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## Pokemon Fire Red Save Editor

pokemon fire red save editor version 100 is a genealogy pokemon fire red save editor for black and white. The next Pokemon game to get a Pokemon .Q: .Net Interop into VB? I am trying to write a .Net COM DLL that would allow me to call into VB to work with the VB equivalent to a public member. I am using .Net framework 3.5 I have done this with .Net Framework 1.0, but I am not sure how to do it. A: The Interop Types In .NET 2.0 there are several interop types, but they don't appear in 3.0. The word new in C# doesn't mean "make a brand new object" it means "make a brand new object of type T". Therefore the equivalent of a new MyType() in VB.NET is: Dim myType As New T The exception that you get can be ignored. Marshalling VB.NET Types to .NET Types Since types exist in the .NET framework, and .NET is an object-oriented language, you can pretty much marshal VB.NET types into .NET types any way you want. For example, the string "test" in VB.NET would be marshaled to a .NET string object. Marshaling does not work the other way around, i.e. a .NET string cannot be marshaled to VB.NET. If you want to work with VB.NET code from a .NET program, you have to marshal the types first. If you need to marshal types from a VB.NET code to a .NET program, it's a little more complicated. But the general idea is the same. Example If you have a class in C# like this: class Program { static void Main(string[] args) { MyClass myClass = new MyClass(); } } You can then marshal it to VB.NET like this: Public Class MyClass End Class Friend Shared Sub Main() Dim myClass As New MyClass End Sub Or, more simply: Public Class MyClass End Class Friend Shared Sub Main



