

Some guidelines to using AdPipe in VB:

Do not change any of the properties of the AdPipe control other than DeveloperID. Other properties, such as AutoStart, Glass and AutoSize were held over from the development of the control. Changing any of these can result in unpredictable behavior.

Don't forget to sign up for your DeveloperID at <http://www.hoccer.com/adpipe>. You can use the default ID (9999) to get an idea of how AdPipe works, but before you distribute your program, you need to sign up for your own ID at our Web page. There is no charge for signing up to use the ID, but it is required so that we can track programs that generate clicks. In other words, if you want to make money with AdPipe, we need to distinguish users of your program from users of other programs. This is done with the DeveloperID.

VB AdPipe Sample Application:

In this sample, the AdPipe control has been added to the Visual Basic Mouse example program. The sample program initially consists of a parent window (frmMain) that displays 3 child windows used for drawing with the mouse.

Below are step-by-step instructions describing how to integrate AdPipe with this project. You should be able to use these instructions, with minimal modifications, to integrate AdPipe into any of your Visual Basic applications.

If you haven't registered the control in your system yet, you will need to do so before attempting to add it to a VB project. Do **START | RUN** and type "regsvr32 c:\path\adpipe.ocx", where c:\path points to the directory in which the OCX file is located.

- First, add the AdPipe ActiveX control to the project. Select **PROJECT | COMPONENTS** from the menus, check "AdPipe Control" in the list, and press **OK**. The control should now be available in the toolbox. It can be identified by the small red letters "AP".
- The AdPipe control can be added to any dialog box. In this case, the window we want to put AdPipe in is a parent window, so the control cannot be placed directly on the form. Instead, place a PictureBox in the frame by double clicking on the picture box icon in the toolbox. This will add the box directly underneath the toolbar (the only place it can exist in a parent form).
- Click the AP icon in the toolbar, then go over to the new picture box and drag the outline for the control. Line upper left corner of the control up with the upper left corner of the picture box.
- You can now run the program to get an idea of what it will look like. After AdPipe analyzes your system for a few seconds, an image will appear. If you are connected to the Internet, AdPipe will start downloading some sample ads. Although it's not

necessary, it is recommended that you let the program run for a minute or so while it downloads the initial ads. You will know it has completed this when the image changes from the default image. Letting the download complete means that from now on AdPipe will immediately show the new ads, rather than the default one. When you are ready, close the program.

- You will probably need to adjust the height of the picture box to accommodate the entire image. You do not need to adjust the size of the AdPipe control, it will do so automatically when run.
- Run the program and double-check that the size of the picture box fits the advertisement.
- Now we will create some code to manage the AdPipe control. Goto TOOLS | MENU EDITOR. Insert a new menu, labeled AdPipe. Under that menu, insert an item called Visible with the name mnuAdVisible. Select the "Check Box" option, then press OK.
- Click on the new menu, so it takes you to the code section. The following code will allow you to use the menu to change the display property of the Picture1 picture box, which will in turn show or hide the AdPipe control.

```
Private Sub mnuAdVisible_Click()  
If mnuAdVisible.Checked = True Then  
    mnuAdVisible.Checked = False  
    Picture1.Visible = False  
Else  
    mnuAdVisible.Checked = True  
    Picture1.Visible = True  
End If  
End Sub
```
- Now we will enter code to center the ad in the picture box. Insert another menu, with a different name, and caption of "Center." Goto the code for this menu item, and insert the following:

```
AdPipea1.Left = (Picture1.Width - AdPipea1.Width) / 2
```

One more feature has been added to this sample. Its purpose is to inform the user about AdPipe's purpose in the program. In the MDIForm_Load event, we added code to display an appropriate MsgBox to the user the first time they run the program.

At this point the sample is complete.