

Embedding Formulator Silverlight plugin in an existing ASP.NET Web Application project

Prerequisite

The COM component which provides Formulator API must be installed on production server side. On developer machine this component is installed with this SDK and there is no need to reinstall it. The redistributable of the component is located in the subfolder "Prerequisites" of the SDK installation folder. By default Silverlight Plugin SDK is installed to folder "C:\Program Files\Hermitech Laboratory\Formulator3.9\Silverlight Plugin SDK\". Below this folder will be referred to as {SDK_INASTALL_PATH}.

Plugin integration steps

1. Select the project where plugin will be added.
2. Add reference to "fmlengine.lib.dll" from "{SDK_INASTALL_PATH}\SLPlugin\bin\fmlengine.lib.dll" to the project.
3. Add new folder "ClientBin" to the project.
4. Copy files "FmlEngine.asmx" "Silverlight.js" from "{SDK_INASTALL_PATH}\SLPlugin\" to the project root folder.
5. Copy file "fmlslplugin.xap" from "{SDK_INASTALL_PATH}\SLPlugin\ClientBin" to the folder "ClientBin".
6. Add the following code to the <head> section of the page where plugin is embedded:

```
<style type="text/css">
#silverlightControlHost {
    height: 640px;
    text-align:center;
}
</style>
<script type="text/javascript" src="Silverlight.js"></script>
<script type="text/javascript">
function onSilverlightError(sender, args) {
    var appSource = "";
    if (sender != null && sender != 0) {
        appSource = sender.getHost().Source;
    }
    var errorType = args.ErrorType;
    var iErrorCode = args.ErrorCode;
    if (errorType == "ImageError" || errorType == "MediaError") {
        return;
    }
    var errMsg = "Unhandled Error in Silverlight Application " + appSource + "\n";
    errMsg += "Code: " + iErrorCode + " \n";
    errMsg += "Category: " + errorType + " \n";
    errMsg += "Message: " + args.ErrorMessage + " \n";
    if (errorType == "ParserError") {
        errMsg += "File: " + args.xamlFile + " \n";
    }
}
```

```
        errMsg += "Line: " + args.lineNumber + "  \n";
        errMsg += "Position: " + args.charPosition + "  \n";
    }
    else if (errorType == "RuntimeError") {
        if (args.lineNumber != 0) {
            errMsg += "Line: " + args.lineNumber + "  \n";
            errMsg += "Position: " + args.charPosition + "  \n";
        }
        errMsg += "MethodName: " + args.methodName + "  \n";
    }
    throw new Error(errMsg);
}
</script>
```

7. Insert to the body of the page the <div> element that represents Silverlight content region and loads Silverlight object:

```
<div id="silverlightControlHost">
  <object id="silverlightObject" data="data:application/x-silverlight-2," type="application/
    x-silverlight-2" width="100%" height="100%">
    <param name="source" value="ClientBin/fmlslplugin.xap"/>
    <param name="onError" value="onSilverlightError" />
    <param name="background" value="white" />
    <param name="minRuntimeVersion" value="3.0.40624.0" />
    <param name="autoUpgrade" value="true" />
    <a href="http://go.microsoft.com/fwlink/?LinkId=149156&v=3.0.40624.0" style="text-
      decoration:none">
    
    </a>
  </object>
  <iframe id="_sl_historyFrame" style="visibility:hidden;height:0px;width:0px;border:0px">
</iframe>
</div>
```

8. Modify Web.config file of the application. Add following application settings:

```
<appSettings>
  <add key="FmlJuiceLicenseKey" value="1tEL0quAOLRN9oHeK7JZ5fyDMdKHB87m"/>
  <add key="FmlEngineLogFile" value="FmlEngine.log" />
</appSettings>
```

The license key specified here is for evaluation version. You can find your key in {SDK_INASTALL_PATH}\Docs\fmlaxc.lic file. "FmlEngineLogFile" key is optional.