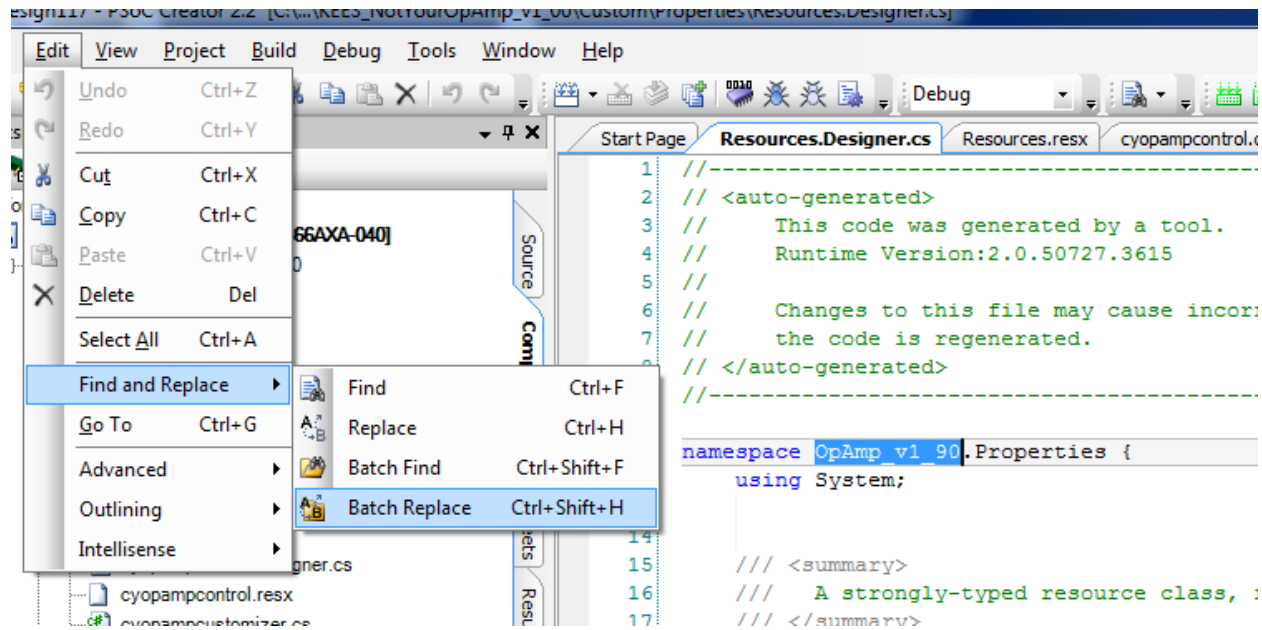
However, if we place it on the schematic and try to open the customizer, this is what we are greeted with.



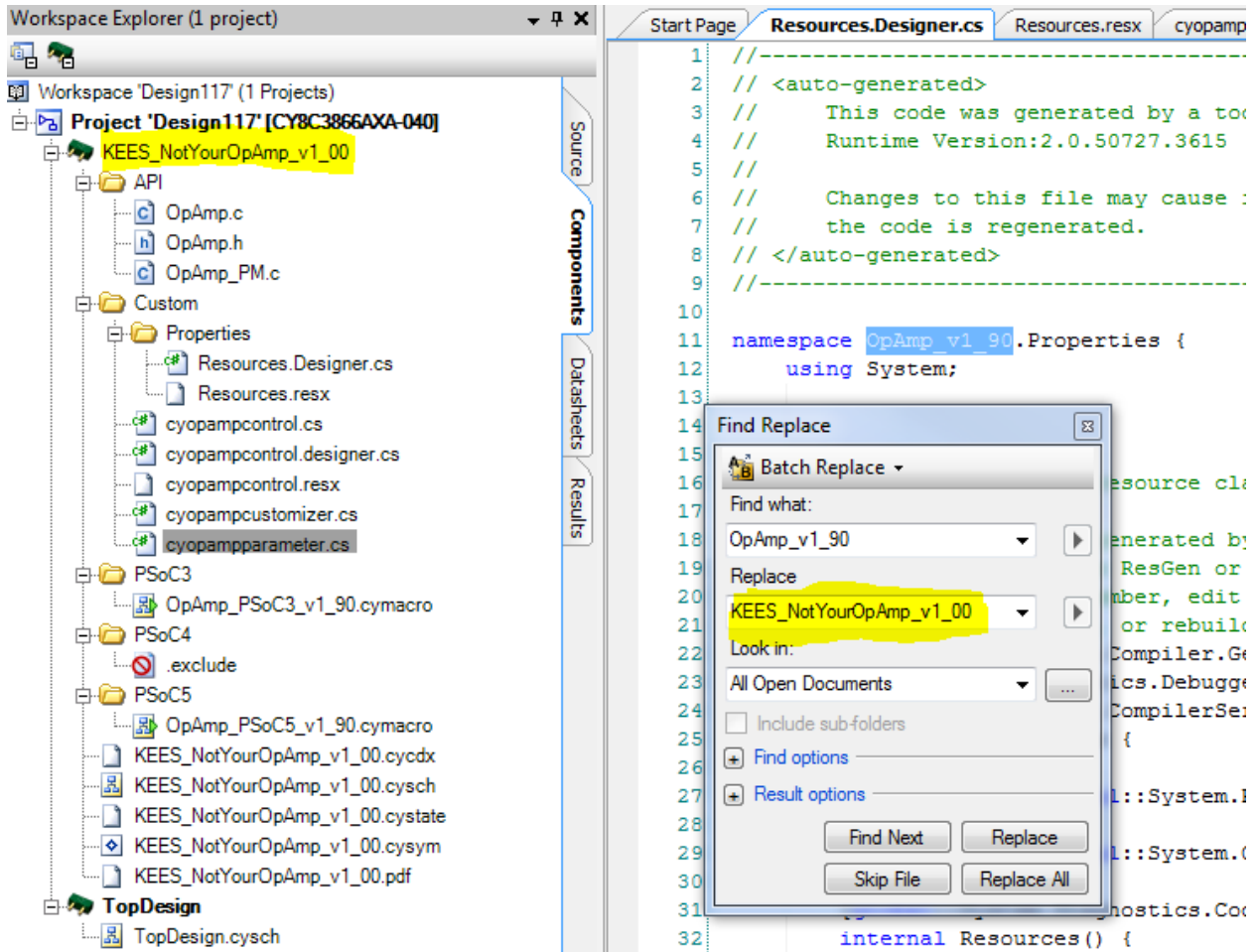
This is clearly not the C# customizer. To fix this problem, open all the C# files associated with the component.



