AccComm.dll

The Office Accelerator Communications Library

IMPORTANT: Support is available only through email: support@oa1mm.com

The information in this document is subject to change without notice.

# AccComm

AccComm.dll provides an interface for communicating with logged in instances of the Office Accelerator phone book and calendar applications. It can also be used to determine if an application is currently running, start an application, and activate a running application.

Depending on the ‘bitness’ of your application, you should use the 32 or 64 bit version of the dll. The 32-bit dll will connect with the 64 bit installation of the Office Accelerator phone book and calendar applications.

For 32 and 64-bit versions of Windows, the default location of the registered dll is:

C:\Program Files\Baseline Data Systems\Office Accelerator Components\AccComm.dll

On 64-bit Windows, 32-bit applications will use the registered 32-bit dll at:

C:\Program Files (x86)\Baseline Data Systems\Office Accelerator Components\AccComm.dll

## FindApp Class

This class is used to find running applications based on the exe name or the title bar text.

### FindApp Constructor

There are no overloads for this member.

### FindApp Methods

#### ActivateMe Method

Public Sub ActivateMe()

Activates the main window of the process that calls this method.

#### FindAppByExe Method

Public Function FindAppByExe() As Integer

Returns <> on error.

Searches the currently running processes for the first instance of a process Module Name matching the given AppExeFile. The match is case insensitive.

AppIsFound is set to True If the application is found. In addition, if AppActivation = True, then the found application is activated.

If DoDebug=True, when an exception is thrown a message box is displayed of the error.

#### FindAppByTitle Method

Public Function FindAppByTitle() As Integer

Returns <> on error.

Searches the currently running processes for the first instance of a process Main Windows Title contains the given AppTitle. The match is case insensitive.

AppIsFound is set to True If the application is found. In addition, if AppActivation = True, then the found application is activated.

If DoDebug=True, when an exception is thrown a message box is displayed of the error.

#### SleepMe Method

Public Sub SleepMe(ByVal iTimeInMilli As Integer)

Puts the current thread to sleep for iTimeInMilli milliseconds.

### FindApp Properties

#### AppActivation Property

Public Property AppActivation As Boolean

If True, the found application is activatated.

See methods FindAppByExe and FindAppByTitle.

#### AppExeFile Property

Public Property AppExeFile As String

An application’s executable without the path. For example, oadbook.exe.

See method FindAppByExe.

#### AppIsFound Property

Public ReadOnly Property AppIsFound As Boolean

See methods FindAppByExe and FindAppByTitle.

#### AppTitle Property

Public Property AppTitle As String

An application’s window title.

See method FindAppByTitle.

#### DoDebug Property

Public Property DoDebug As Boolean

See methods FindAppByExe and FindAppByTitle.

#### ErrorDescription Property

Public ReadOnly Property ErrorDescription As String

Returns a descriptive error message when a method errors.

## OAConnector Class

Use this to communicate with the Accelerator Phone Book and Calendar applications.

### OAConnector Constructor

There are no overloads for this member.

### OAConnector Methods

#### ActivateMe Method

Public Sub ActivateMe()

Activates the main window of the process that calls this method.

#### ExecuteCommand Method

Public Function ExecuteCommand(ByVal sCommand As String) As Integer

Returns <> 0 on error.

Sends the given command (sCommand) from the application given by Sender to the application specified by the ConnectTo property. The type of the command is specified by the RequestType property.

If the connection to the ConnectTo application fails, ConnectionFailed is set to True and the function returns <> 0.

On success, any return value from the command is returned by the Result property.

The Result property always starts with one of the following:

“OK:” The command executed and the remaining part is the result, if any.

“CANCEL:” The command executed and was cancelled by the user. (Not all commands can be cancelled.)

“ERROR:” There was an error processing the command and the remaining is the error message.

#### SleepMe Method

Public Sub SleepMe(ByVal iTimeInMilli As Integer)

Puts the current thread to sleep for iTimeInMilli milliseconds.

### OAConnector Properties

#### ConnectionFailed Property

Public ReadOnly Property ConnectionFailed As Boolean

See the ExecuteCommand method.

#### ConnectTo Property

Public Property ConnectTo As String

This must be set to either “oapbserver” or “oacalserver” to communicate with the Accelerator Phone Book or Accelerator Calendar, respectively.

See the ExecuteCommand method.

#### ErrorDescription Property

Public ReadOnly Property ErrorDescription As String

Returns a descriptive error message when a method errors.

#### RequestType Property

Public Property RequestType As String

This must always be left at the default value. Default is “api”.

#### Result Property

Public ReadOnly Property Result As String

This is the return value for the command issued by the ExecuteCommand method.

#### Sender Property

Public Property Sender As String

Presently, this value is essentially random. However, it should be a value that uniquely identifies the calling application.

## ShellApp Class

This class can be used to shell other applications.

### ShellApp Contructor

There are no overloads for this member.

### ShellApp Methods

#### ActivateMe Method

Public Sub ActivateMe()

Activates the main window of the process that calls this method.

#### SleepMe Method

Public Sub SleepMe(ByVal iTimeInMilli As Integer)

Puts the current thread to sleep for iTimeInMilli milliseconds.

#### ShellExecuteOpen Method

Public Function ShellExecuteOpen() As Integer

Returns <> 0 on error.

Starts a new process with the given file name (FileName), parameters (Params) and working directory (WorkingDirectory). If Minimized=true, the application will be started as minimized. Furthermore, it will also wait for up to WaitForInputIdle milliseconds for the shelled application to become ide.

### ShellApp Properties

#### ErrorDescription Property

Public ReadOnly Property ErrorDescription As String

Returns a descriptive error message when a method errors.

#### FileName Property

Public Property FileName As String

The file to run, including the path when required.

See the ShellExecuteOpen method.

#### Minimized Property

Public Property Minimized As Boolean

See the ShellExecuteOpen method.

#### Params Property

Public Property Params As String

Command line parameters for the given FileName. This value could be blank.

See the ShellExecuteOpen method.

#### WaitForInputIdle Property

Public Property WaitForInputIdle As Integer

See the ShellExecuteOpen method.

#### WorkingDirectory Property

Public Property WorkingDirectory As String

The initial working directory for the executed FileName. This value could be blank.

See the ShellExecuteOpen method.