

Re: Setting up Third Party .NET dll in visual studio with C#

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- *From:* m11533 <m11533@xxxxxxxxxxxxxxxxxxxxxxxxxxxxxx>
 - *Date:* Wed, 2 Aug 2006 15:18:02 -0700
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I just figured out what I have wrong and it turns out to be pretty simple. The problem is that I named the project that contains the dll in question in such a way that it colides with the namespace defined in the dll. If I rename my dll project to avoid this collision, everything works properly, just as it already does for other dlls handled in this way.

"Robbe Morris [C# MVP]" wrote:

What you are trying to do is senseless. Just add a reference to those "real" projects that need to use it. You aren't going to get away from adding a reference in those projects that need it.

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Robbe Morris – 2004–2006 Microsoft MVP C#
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"m11533" <m11533@xxxxxxxxxxxxxxxxxxxxxxxxxxxxxx> wrote in message
<news:6A5FEB5D-797A-4FF5-B914-622F7FD0AE49@xxxxxxxxxxxxxxxxxxxx>

I am developing a large application with Visual Studio .NET 2003 using C#. We recently added a new third party product with a native .NET library. I want to place this third party product's dll in a VS Project of its own, and then reference that project from those c# projects in my solution that are dependent on the third party product.

I created a c# class library project, ThirdPartyDll. Placed the dll file in

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question into that project's directory and added it to my project. I removed all other files in the project, and all references. The dll has the build action of "content".

So far, so good (well, maybe not)

I go to the project that needs to reference this third party library and add a project reference to my third party class library project ThirdPartyDll. But, now I try to find the right "using" statement in my c# for ThirdPartyDll and can not find a string that Visual Studio will properly resolve?

What am I doing wrong?

What is the "right" way to create a Visual Studio project to wrap an existing dll such that I can include that project in any projects that must reference its functionality?