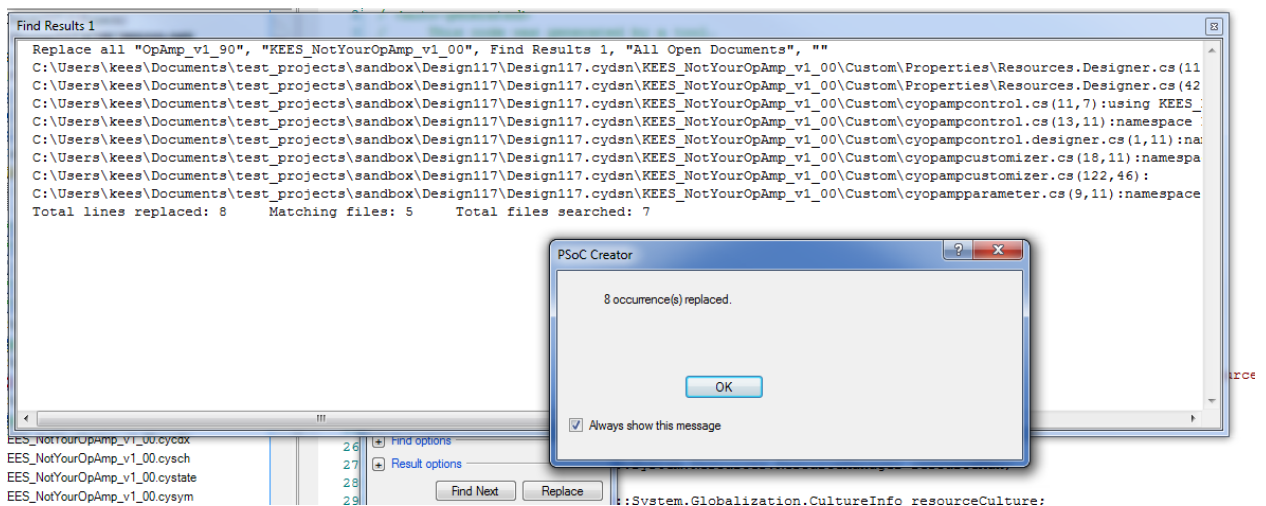
With all of these files open, we need to remove all instances of the old component name, and update it with the new component name. The simplest way to do this is a batch 'find and replace' of all the open files. Click Edit->Find and Replace->Batch Replace.



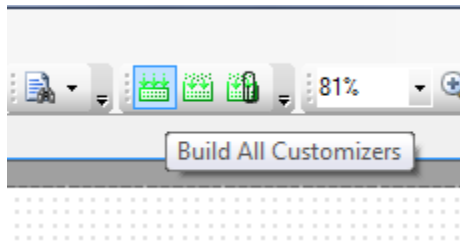
When the Find and Replace window pops up, we are going to find all instances of the old component name “OpAmp_v1_90” and replace it with our new component name “KEES_NotYourOpAmp_v1_00”. Since we opened all the C# files, we can do the batch replace on “all open documents”, just make sure you don’t have any other files open that you don’t accidentally want edited. Click “Replace All”.



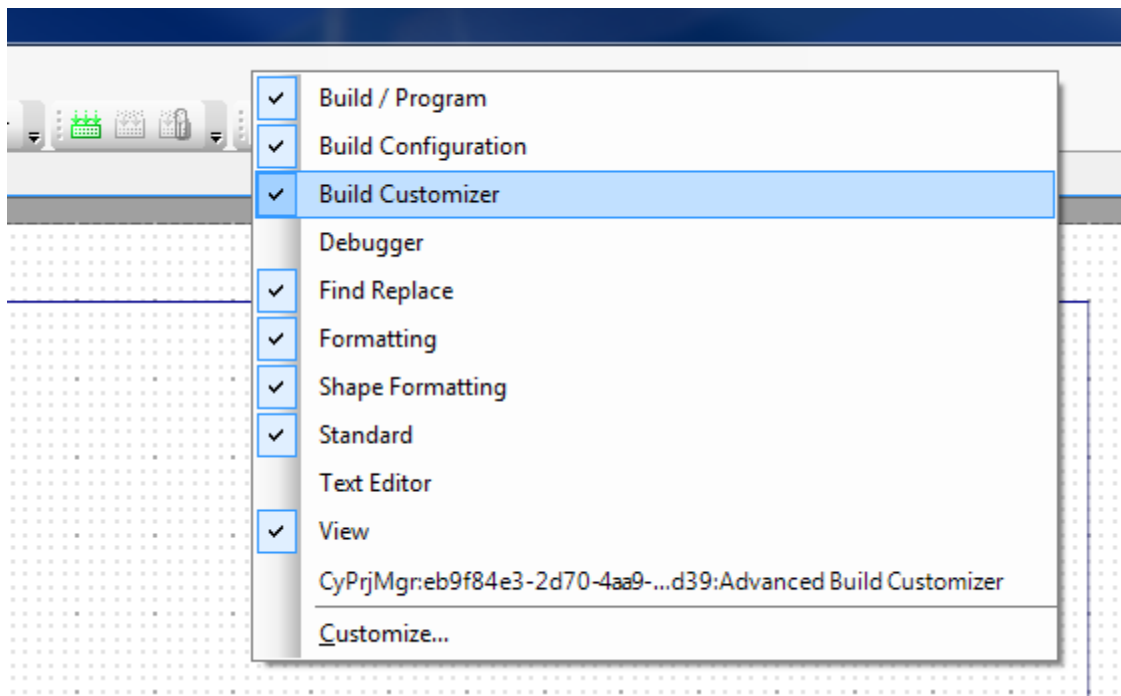
After the batch find and replace completes, you should see something that indicates how many times it was found and replaced.



