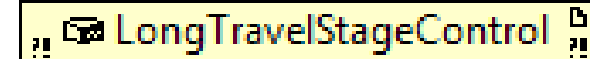
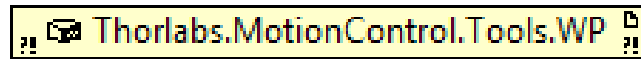


# Thorlabs Motion Control

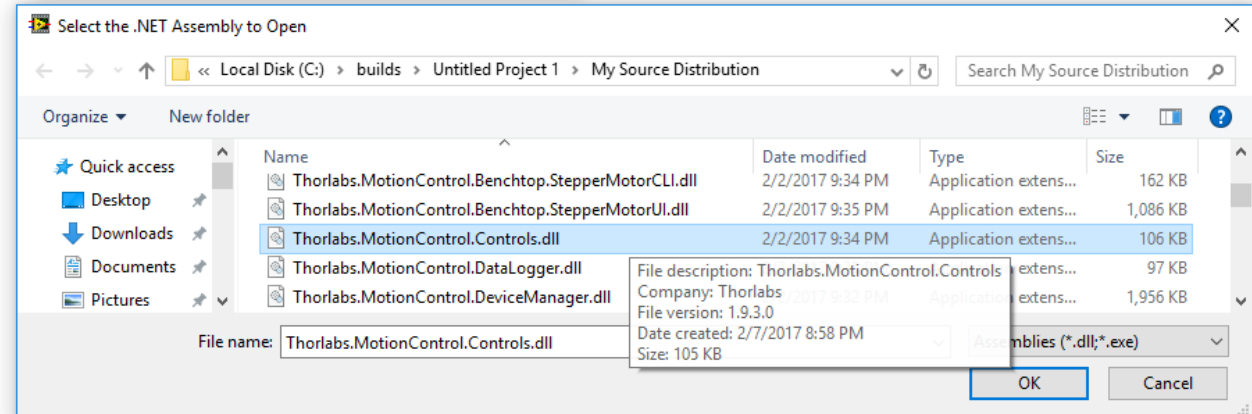
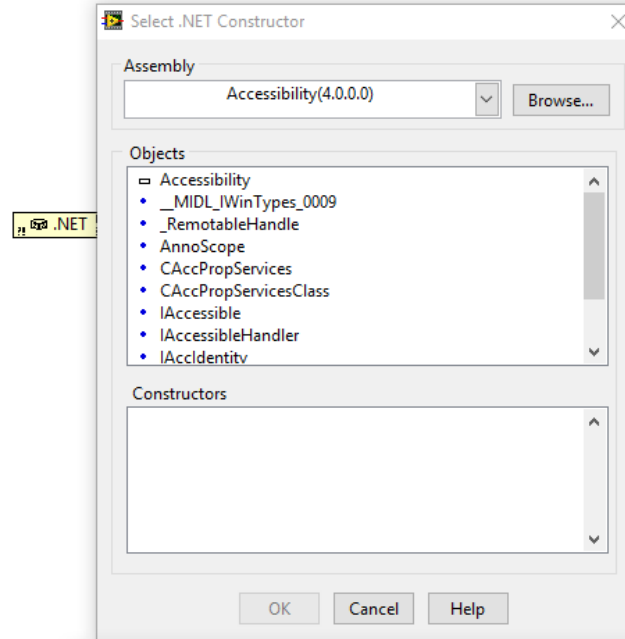
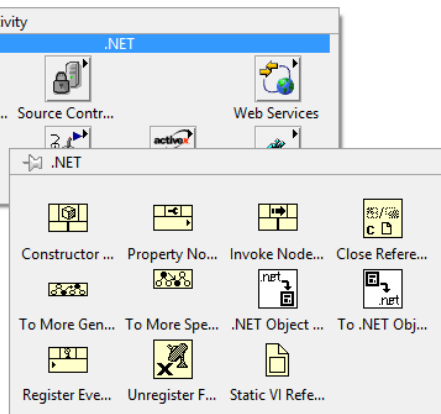
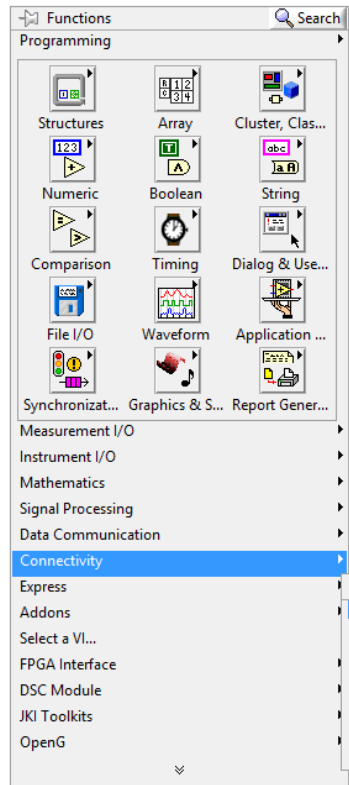
Issue: .Net assembly can not be loaded when vi is not inside project

