

## Re: Manually creating a form

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*Source:*

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Again, you speak of this as if it's some flaw in the design of .NET or VS or something. I guess that's what is puzzling me.

My understanding is that you have a specific need to represent a form's design in some neutral way for passing between programs. Sounds like custom functionality to me. Are you trying to create your own forms designer/editor?

Why would Program A need to "reconstruct" InitializeComponent? It either has access to the .cs file and could read it itself or you need some kind of custom transport. Maybe all my McDonalds is making me dense, but I'm not just seeing why you're insisting on cramming the square peg into the round hole.

You might want to check out the WPF / XAML capabilities in the upcoming WinFX (now .NET framework 3.0 I guess). It provides the kind of decoupling I think you're looking for.

I didn't say it was a flaw in the design of .NET. It is inconvenient though. In any case, I'm not sure why you're having trouble understanding my point (no disrespect intended :) At its most rudimentary level, how would a 3rd-party program go about extracting a localized form from some solution (given access to all its source code), and then send it off to another program which can now read the form and all of its controls (even displaying the form if it wants). How would you do it?