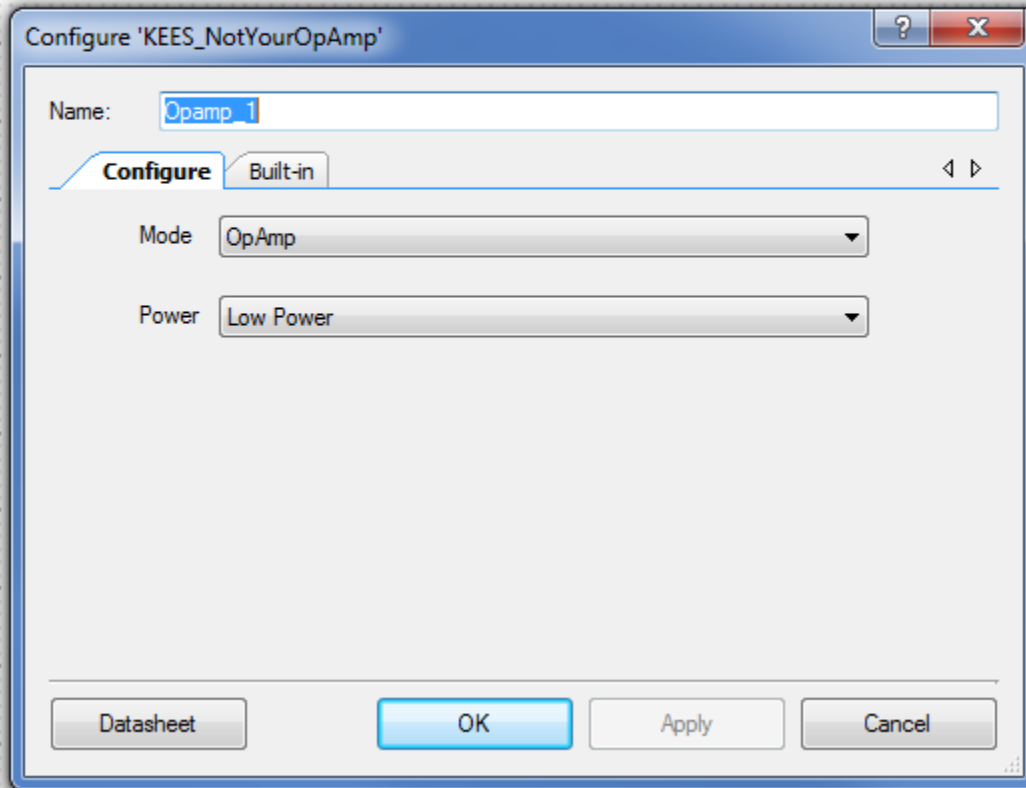
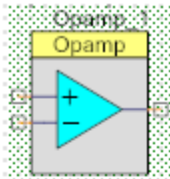
Click “OK”, close the find results window and the batch find and replace dialog. Make sure to “Save All.” Now we need to click “Build all customizers” in the tool bar.



If you don't have this toolbar, right click in the empty space above the toolbar, and select “Build Customizer”. This should add the “build customizers” entry into your toolbar.

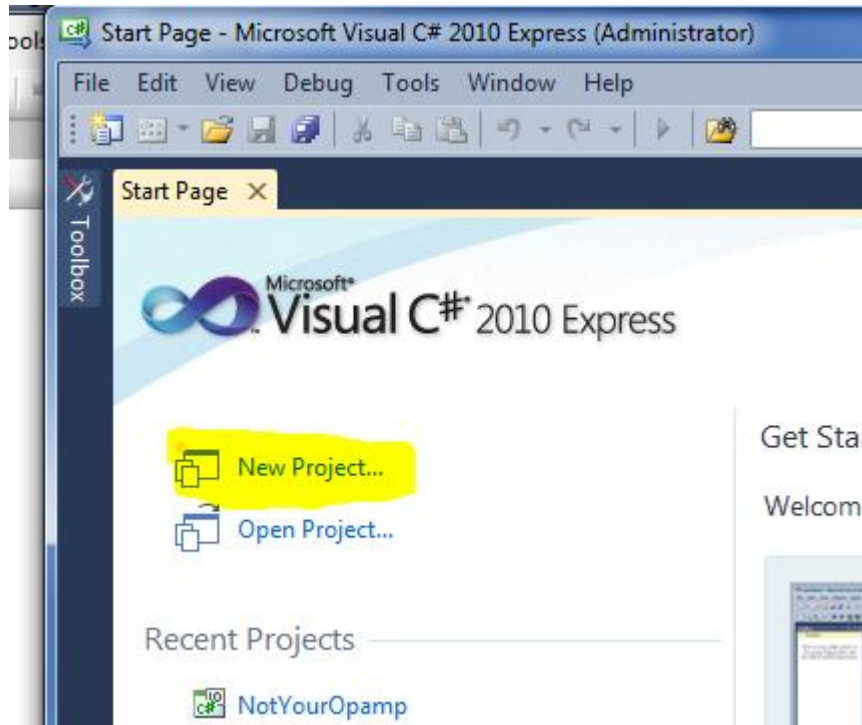


After building the customizers, you should be able to open the customizer and see what you expect.