Solution:

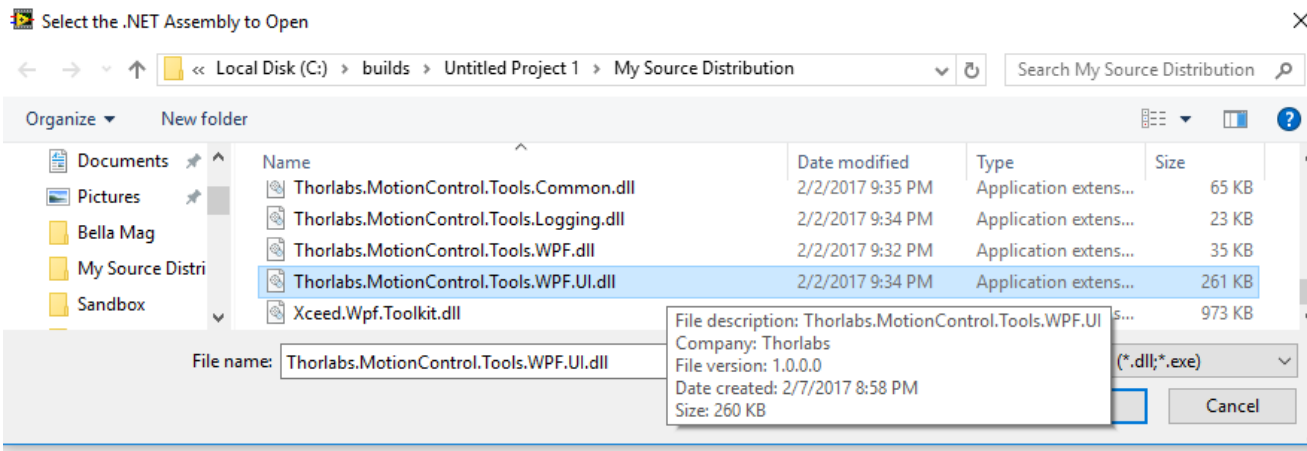
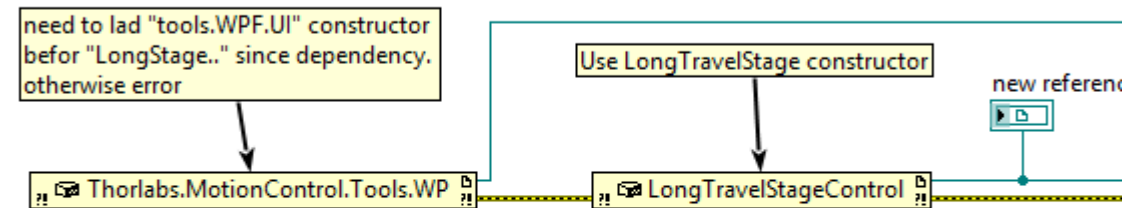


1. Use constructors
2. Use constructor for “Thorlabs.MotionControl.Tools.WPF.UI.dll” BEFORE calling “Thorlabs.MotionControl.Controls.dll”
3. Change VI properties (Execution) to use “user interface” (Preferred Execution System)
4. (For now) add ALL dlls to build

