

# 升级单元格类型插件

- 1. 描述
- 2. 升级单元格类型插件



## 1. 描述

6.1版本之前的活字格服务器基于Katana服务器，从6.1版本开始，活字格服务器从Katana迁移到ASP.NET Core，因此您需要升级单元格类型插件。

满足以下所有条件时无需升级插件：

1. 单元类型未实现IDrawingHelper, ICellTypeChecker、IDependenceCells, ISupportPropertyInitialize, ISupportStyleInitialize接口。
2. 单元格未重写（override）GetDrawingControl, GetEditorSetting 方法；
3. 原始插件工程依赖.net Framework 4.7.2。

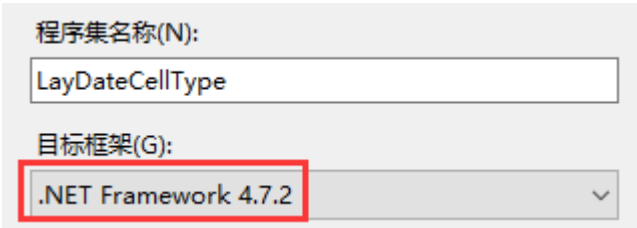


## 2. 升级单元格类型插件

### 操作步骤

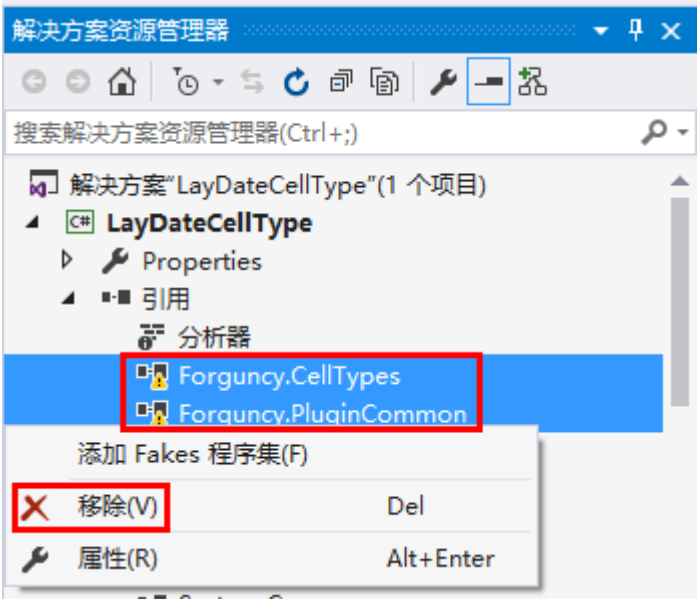
1

检查项目属性，确认项目的Framework框架为.NET Framework 4.7.2。



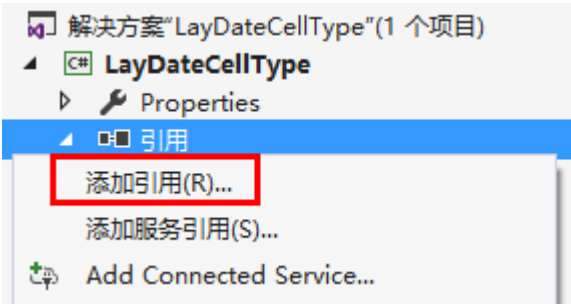
2

使用Visual Studio打开.csproj文件，在解决方案资源管理器中将Forguncy.CellTypes和Forguncy.PluginCommon移除掉。



3

在解决方案资源管理器中，“引用”上右击，选择添加引用。



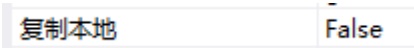
4

在右下角单击“浏览”，活字格安装文件所在的bin文件夹，如果是默认安装，则路径为“C:\Program Files (x86)\Forguncy\Website\designerbin”，找到以下文件，选中打开后，单击“确定”将其添加到解决方案资源管理器中。

- 如果您要自定义celltype designer或者要实现ICellTypeChecker 等接口，找到GrapeCity.Forguncy.CellTypes.dll、GrapeCity.Forguncy.CellTypes.Design.dll、GrapeCity.Forguncy.Plugin.dll、GrapeCity.Forguncy.Plugin.Design.dll 这四个文件；
- 否则只需添加GrapeCity.Forguncy.CellTypes.dll 和 GrapeCity.Forguncy.Plugin.dll 这两个文件。

