

Using assembly without depending on it

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- *From:* "Bill" <msgdev@xxxxxxxxxxxx>
 - *Date:* Wed, 11 May 2005 11:20:33 -0400
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I am trying to use a 3rd party assembly that may or may not be available on a given machine. Is there a way I can use the classes within that assembly without it throwing an assembly load exception when the assembly file is not available? I want to safely bypass the feature if the assembly is not there.

I was going to try using the `Assembly a = Assembly.Load()` but there are a lot of properties and method that I need to use. It would take forever if I manually called `GetMethod()`, `GetProperty()`, and `Invoke` for every value I needed.

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Bill

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 - ◇ *From:* Arthur M.
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