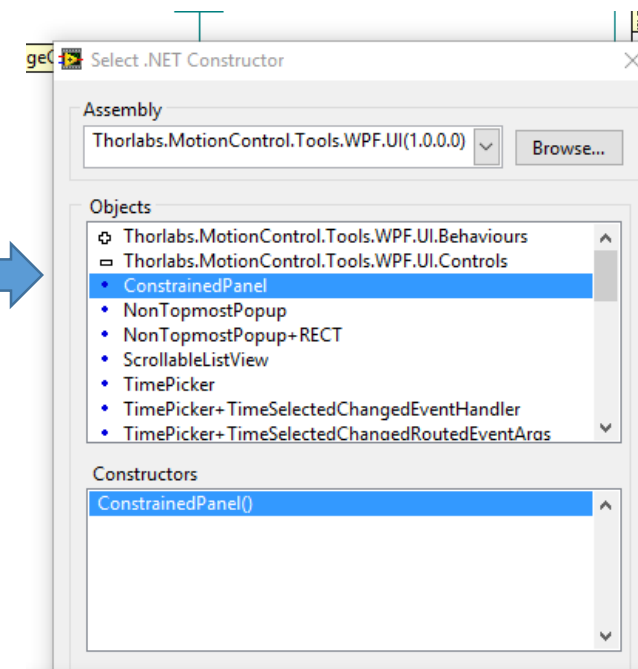
# 1. Use constructors



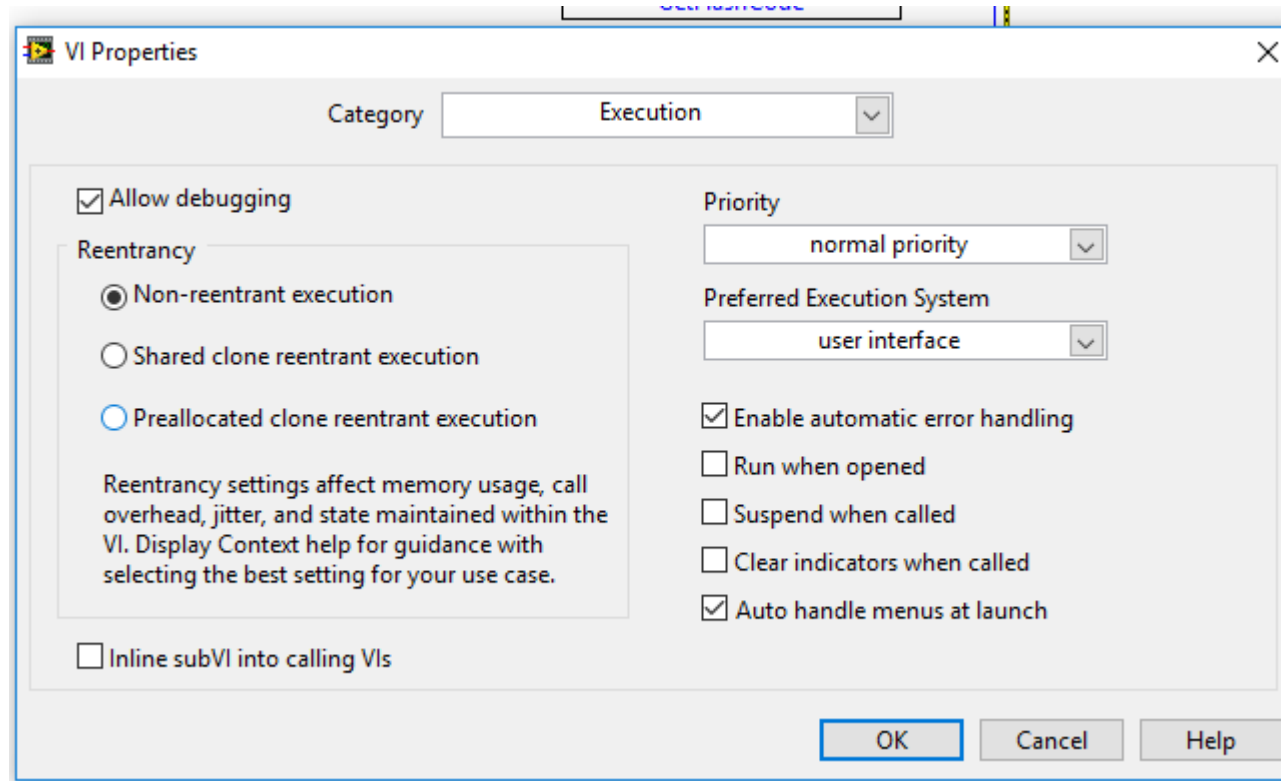
## 2. Use constructor for “Thorlabs.MotionControl.Tools.WPF.UI.dll”



