Add External Tools To Visual Studio Tools Menu

Jim Fawcett CSE775 – Distributed Objects Spring 2012

inproc_Ex1 - Microsoft Visual	Studio				
File Edit View Project Build Debug T	ools Window Community Help =Þ				
👔 - 🖼 - 📂 🗶 🧶 🗶 🖦 🗠 🕫 - C	Attach to Process Ctrl+Alt+P	👻 🌁 elem2	👻 🛃 🚰 📸 🏷 💽 🗉 📲 🔝 🧞	📐 🗤 連 連 🗏 😫 🗖 🖓 🖓 🖓 🧔	B 🤉 🚬
Object Browser DLLDATA.C CMPNT	Connect to Device	1		• ×	
	Connect to Database	~		~	
(Global Scope) 1 1<□////////////////////////////////////	Connect to Server	(///			Search> I I I I I I I I I I I I I I I I I I I
2 // cmpnt.cpp - inpr	Code Snippets Manager Ctrl+K, Ctrl+B	11			B Client
G 3 // Language: C++,	Choose Toolbox Items	11			🖻 📅 component
5 // Platform: Dell	Add-in Manager	11			Global Functions and Variables
d // Application: Demo O 7 // Author: Jim	Macros	11			Global Typedefs Macros and Constants
8 // (315	ActiveX Control Test Container	11			
9 //////// 9	Create GUID	(111			🖻 🦢 Base Types
10 11 #include <iostream></iostream>	Dotfuscator Community Edition				i⊟→ IString i⊟
12 #include <string></string>	Error Lookup				i → Unknown
13 #include <objbase.h></objbase.h>	ATL/MFC Trace Tool				🗈 🧰 Derived Types
14 #include "cmpnt.h" 15 #include "Registry.h"	Register Control				B→CFactory B→C Component
16 using namespace std;	UnRegister Control				
17 18	Guidgen				
19 // Note:	External Tools				🗄 🧇 IString
20 // cmpnt.h will not	Device Emulator Manager	1			
	Import and Export Settings				
<	Customize			>	
Output	Options			→ ‡ X	
Output Show output from:				* ∄ ×	~CA(void)
	Options			+ ₫ Χ	
	Options			+ ‡ ×	CA(void)
	Options			+ ‡ ×	
	Options			+ 1 ×	CA(void)
	Options			• ‡ x	
	Options			• ‡ x	
	Options			• ‡ x	
	Options			. ↑ ×	
	Options			• ‡ ×	
	Options			• ‡ ×	
	Options			+ ‡ ×	
	Options			+ ‡ ×	
	Options			+ ‡ ×	
	Options			- ‡ x	
	Options			. ¹ ×	
	Options			. ↓ ×	
Show output from:	Options			. ⁺ ⁺ ⁺ ×	
	Options			т џ х	<pre>** ~CA(void) ** AddRef(void) ** CA(void) ** FY(BSTR bstr) ** FY(BSTR *pBstr) ** QueryInterface(const IID &id, void **ppv ** Qelease(void) ** Reference ***********************************</pre>
Show output from:	Options			- ‡ ×	<pre></pre>

External Tools		? 🗙	
Me <u>n</u> u contents:			
ActiveX Control Test Co Create &GUID	o&ntainer	Add	
Dot&fuscator Communi Error Loo&kup	ty Edition	Delete	
ATL/MFC & Trace Tool Register Control			
UnRegister Control Guidgen		Move Up	
		Move Do <u>w</u> n	
<u>T</u> itle:	Register Control		
<u>C</u> ommand:	C:\WINDOWS\system32\regsvr32	2.exe	
A <u>rg</u> uments:	\$(TargetName)	Þ	
Initial directory:	\$(TargetDir)		
Use <u>O</u> utput window	<u>P</u> rompt for argum	ents	
Treat output a <u>s</u> Unicode Close on <u>e</u> xit			
	OK Cancel	App <u>ly</u>	

