# Porting your .NET Framework projects to .NET Core

Let's assume there is existing project targeted for Full .NET framework (to be executed on Windows OS).

Let's assume the project needs to target several different frameworks (beside the Full .NET it needs to support e.g. .NET Standard, .NET Core, Xamarin, and so on) and support different operating systems (beside Windows also iOS, Linux, and so on)

This page collects hits for the task, how to change your existing project to become multi-target and multi-platform.

**Articles**:

* [Porting to .NET Core from .NET Framework](https://docs.microsoft.com/en-us/dotnet/core/porting/index)
* [How do you multi-target a .NET Core class library with csproj?](https://stackoverflow.com/questions/42747977/how-do-you-multi-target-a-net-core-class-library-with-csproj)
* [Create .NET standard packages with Visual Studio 2017](https://docs.microsoft.com/en-us/nuget/guides/create-net-standard-packages-vs2017)
* See also the page “NuGet in C# projects” (especially the chapter "Generate NuGet package for several platforms")
* See also the page “New "Microsoft.NET.Sdk" csproj file format - comparison, advantages, disadvantages”