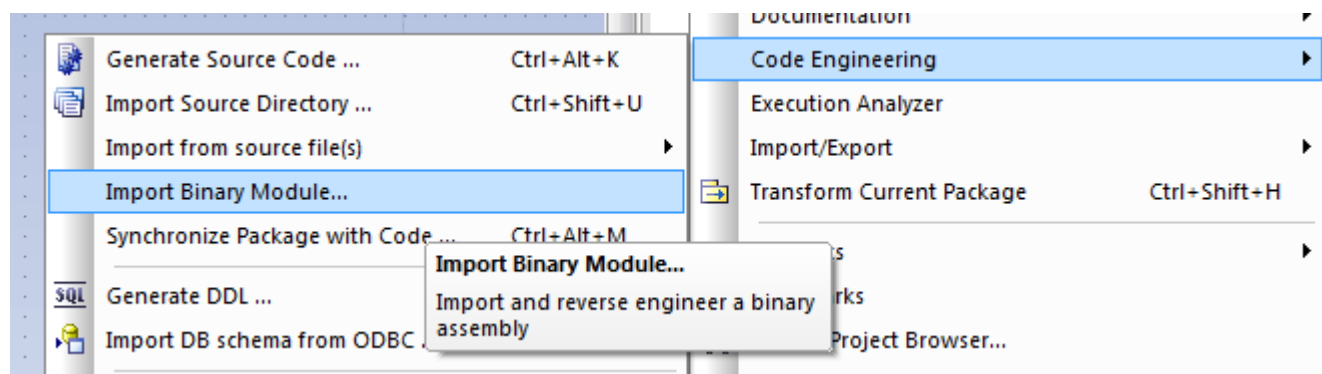


As a means to check the interfaces available in a DLL you can use EA. In my case I want a reference to the EA Automation Interface.

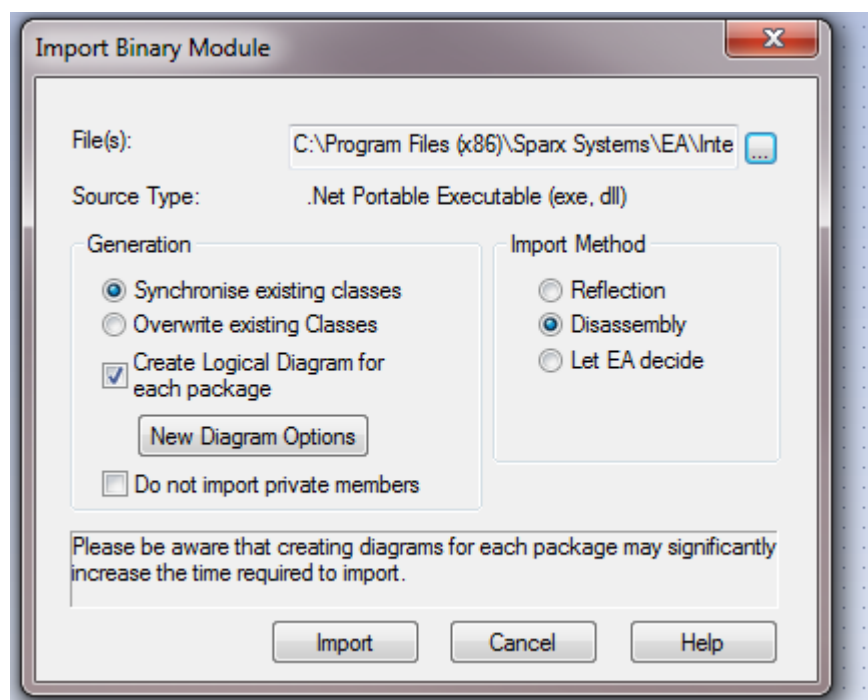
The steps are:

1. Create / use a model and create a suitable (I suggest empty) project
2. From the Menu select Code Engineering | Import Binary Module



3. When prompted select the desired DLL, in my case Interop.EA.DLL

4. Make choices on the import options



5. Select Import

This may take some time but at the end you have a model reference with the interfaces and classes(including properties, methods)

- ◀ ◻ «interface» Element
- ▲ ◻ ElementClass
 - ◻ ElementClass()
 - ◻ Update()
 - ◻ GetLastError()
 - ◻ Refresh()
 - ◻ SetAppearance(int, int, int)
 - ◻ GetRelationSet(EA.EnumRelationSetType)
 - ◻ GetStereotypeList()
 - ◻ GetLinkedDocument()
 - ◻ LoadLinkedDocument(string)
 - ◻ SaveLinkedDocument(string)
 - ◻ ApplyUserLock()
 - ◻ ReleaseUserLock()
 - ◻ ApplyGroupLock(string)
 - ◻ CreateAssociationClass(int)
 - ◻ UnlinkFromAssociation()
 - ◻ IsAssociationClass()
 - ◻ SynchTaggedValues(string, string)
 - ◻ SynchConstraints(string, string)
 - ◻ «property» Name()
 - ◻ «property» Requirements()
 - ◻ «property» Constraints()

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