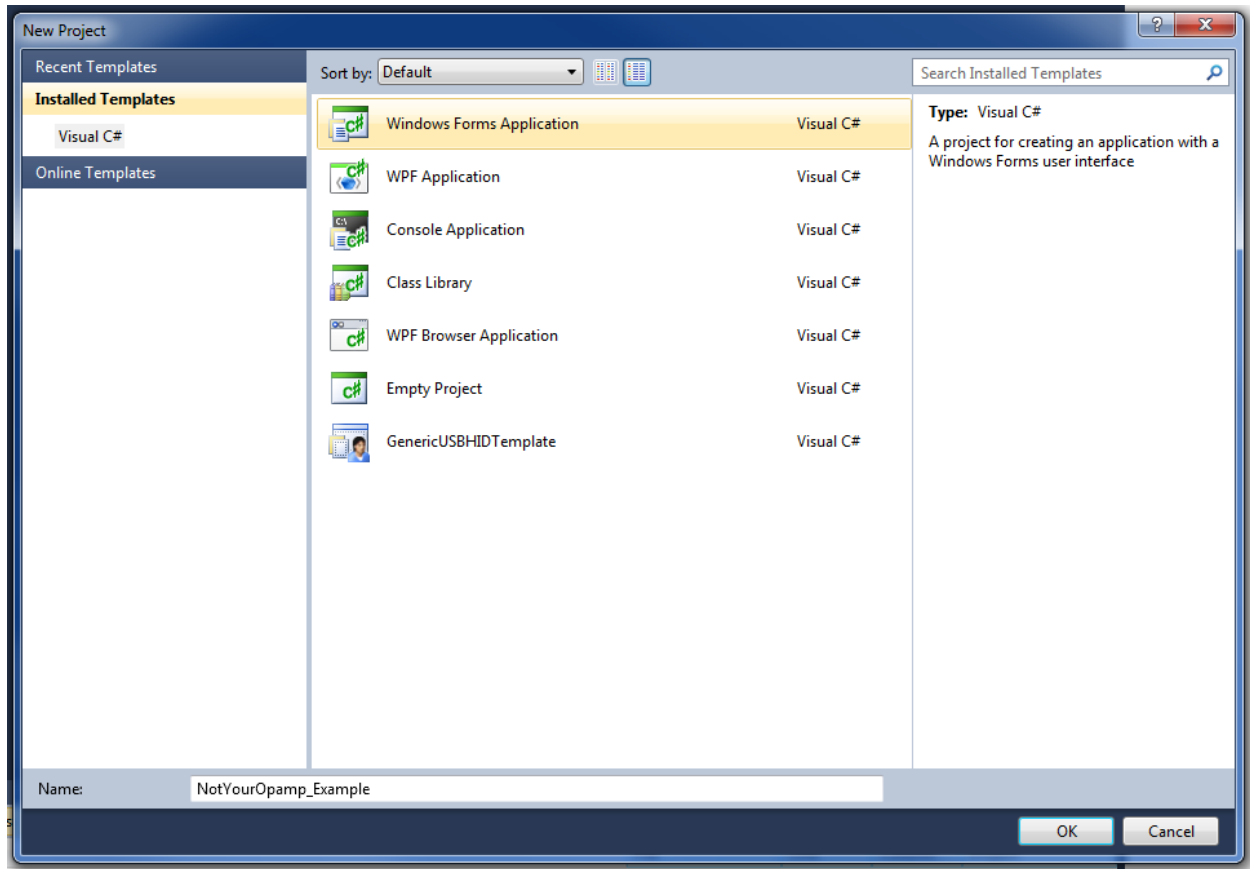


Importing a C# customizer into Visual C# Express 2010

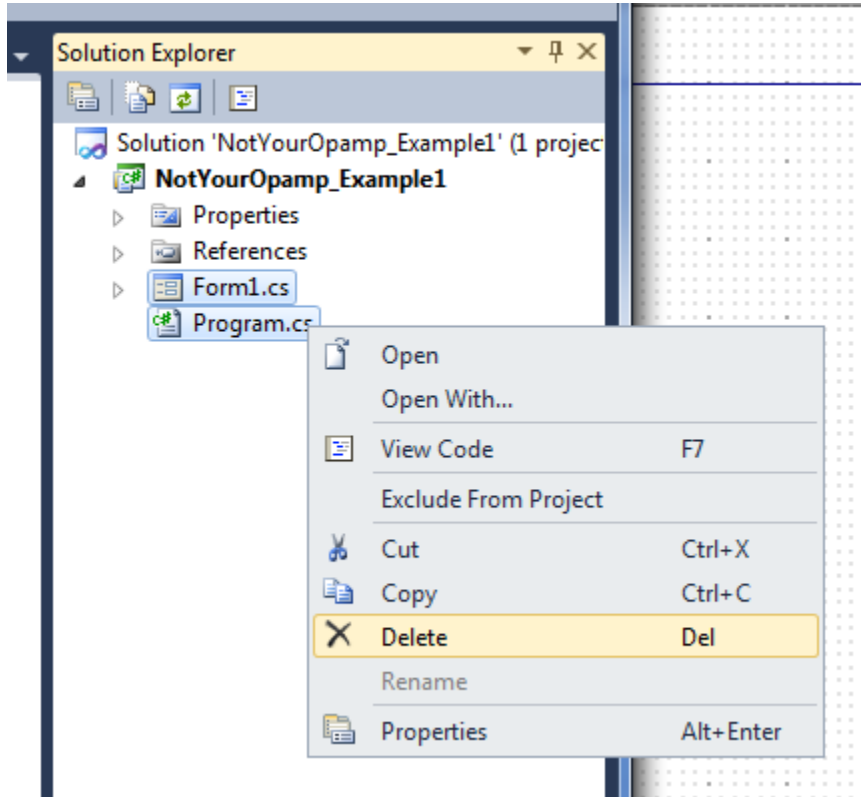
Now that we have a copy of the component with a functional C# customizer, let's take it into Visual Studio Express to make some changes to it. First, open Visual Studio, and create a new project.



