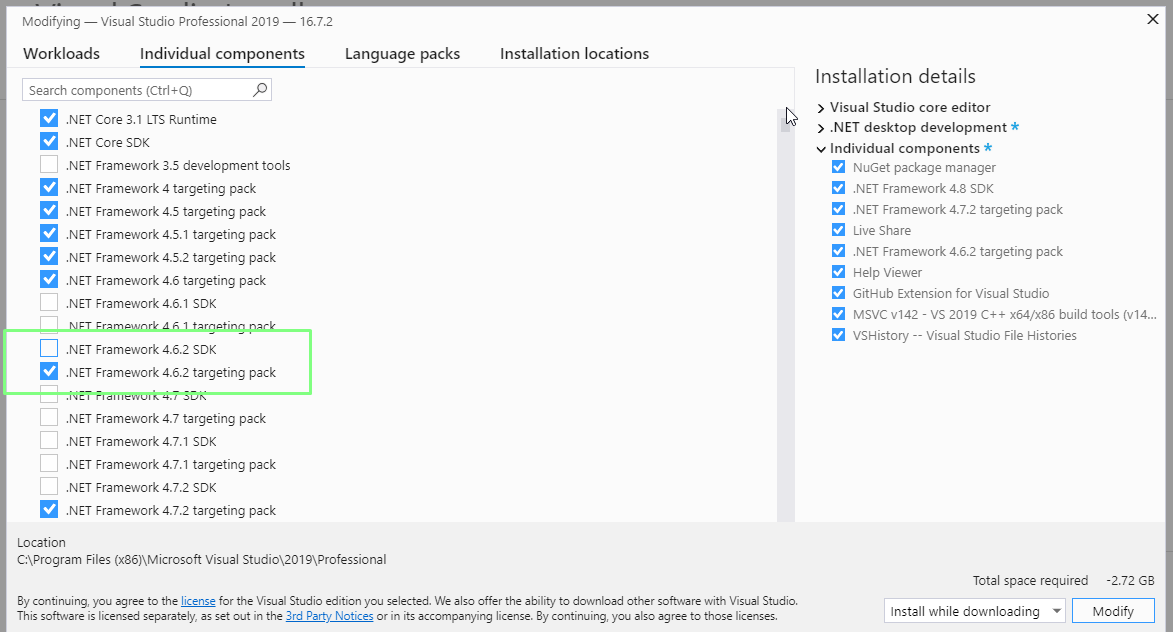
Rock .NET 4.6.2 migration cheat sheet

The normal process of upgrading a Visual Studio solution to a newer version .NET can be messy. Especially with an extensible project like Rock. So, if you have a custom visual studio solution with non-core plugin libraries, this cheat sheet simplifies the process

# Update Visual Studio

Use the Visual Studio Installer to install the .NET Framework 4.6.2 targeting pack



# Get the 4.6.2 version of Rock

Get a version of Rock that is 4.6.2. Depending on how you maintain your solution, that would from your github fork, or the Rock SDK.

1. Edit web.config

Change <httpRuntime targetFramework="4.5.2" to <httpRuntime targetFramework="4.6.2"

1. Edit \*.csproj files

Find and Replace in \*.csproj files in your solution directory

Find: <TargetFrameworkVersion>v4.5.2</TargetFrameworkVersion>

Replace: <TargetFrameworkVersion>v4.6.2</TargetFrameworkVersion>

File types: \*.csproj

1. Edit packages.config files

Find and Replace packages.config in your solution directory

Find: targetFramework="net452"

Replace: targetFramework="net462"

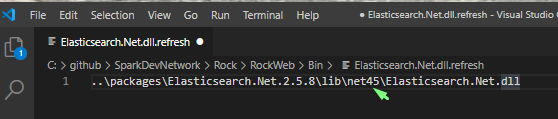
File types: packages.config

1. Edit .refresh files

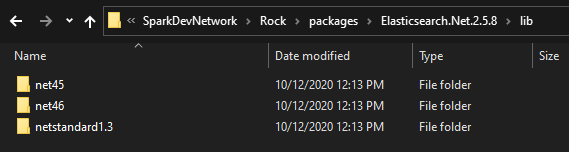
If there are any nuget packages that have net46 folders (vs just net45 folders). The .refresh files will need to be updated. To do this, you will have to look thru each .refresh file and see if that package has a net46 folder. If so, edit the .refresh file to point to the net46 instead. In the case of core, there were only a couple of .refresh files that needed this done.

Here is an example of how to do this:

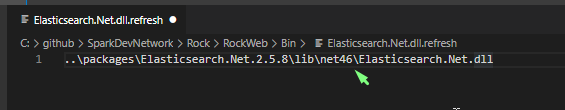
1. Edit the Elasticsearch.Net.dll.refresh



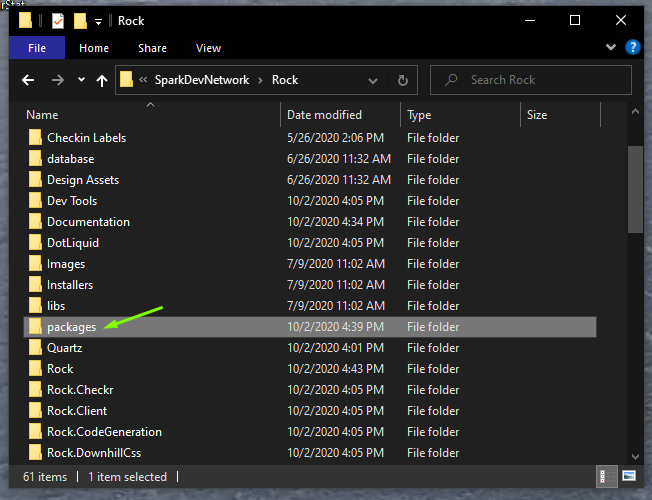
1. Open of the packages folder for this package



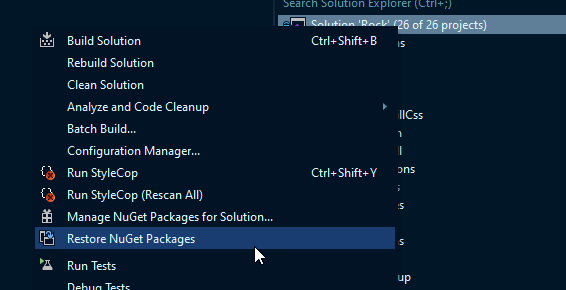
1. Notice that is has a net46 folder. Since it does, you will need to update the .refresh file to point to net46 instead. Note that many packages do not have a net46 folder. If so, the .refresh file can continue to point to net45



1. Close Visual Studio (if it is open)
2. Delete packages folder



1. Reopen Visual Studio
2. Open your Rock solution
3. Restore Nuget Packages (you might have a wait a minute for Visual Studio to fully open the project)



TODO

TargetFrameworkMoniker in Rock.sln