<pre>med Scool)</pre>	
<pre>bed Scop)</pre>	-
<pre>classed: ////////////////////////////////////</pre>	
<pre> // cmpt.cpp - impro_Kicoupcenti implements iString // // Language: C++, COM/IDL // // Application: Demonstration for CB/Di = Distrib. Objs // // Application: Demonstration for CB/Di = Distrib. Objs // // Application: Sector Bunk Coff 2-0 // // Application: Sector Bunk Coff 2-0 // // Application: Coff Distribution for CB/Di = Distribution</pre>	🗢 🔿 📔 •
<pre># // Final y and of the component succeeded # Component succe</pre>	earch> 🔹 🚽
And	□ component □ Global Typedefs □ Global Typedefs □ Global Typedefs □ Marcos and Constants ○ CA □ □ Dase Types □ □ □ Dase Types □ □ □ Darived Types ○ □ Component ○ □ Dirived Types □ □ Dirived Types □ □ Dirived Types □ □ Dirived Types
Show output from: Build 📃 🖓 🕼 🖳 😨	
<pre>>>mbedding manifest >>muld ing was saved at "file://gi\SU\CSE775\CODE\inproc_Exl\component\Debug\BuildLog.htm" >>component - 0 error(s), 14 warning(s) =========== </pre>	
د Col 1 C Col 1 C د د د د د د د د د د د د د د د د د د	

External Tools		? 🗙	
Me <u>n</u> u contents:			
ActiveX Control Test Co Create &GUID	<u>A</u> dd		
Dot&fuscator Communi	ty Edition	Delete	
Error Loo&kup ATL/MFC &Trace Tool			
Register Control UnRegister Control		Move Up	
Guidgen		Maua Daura	
		Move Do <u>w</u> n	
<u>T</u> itle:	UnRegister Control		
<u>C</u> ommand:	C:\WINDOWS\system32\regsvr32	.exe	
A <u>rg</u> uments:	/u \$(TargetName)		
Initial directory:	\$(TargetDir)		
Use <u>O</u> utput window	Prompt for argum	ents	
Treat output a <u>s</u> Unicode Close on <u>e</u> xit			
	OK Cancel	App <u>ly</u>	

External Tools			
Me <u>n</u> u contents:			
ActiveX Control Test Co Create &GUID	Add		
Dot&fuscator Community Edition Error Loo&kup ATL/MFC &Trace Tool		<u>D</u> elete	
Register Control UnRegister Control Guidgen		Move Up	
		Move Do <u>w</u> n	
<u>T</u> itle:	Create &GUID		
<u>C</u> ommand:	isual Studio 8\common7\tools\gu	idgen.exe	
Arguments:			
Initial directory:	C:\Program Files\Microsoft Visua	l Studio 8\(
Use <u>O</u> utput window	<u>Prompt for argum</u>	ients	
Treat output a <u>s</u> Unico	de Close on <u>e</u> xit		
	OK Cancel	App <u>ly</u>	

External Tools			
Me <u>n</u> u contents:			
Create &GUID Dot&fuscator Software	Add		
Error Loo&kup ATL/MFC &Trace Tool		Delete	
Spy&++			
Register Control Unregister Control		Move <u>U</u> p	
Register Typelibrary		Move Do <u>w</u> n	
	Register Typelibrary		
 Command:	c:\Windows\Microsoft.NET\Frame		
A <u>rg</u> uments:	\$(TargetName)		
Initial directory:	\$(BinDir)		
Use <u>O</u> utput window Prompt for arguments			
Treat output a <u>s</u> Unicode Close on <u>e</u> xit			
	OK Cancel	App <u>ly</u>	

Create GUID	
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. GUID Format <u>1. IMPLEMENT_OLECREATE()</u> <u>2</u>. DEFINE_GUID() <u>3</u>. static const struct GUID = { } <u>4</u>. Registry Format (ie. {xxxxxxx-xxxx xxxx }) 	<u>С</u> ору <u>N</u> ew GUID Е <u>х</u> іt
Result // {6EBA23DA-F4C6-4b90-8307-821C101AA538} IMPLEMENT_OLECREATE{< <class>>, <<external_narr 0x6eba23da, 0xf4c6, 0x4b90, 0x83, 0x7, 0x82, 0x1c, 0x 0x38);</external_narr </class>	