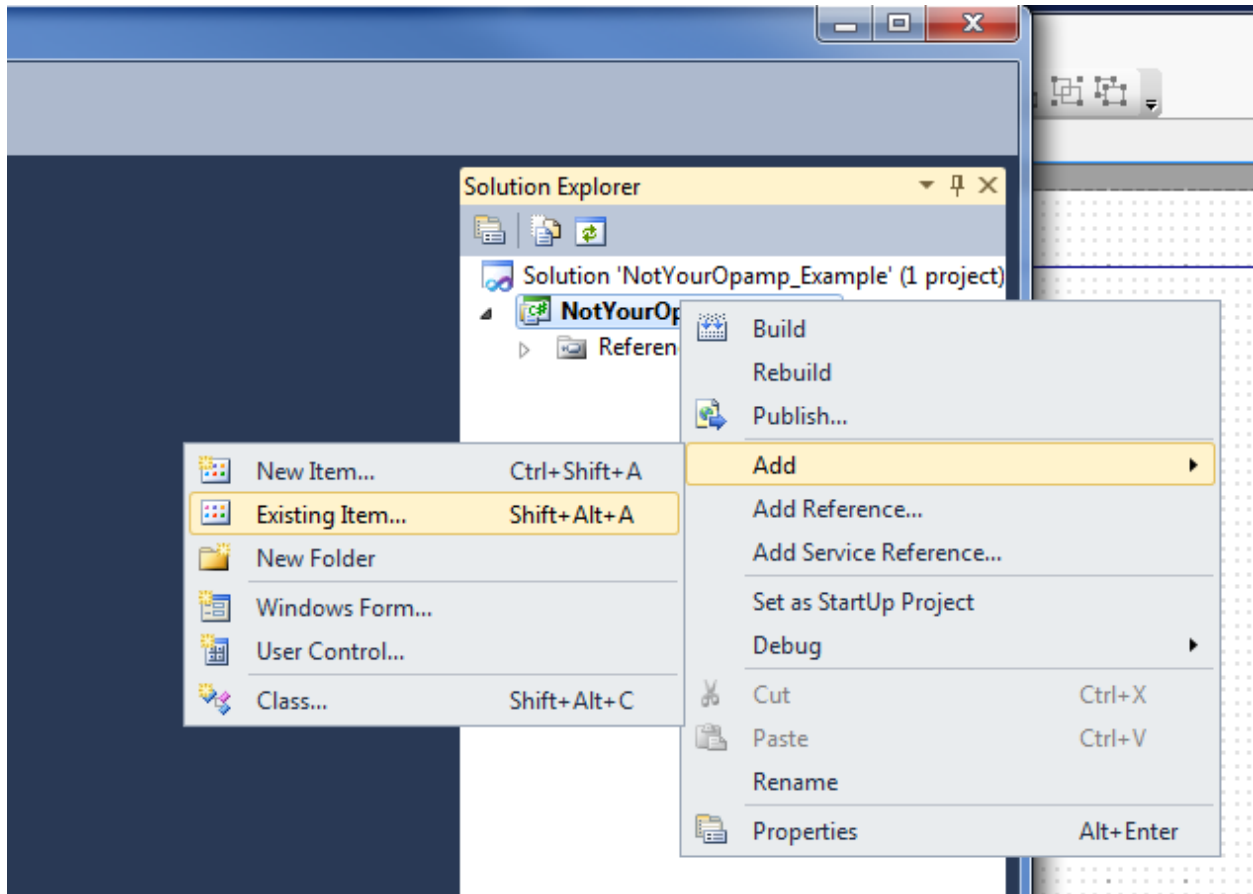
When the new project dialog opens, select "Windows Forms Application" and name the project whatever you like.



When the project opens, delete Form1.cs and Program.cs from the solution explorer.

