

To interface to the ArrayBoardR6\_Lib\_x64.dll file when programming in the Visual Studio C++ environment the following steps should first be taken:

=====

Either use the supplied ArrayBoardR6\_Lib\_x64.tlb file or create one using the “regasm” command line program supplied with Visual Studio, the command window to run the regasm tool must be opened in administrator mode (for Visual Studio 2022, use the “x64 Native Tools Command Prompt for VS 2022”), see:

<https://learn.microsoft.com/en-us/dotnet/framework/tools/regasm-exe-assembly-registration-tool>

regasm ArrayBoardR6\_Lib\_x64.dll /tlb: ArrayBoardR6\_Lib\_x64.tlb

this will create a tlb file that is referenced in the C++ code, see the C++ code example

=====

In order to call the DLL through the COM interface in your C++ code, the DLL must be registered in the System Registry, run the following in the command window (administrator mode):

regasm ArrayBoardR6\_Lib\_x64.dll

this will add the DLL to the system registry

=====

Additionally, since the DLL is a .NET managed code DLL, it must be registered in the global assembly cache, using the "gacutil" utility to register

gacutil /i ArrayBoardR6\_Lib\_x64.dll

see:

<https://learn.microsoft.com/en-us/dotnet/framework/tools/gacutil-exe-gac-tool>

At this point with the DLL installed into the system registry and the global assembly cache, the DLL is now visible to C++ coding through the COM interface, see the C++ example supplied.