

Re: Resource Files

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From: Richard Grimes [MVP] (*read*)

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Steven Cheng[MSFT] wrote:

> *Hi Platinumbay,*

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> *Thanks for your posting. As for the embeded resource in a .net*

> *assembly, they're part of the assembly's binary file so we can't*

> *manually modify them without recompiling the whole assembly. If there*

> *is some resources that we need to change frequently, it is recommend*

> *that we put them in a separate assembly file which only contains*

> *resources so that we can only recompile that assembly when changing*

> *some resources in it. Thanks.*

In addition, if the assembly that links the resource file is strong named it means that you cannot change the external resource file. The reason is that when you link a resource file a hash of the resource file is added to the assembly's manifest. If the assembly is strong named then a hash is created of the assembly (including all resources and hashes of external – linked – resources) and this is signed with the private key. The signed hash and the public key are stored in the assembly. When the assembly is loaded the loader creates a hash, then it decrypted the signed hahs with the public key and compares the two hashes. If the two are not the same then it means that the assembly has changed and so the assembly is not loaded. Thus if you change the external resource, it means that its hash is not the same, and so the hash of the assembly is different. This is by design.

Richard

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www.richardgrimes.com

my email evpuneqt@zicf.bet is encrypted with ROT13 (www.rot13.org)