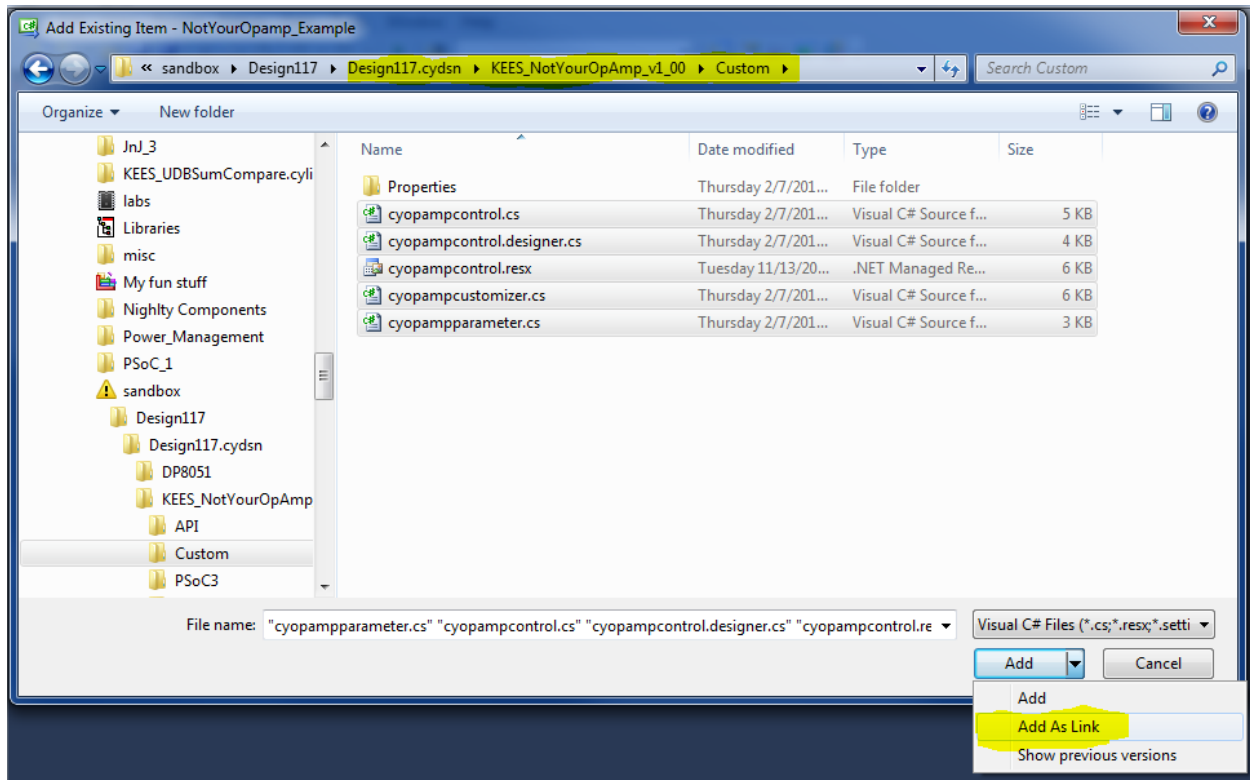


right click on the project in the Solution Explorer and select Add->Existing Item.

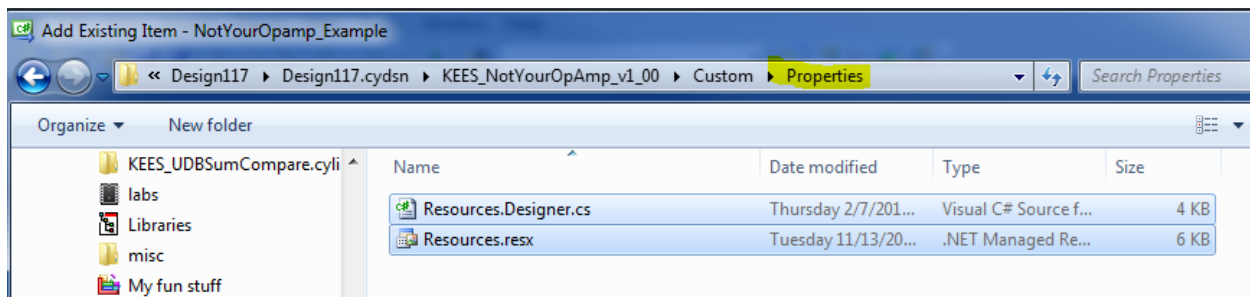


Navigate to your Creator project with the imported component. Go into the component “Custom” folder and select **all** the C# files in that directory (there may be sub folders with C# files).

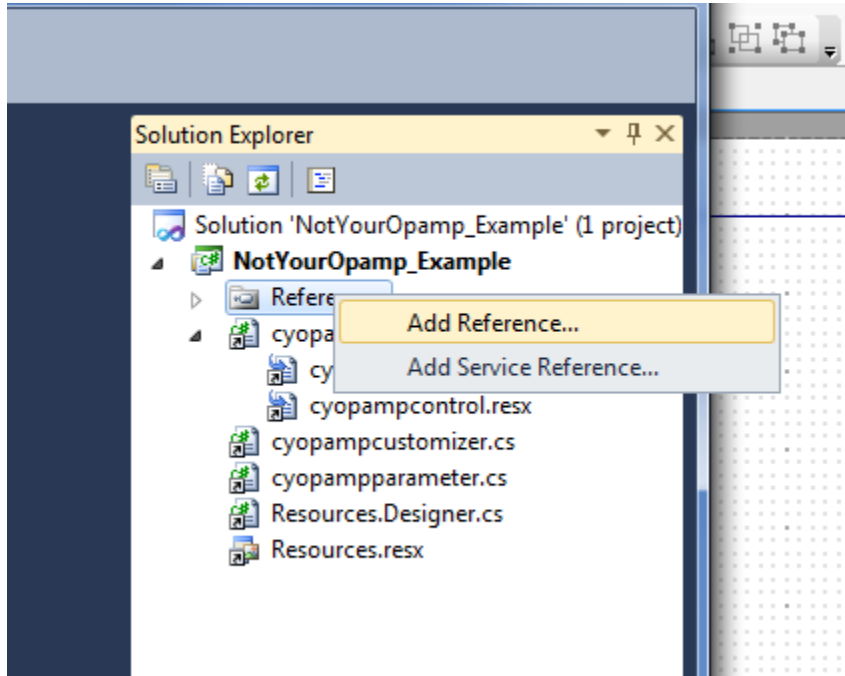
Next to the “Add” button at the bottom, click on the down arrow, and select “Add As Link”. This adds the files to the project, but leaves the files in the component folder. If you do not “Add As Link”, Visual Studio will create copies of the files, and all changes that you make will happen on these copies, and not on the component C# files.



