

Assembly and using Activator.CreateInstance

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Hello All,

If I load an Assembly (.DLL file) from Process (.Exe file) using Activator.CreateInstance() method are there or should I remove Assembly (.DLL) from memory after using it with Activator's method other method?

I would like to know that are there any possibilities that Assembly will remain in memory after process (.exe) is exited.

Have anyone of you any ideas about this?

Cheers!

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