Learning about Inventor's iLogic

Originally posted by: Wesley Crihfield
Originally posted on: February 11, 2022

At this web address: https://knowledge.autodesk.com/community/article/390166

The purpose of this post is to try to stuff as much useful information and links to other useful sources as possible, that will help us learn about Inventor's iLogic. Inventor's iLogic is actually an Inventor ApplicationAddIn within Inventor made by Autodesk. It provides a coding type user interface that allows users to access Inventor's API (Application Programming Interface) and other objects within the application and models. The code window recognizes and uses the VB.NET programming language, however other code that is specific to the iLogic add-in and has been published for user access is also recognized for use within. These iLogic specific codes (also known as 'iLogic Snippets'), can only be used within the iLogic rule editor, and will normally not be recognized within the VBA editor or within Visual Studio. These 'Snippets' generally provide what could be understood as shortcuts for doing things within Inventor by code, when compared do doing those same things through standard Inventor API code.

Below are some useful links for helping you learn about Inventor's iLogic.

<u>Inventor 2022 Online Help</u> (some of the links below are within/under this link)

iLogic's main online help page (for Inventor 2022)

iLogic Overview (Interfaces, Runtime, Types)

Inventor API User's Manual

Inventor iLogic, API & VBA Forum

<u>Autodesk University (query 'iLogic')</u>

YouTube - VideoTutorials.Net - Autodesk Inventor iLogic Tutorial Playlist

Mod The Machine - iLogic topic

And when learning to use iLogic, it is also advantageous to learn as much as possible about VB.NET, so here are a few links to help with that too.

<u>Visual Basic documentation</u> (Microsoft)

Visual Basic Language Reference (Microsoft)

.NET API browser (Microsoft)

Common Type System (Microsoft)

Get Visual Studio (Microsoft)

<u>VB.Net Programming Tutorial</u> (from tutorialspoint.com)