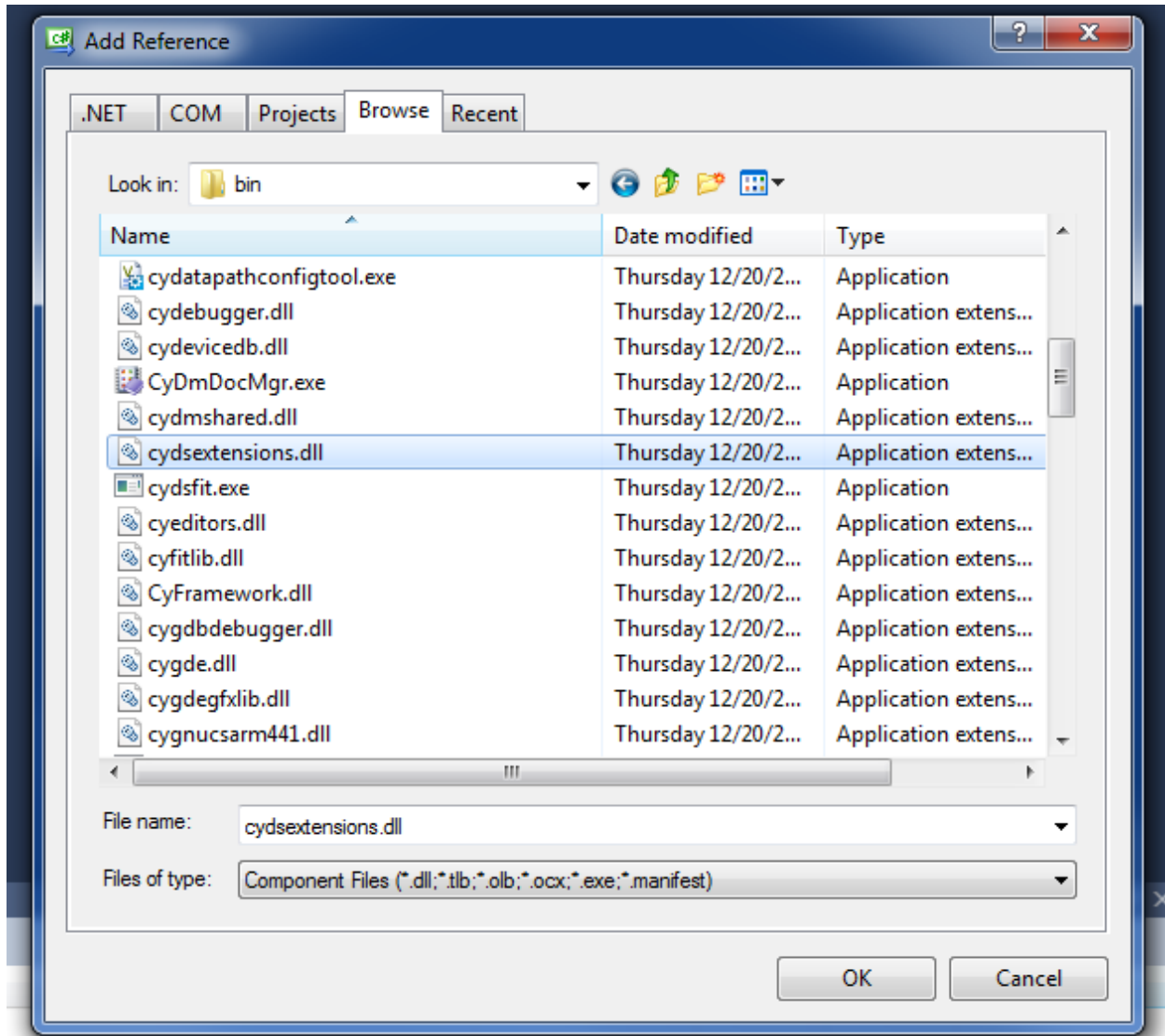
Make sure you also add any files in the sub folders using the same “Add As Link”



Now, we need to add one more thing to the project. Right click on the “References” folder in the solution explorer and select “Add Reference”

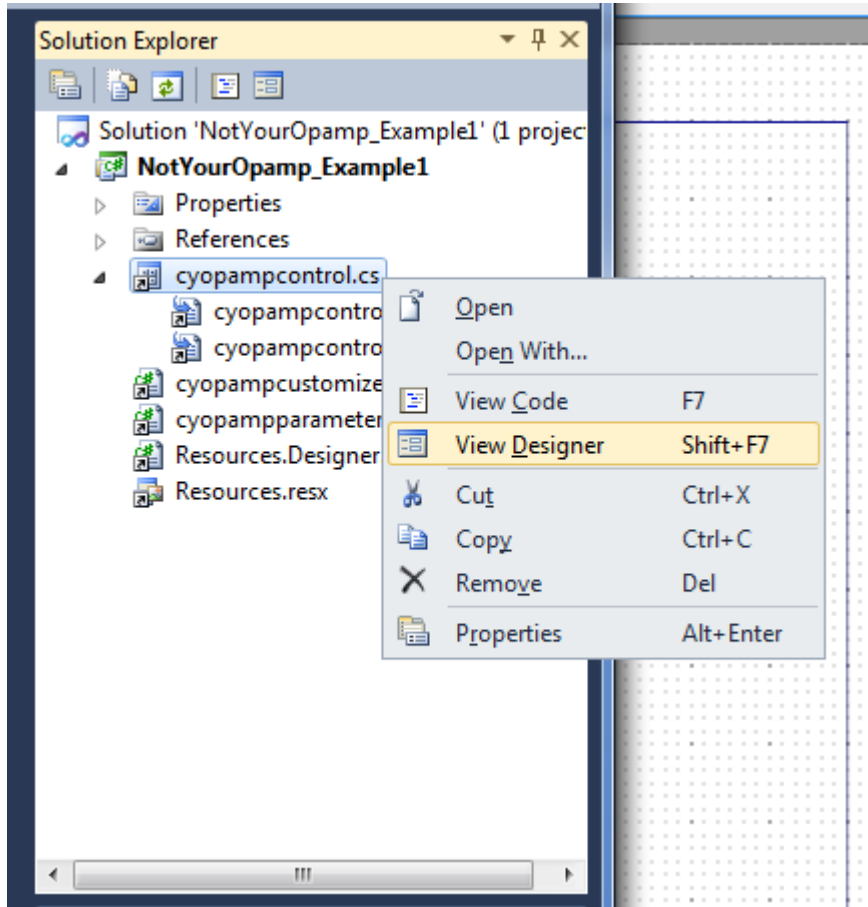


When the dialog pops up, select the “Browse” tab and navigate to PSoC Creator’s “bin” folder, usually located in “C:\Program Files (x86)\Cypress\PSoC Creator\2.2\PSoC Creator\bin” and select the “cydsextensions.dll” file

