How to use AutoMapper .ForMember?

Asked 8 years, 1 month ago Active 6 months ago Viewed 71k times



I am trying to set up AutoMapper to convert from Entity to DTO. I know I'm supposed to be using <code>.ForMember()</code> after <code>Mapper.CreateMap<Entity, DTO>()</code> to set up custom mappings, but this doesn't seem to be an available method.

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Edit for clarification: I am not looking for a link to the documentation, which I have read, or an explanation of the basic syntax. I am using the correct syntax as described in answers and the documentation, for example:



```
Mapper.CreateMap<EFAddress, Address>()
    .ForMember(dest => dest.Code, opt => opt.MapFrom(src => src.Name));
```

If I have an invalid type name within CreateMap<> I can see "ForMember" as a valid method, mousing over shows the method signature as I would normally expect. But as soon as I give it two valid types, ForMember says it cannot resolve the symbol, as if the method is not available.

Is there some kind of constraint on the generic classes which I am not meeting?

Thanks

.net automapper

edited Apr 27 '17 at 14:26

Diego Mijelshon

49k 12 105 14:

asked Aug 8 '11 at 16:05



- automapper.codeplex.com/... Is likely the best documentation for what you are looking to do. Don't forget the generic parameters on the CreateMap call.
 Travis Aug 8 '11 at 16:11
- 2 It should be noted that the static Mapper.CreateMap<Source, Dest>() methods referenced in all the answers below are now (2016) marked obsolete.
 Ben Ripley May 25 '16 at 16:44
 ✓



Try the following syntax:

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```
110 .....
```

```
Mapper
    .CreateMap<Entity, EntityDto>()
    .ForMember(
        dest => dest.SomeDestinationProperty,
        opt => opt.MapFrom(src => src.SomeSourceProperty)
    );
```

or if the source and destination properties have the same names simply:

```
Mapper.CreateMap<Entity, EntityDto>();
```

Please checkout the relevant sections of the documentation for more details and other mapping scenarios.

edited Oct 29 '14 at 15:15

m4tt1mus
1,487 13 23

answered Aug 8 '11 at 16:08

3068



1 My issue is that when trying to use "ForMember" in that context I simply get "Cannot resolve symbol 'ForMember'" as if the method doesn't exist – Nellius Aug 8 '11 at 16:15 ✓

@Nellius, you haven't shown your *non-working* code. I have shown a working example. Make sure you have both the source and destination generic classes defined, that you have referenced AutoMapper inside your project and the syntax shown in the documentation (and in my answer) will work. – Darin Dimitrov Aug 8 '11 at 16:17

4 Stupid question, what opt means? - riadh gomri Jan 3 '14 at 13:32

@riadhgomri option/options for the member – andrewb Oct 26 '15 at 5:02



In the end, I believe this turned out to be some kind of incompatibility with ReSharper.

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ReSharper seems to have caused Automapper code to display incorrectly, but work just fine (even though it displays red with error messages). Uninstalling ReSharper fixed this issue completely.





- 2 What version of ReSharper? What Version of AutoMapper? Colin Pear Dec 3 '12 at 21:02
- 1 I think this problem affects AutoMapper and ReSharper 8.x in VisualStudio 2010. See <u>github.com/AutoMapper/AutoMapper/issues/381</u> <u>dthrasher Nov 14 '13 at 2:04</u>

the same for me with re# 8.2 but with vs 2012, with 7.0 worked fine. - Carlos Guillermo Bolaños Lopez May 29 '14 at 20:27

why isn't the answer with 51 up votes not the selected answer? ridiculous. - Chris Hawkes Dec 8 '15 at 21:23

Because it didn't answer the question I asked. My question was about the methods not appearing to be recognised in visual studio, when using the correct syntax and referencing everything correctly. This turned out to be a bug related to resharper. The other answer does answer a very similar question to the one I asked, but it was a completely incorrect answer to the one I actually asked. — Nellius Dec 9 '15 at 9:39



a sample implementation would be as follows:



Mapper.CreateMap<Game, GameViewModel>()
 .ForMember(m => m.GameType, opt => opt.MapFrom(src => src.Type))



We need to map this property since the names of the properties of Game and GameViewModel are different - if they are the same and of the same type then it will not need a ForMember

another use of the ForMember is to Ignore Mappings

```
Mapper.CreateMap<Game, GameViewModel>()
    .ForMember(dest => dest.Prize, opt => opt.Ignore());
```

answered Aug 8 '11 at 16:09



7.412

12 1 24 34



This use as well as:

```
.ForMember(d => d.LastModifierUserName, m => m.MapFrom(s =>
s.ModifiedBy.UserName)).IgnoreAllNonExisting();
```

answered Mar 4 at 5:08 Mojtaba Nava 186 6



Are you doing it like this



Mapper.CreateMap<SourceType,DestinationType>().ForMember(What ever mapping in here)



This page has some good examples

answered Aug 8 '11 at 16:09



Richard Forrest **2.345** 1 18 30