

Using the Compile Controller

Make Sure the Add-In is Loaded and Activated

- If the Compile Controller is not loaded use the Add-In Manager to load it.
- If compilation is not hooked, choose **File, Hook Compilation**

choose **File, Make ...**

(the controller dialog will appear)

You only need to link in pre-existing object modules.

Yes

Click **Skip to Linking**

No

Compiling

Click **Next Module** until the target module is being compiled (it will appear in blue labeled "Current Module"). If the interception list is used compilation will be halted only on the selected modules.

Make sure **is checked** if you need to make a new object module.

The target module contains dynamic variables.

Yes

No

You need to change the code of the target module for any other reason.

Yes

No

Make New Object Module

1. Click to **generate the assembly listing**.
2. Edit the listing.
3. Assemble the listing using MASM or other assembler into a COFF object module. Use one of two techniques to substitute the new object module for the VB-generated obj:
 - a. Overwrite Technique. Name the new obj the same and overwrite the old one.
 - b. Renaming Technique. Give the new obj a different extension such as ".obc".

Linking

If you are using the renaming technique (3b above) you need to edit the linking command so that the new name or names are used.

If you are using the overwrite technique and have pre-compiled object modules in other directories, copy them into the project directory.

Click **Finish Compile**