

# Sekeleton app that needs to have many names

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*Source:*

<http://www.tech-archive.net/Archive/DotNet/microsoft.public.dotnet.languages.csharp/2005-07/msg03814.html>

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I have a plug-in application that I will load any plug-in's found in it's existing directory. Currently I have two solutions that this application is part of, the app config will depend on the solution that the exe project is loaded into, also the name of the generated exe will be different. I didn't want to create different projects for the main exe as I didn't want to have to remember to update them each time. Currently I'm doing the build and then just renaming the application.exe and config to what I want it to be, this works but would rather have an automated way to do this.

So I'm curious is there any way in VS.net to handle this situation? Any suggestions on how to do it?

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Thanks  
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Enterprise Library Configuration Console Module Generator  
<http://workspaces.gotdotnet.com/elccmg>

"When a man sits with a pretty girl for an hour, it seems like a minute. But let him sit on a hot stove for a minute and it's longer than any hour. That's relativity." – Albert Einstein

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