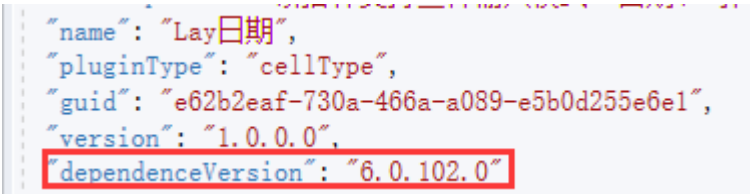
5

为了确保最佳性能，请确保从Forguncy引用的所有程序集都的“复制本地”都设置为“false”。



6

将PluginConfig.json的“ dependencyVersion” 属性更改为“ 6.0.100.0”或更高。



7

升级接口。

1. GetDrawingControl, GetEditorSetting 方法升级。

升级前	升级后
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<pre> [Icon("pack://application:,,,/BMapCellType;component/Resources/Icon.png")] public class BMapCellType : CellType {     public BMapCellType()     {         Longitude = 116.404;         Latitude = 39.915;     }      [OrderWeight(1)]     [DefaultValue(116.404)]     public double Longitude     {         get;         set;     }      [OrderWeight(2)]     [DefaultValue(39.915)]     public double Latitude     {         get;         set;     }      public override FrameworkElement GetDrawingControl(ICellInfo cellInfo, IDrawingHelper drawingHelper)     {         Grid grid = new Grid();         Image image = new Image();         image.Source = new BitmapImage(new Uri(             "pack://application:,,,/BMapCellType;component/Resources/Preview.png",             UriKind.RelativeOrAbsolute));         image.Stretch = Stretch.Uniform;         image.VerticalAlignment = VerticalAlignment.Center;         image.HorizontalAlignment = HorizontalAlignment.Center;         grid.Children.Add(image);         return grid;     }      public override EditorSetting GetEditorSetting(PropertyDescriptor property, IBuilderContext builderContext)     {         //Code...         return null;     }      public override string ToString()     {         return Resource.BMapCellType_DisplayName;     } } </pre>	<pre> //此处标记了预览单元格类型的对 [Designer("BMapCellTypeDesigner",     "Namespace.ClassName, AssemblyName, Version, Culture, PublicKeyToken",     [Icon("pack://application:,,,/BMapCellType;component/Resources/Icon.png")]) public class BMapCellTypeDesigner : FrameworkElementDesigner {     public BMapCellTypeDesigner()     {         Longitude = 116.404;         Latitude = 39.915;     }      [OrderWeight(1)]     [DefaultValue(116.404)]     public double Longitude     {         get;         set;     }      [OrderWeight(2)]     [DefaultValue(39.915)]     public double Latitude     {         get;         set;     }      public override string ToString()     {         return Resource.BMapCellType_DisplayName;     }      class BMapCellTypeDesigner : FrameworkElementDesigner     {         public override FrameworkElement GetDrawingControl(ICellInfo cellInfo, IDrawingHelper drawingHelper)         {             Grid grid = new Grid();             Image image = new Image();             image.Source = new BitmapImage(new Uri(                 "pack://application:,,,/BMapCellType;component/Resources/Preview.png",                 UriKind.RelativeOrAbsolute));             image.Stretch = Stretch.Uniform;             image.VerticalAlignment = VerticalAlignment.Center;             image.HorizontalAlignment = HorizontalAlignment.Center;             grid.Children.Add(image);             return grid;         }          public override EditorSetting GetEditorSetting(PropertyDescriptor property, IBuilderContext builderContext)         {             //Code...             return null;         }     } } </pre>
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2. IDrawingHelper, ICellTypeChecker、IDependenceCells, ISupportPropertyInitialize, ISupportStyleInitialize 接口升级。

升级前	升级后
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<pre> [Icon("pack://application:,,,/BMapCellType;component/Resources/Icons/Preview.png")] public class BMapCellType : CellType, ICellTypeChecker {     public override FrameworkElement GetDrawingControl(ICellInfo cellInfo, IDrawingHelper drawingHelper)     {         Grid grid = new Grid();         Image image = new Image();         image.Source = new BitmapImage(new Uri(             "pack://application:,,,/BMapCellType;component/Resources/Preview.png",             UriKind.RelativeOrAbsolute));         image.Stretch = Stretch.Uniform;         image.VerticalAlignment = VerticalAlignment.Center;         image.HorizontalAlignment = HorizontalAlignment.Center;         grid.Children.Add(image);         return grid;     }     public IEnumerable&lt;ForguncyErrorInfo&gt; CheckCellTypeErrors(IBuilderContext context)     {         return BMapValidator.Validate();     }      public override string ToString()     {         return Resource.BMapCellType_DisplayName;     } } </pre>	<pre> ... class BMapCellTypeDesigner : ICellTypeChecker {     public override FrameworkElement GetDrawingControl(ICellInfo cellInfo, IDrawingHelper drawingHelper)     {         Grid grid = new Grid();         Image image = new Image();         image.Source = new BitmapImage(new Uri(             "pack://application:,,,/BMapCellType;component/Resources/Preview.png",             UriKind.RelativeOrAbsolute));         image.Stretch = Stretch.Uniform;         image.VerticalAlignment = VerticalAlignment.Center;         image.HorizontalAlignment = HorizontalAlignment.Center;         grid.Children.Add(image);         return grid;     }      public IEnumerable&lt;ForguncyErrorInfo&gt; CheckCellTypeErrors(IBuilderContext context)     {         return BMapValidator.Validate();     } } </pre>
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### 3. IDrawingHelper 接口升级 ICellInfo

旧属性	新属性	旧代码	新代码
Background (System.Windows.Media.Brush)	BackgroundStr (string)	textBlock.Background = cellInfo.Background	textBlock.Background = drawingHelper.GetBrush(cellInfo.BackgroundStr);
Foreground (System.Windows.Media.Brush)	ForegroundStr (string)	textBlock.Foreground = cellInfo.Foreground	textBlock.Foreground = drawingHelper.GetBrush(cellInfo.ForegroundStr);
FontFamily (System.Windows.Media.FontFamily)	FontFamily (string)	textBlock.FontFamily = cellInfo.FontFamily	textBlock.FontFamily = drawingHelper.GetFontFamily(cellInfo.FontFamily)
FontStyle(System.Windows.FontStyle)	FontStyle(string)	textBlock.FontStyle = cellInfo.FontStyle	textBlock.FontStyle = (FontStyle)new FontStyleConverter().ConvertFromString(cellInfo.FontStyle)
FontWeight(System.Windows.FontWeight)	FontStyle(string)	textBlock.FontWeight = cellInfo.FontWeight	textBlock.FontWeight = (FontWeight)new FontWeightConverter().ConvertFromString(cellInfo.FontWeight)

8

在插件名称上右击，选择“生成”或者“重新生成”。完成后重启活字格设计器，新建的插件就会安装到活字格设计器中。

结束

[回到顶部](#)