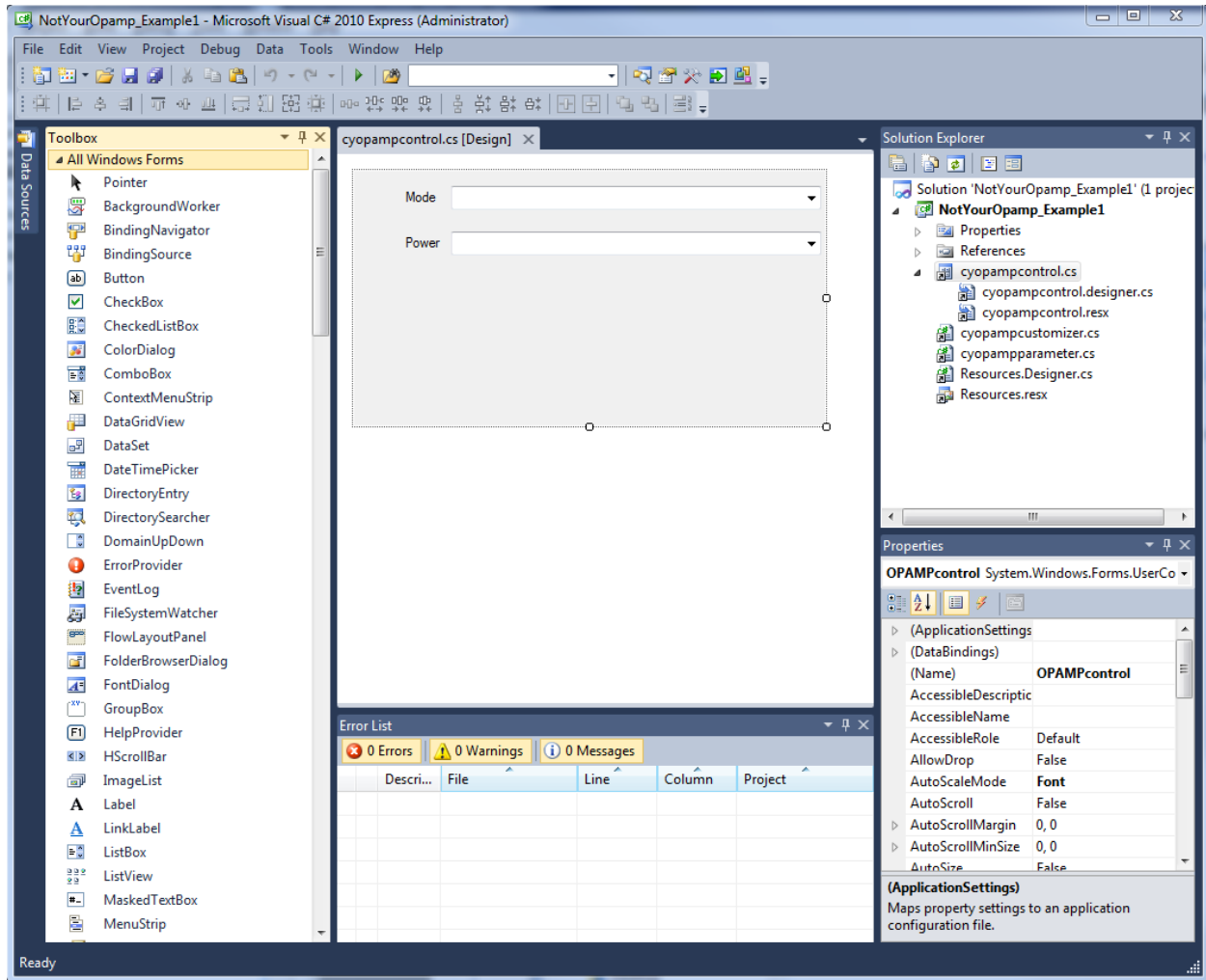


Save your Visual C# project somewhere that you want it, it doesn't matter where.

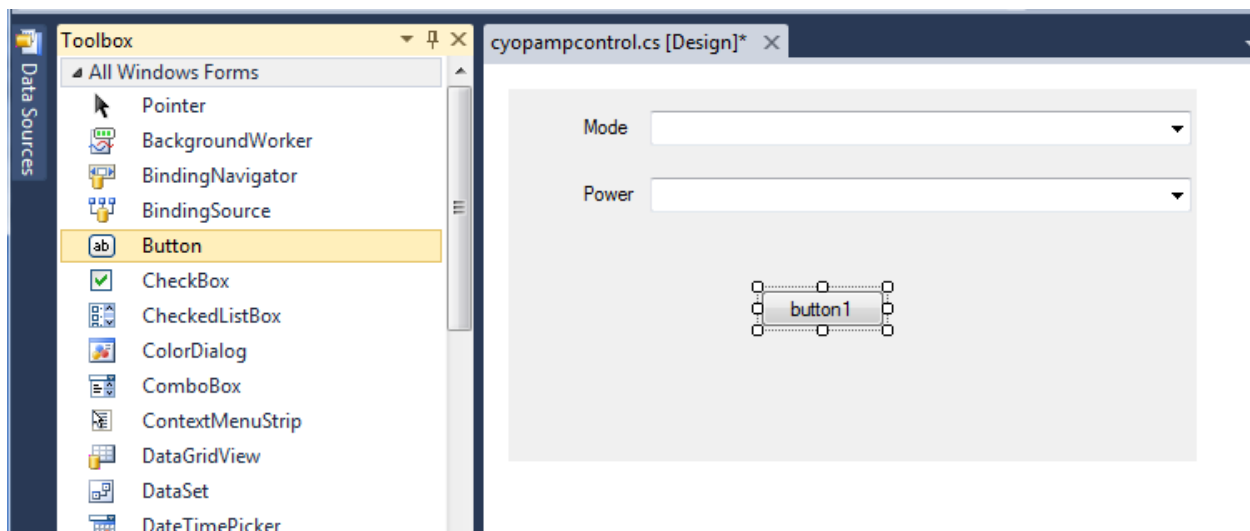
Right click on the C# form (usually called xxx.cs, and it should have some files under it called xxx.designer.cs and xxx.res, see example below), select "View Designer" to bring up the Form editor.



This should bring up the form editor.



Lets add something to the form and see the change in Creator. Drag button from the toolbox out to the Form.



Save all your changes and go back to Creator. Click the “Build all customizers” button in the toolbar, and open the components customizer. Voila!

