

ClickOnce and IsolatedStorage

Asked 16 years, 2 months ago

Modified 7 years ago

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10

The Winform application is release with ClickOnce in our Intranet. We store personal preference for the GUI in the Isolated Storage. All works pretty fine :)



The problem is when we have a new version of the application, we publish... all preferences are lost! User need to setup their preference over and over each version.



Is there a way to freeze the isolation for the whole application instead of the version?

c#

winforms

.net-2.0

clickonce

isolatedstorage

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edited Oct 20, 2008 at 18:57



Jon B

51.8k ● 31 ● 136 ● 163

asked Oct 14, 2008 at 17:08



Patrick Desjardins

141k ● 89 ● 294 ● 346

4 Answers

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19



You need to use *application* scoped, rather than *domain* scoped, isolated storage. This can be done by using one of **IsolatedStorageFileStream's** overloaded constructors.

Example:

```
using System.IO;
using System.IO.IsolatedStorage;
...

IsolatedStorageFile appScope =
IsolatedStorageFile.GetUserStoreForApplication();
using(IsolatedStorageFileStream fs = new IsolatedStorageFileStream(
    FileMode.OpenOrCreate, appScope))
{
    ...
}
```

However, now you will run into the issue of this code only working when the application has been launched via ClickOnce because that's the only time application scoped isolated storage is available. If you don't launch via ClickOnce (such as through Visual Studio), **GetUserStoreForApplication()** will throw an exception.

The way around *this* problem is to make sure **AppDomain.CurrentDomain.ActivationContext** is not null before trying to use application scoped isolated storage.

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answered Oct 22, 2008 at 19:32

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[codeConcussion](#)

12.9k ● 8 ● 50 ● 63

I will try that. Seem to be the best answer yet.

– [Patrick Desjardins](#) Nov 12, 2008 at 23:27

I am running inside VS and it doesnt raise any error. I accept your answer without testing it yet with the real deployment. I'll write back here if it doesn't work. Thx

– [Patrick Desjardins](#) Nov 12, 2008 at 23:46

3 or you can use

`System.Deployment.Application.ApplicationDeployment.IsNetworkDeployed` to know if the app was deployed with ClickOnce and you can use `GetUserStoreForApplication()`

– [bithavoc](#) Mar 28, 2012 at 0:12

any full source code sample? sample using

"`IsolatedStorageFileStream fs`" variable? – [Kiquenet](#) Sep 12, 2013 at 11:52



4



I was working on a ClickOnce app a while ago and used `Environment.GetFolderPath(ApplicationData)` - e.g.

roaming app data folder, to store all settings. Worked fine and survived numerous updates. Just create a

subdireectory with the name of your app or `CompanyName/AppName` or whatever and store everything in there.

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answered Oct 14, 2008 at 17:25



[liggett78](#)

11.4k ● 2 ● 31 ● 29



a summary from the other answers:

2



```
IsolatedStorageFile isolatedStorage =
IsolatedStorageFile.GetUserStoreForAssembly();//for vi
if (System.Deployment.Application.ApplicationDeploymen
{
    isolatedStorage = IsolatedStorageFile.GetUserStore
click once applications
}
```

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answered Dec 7, 2017 at 11:34

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Florjon

3,619 ● 3 ● 23 ● 29



1



You have to store a permanent version of user settings in a more durable store like database. Your application can decide to use the isolated storage if it is available. If it is not available (because of a newer version), the app should get the settings from database and use it to re-initialize the settings in isolated storage. If settings are changed, you should update both places. Unless there is a newer version of the app, your app should not have to get the settings from DB.

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answered Oct 14, 2008 at 17:12

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Gulzar Nazim

52.2k ● 26 ● 130 ● 170

That was mi initial idea, but I was interesting to know if they were a work around :P – [Patrick Desjardins](#) Oct 14, 2008 at 22:32

You can store the settings file in a specific location on the user's hard drive but you will have to make the app full-trust..

– [Gulzar Nazim](#) Oct 14, 2008 at 23:08
