This file contains development tips, gotcha’s and other miscellaneous notes about developing WinForms in Mono using the Rider IDE. **If you add to this file, make sure to use a proper heading and update the table of contents.**

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# Loading Resources

To use resources, you must take two steps: first, of course, add the resource to the project. It is recommended you use a structure with a clearly defined resource folder. Copy your resource into the folder, then right click on it in the Rider IDE. Select properties. In the Editable section, under Build Action, select the Content tag. For the Copy to Output Directory option, select “Copy if newer.” Now, you should be able to reference the file directly. Note: you do not need to reference folder structure or absolute paths. The file will be copied directly into the build folder and will be referable as such.