## Как добавить новую DLL (managed.dll)

1. Project -> Add References -> <ref managed >.dll
2. <ref managed >.dll -> Properties
   1. **Copy local = false**
   2. **Embed Assembly = false**
   3. Embed Interop Types = false
   4. Specific version = false
3. Вставить в Progam.cs -> static void Main() :

static void Main()

{

AppDomain.CurrentDomain.AssemblyResolve += CurrentDomain\_AssemblyResolve;

}

1. Вставить в Progam.cs:

private static Assembly CurrentDomain\_AssemblyResolve(object sender, ResolveEventArgs args)

{

string resourceName = new AssemblyName(args.Name).Name + ".dll";

string resource = Array.Find(Assembly.GetExecutingAssembly().GetManifestResourceNames(), element =>

element.EndsWith(resourceName));

using (var stream = Assembly.GetExecutingAssembly().GetManifestResourceStream(resource))

{

Byte[] assemblyData = new Byte[stream.Length];

stream.Read(assemblyData, 0, assemblyData.Length);

stream.Flush();

stream.Close();

return Assembly.Load(assemblyData);

}

}

## Как добавить новую dll (unmanaged.dll)

1. Выполнить предыдущие шаги (для управляемой dll).
2. Project -> include <unmanaged.dll>
3. <unmanaged.dll> -> Properties:
   1. Build action = embedded resource
   2. Copy to Output directory = Do not copy
4. Вставить в Progam.cs

private static bool LoadLib(string libraryName)

{

string resourceName = Array.Find(Assembly.GetExecutingAssembly().GetManifestResourceNames(), element =>

element.EndsWith(libraryName));

var path = DebugToolsLib.LoadLibs.LoadUnmanagedLibraryFromResource(

Assembly.GetExecutingAssembly(), resourceName, libraryName);

DebugToolsLib.MessageCLI.Debug("Loaded library:" + path);

return true;

}

1. Вставить в Progam.cs -> static void Main() :

DebugToolsLib .LoadLib("unmanaged.DLL");