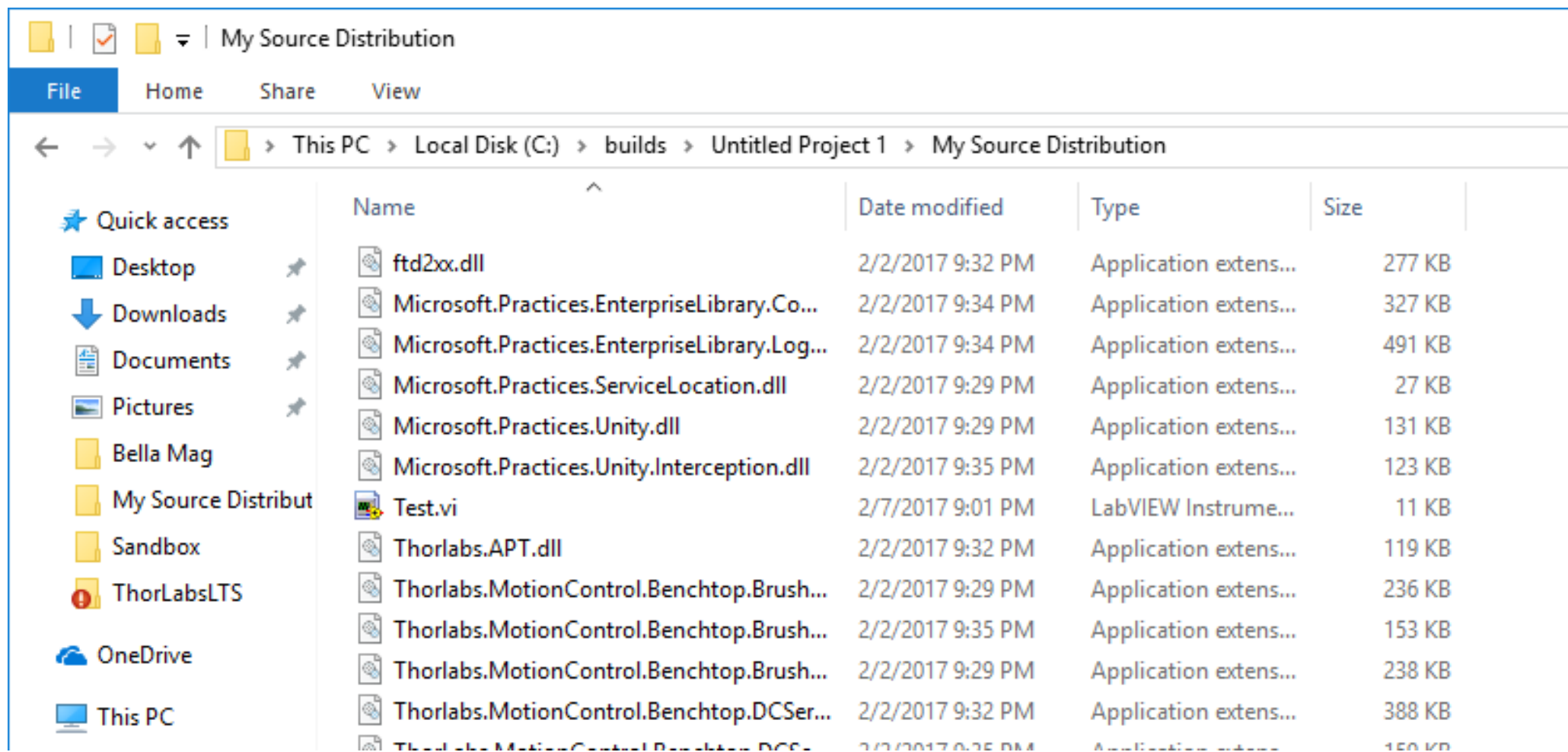
Choose  
any object



### 3. Change VI properties (Execution) to use “user interface” (Preferred Execution System)



## 4. (For now) add ALL dlls to build



# Example

