Multifile Assemblies

The Visual Studio IDE for C# and Visual Basic can only be used to create single-file assemblies. If you want to create multifile assemblies, you must use the command-line compilers or Visual Studio with Visual C++.

csc /addmodule:Stringer.netmodule /t:module Client.cs

Two compilations create a two-file assembly:

* csc /t:module Stringer.cs
* csc Client.cs /addmodule:Stringer.netmodule

One compilation creates a two-file assembly:

* + csc /out:Client.exe Client.cs /out:Stringer.netmodule Stringer.cs

**al** <module name> <module name> … **/main:**<method name> **/out:**<filename> **/target:**<assembly file type>

In this command, the *module name* arguments specify the name of each module to include in the assembly. The **/main:** option specifies the method name that is the assembly's entry point. The **/out:** option specifies the name of the output file, which contains assembly metadata. The **/target:** option specifies that the assembly is a console application executable (.exe) file, a Windows executable (.win) file, or a library (.lib) file.

In the following example, Al.exe creates an assembly that is a console application executable called myAssembly.exe. The application consists of two modules called Client.netmodule and Stringer.netmodule, and the executable file called myAssembly.exe, which contains only assembly metadata. The entry point of the assembly is the Main method in the class MainClientApp, which is located in Client.dll.

al Client.netmodule Stringer.netmodule /main:MainClientApp.Main /out:myAssembly.exe /target:exe