



Essential Studio 2013 Volume 4 - v.11.4.0.26

Essential Common



Contents

1	Essential Studio	4
1.1	Terminology.....	4
1.2	Minimum software requirements	5
1.3	Essential Studio Enterprise Installer.....	6
1.3.1	Overview.....	6
1.3.2	Step-by-Step Installation	6
1.3.3	Command Line	12
1.3.3.1	Command line installation	12
1.3.3.2	Command Line Uninstall Options.....	13
1.4	Essential Studio Installer for Individual Platforms	14
1.4.1	Overview.....	14
1.4.2	Step-by-Step Installation	14
1.4.3	Command Line	19
1.4.1.1	Command line installation	19
1.4.1.2	Command Line Uninstall Options.....	20
1.5	Source code	21
1.5.1	Overview.....	21
1.5.2	Step-by-Step Installation	21
1.6	Documentation setup.....	32
1.6.1	User Guide	32
1.6.2	Class Reference	34
1.7	Link Install Setup	36
1.8	Digitally Signed Assemblies Setup.....	44
1.9	Patches.....	53
1.9.1	Installing a Patch Setup.....	53
1.9.2	Reverting a Patch	58
1.10	QTP Add-on.....	60
1.11	CAB Add-on.....	61
1.12	Samples.....	61
1.12.1	Offline Samples	62
1.12.2	Online Samples	69

1.13	Utilities	70
1.13.1	Dashboard	70
1.13.2	Assembly Manager.....	77
1.13.3	Build Manager	83
1.13.4	License Manager	87
1.13.5	Toolbox Configuration	91
1.13.6	Multi-Target Manager	93
1.13.7	Project Migration.....	95
1.13.7.1	Command Line	96
1.13.8	Project Templates.....	97
2	Orubase Studio	98
2.1	Overview.....	98
2.2	Step-by-Step installation.....	98
3	Metro Studio	108
3.1	Overview.....	108
3.2	Step-by-Step Installation	108
4	Frequently Asked Questions	120
4.1	How to Configure the Toolbox of Visual Studio Manually	120
4.1.1	Toolbox Configuration Utility	120
4.1.2	Manually Configuring VS Toolbox	120
4.2	How to remove the licensing error that pops up each time the application is run	122
4.3	How to overcome Sample Browser Access Denied Error for a Non-Admin User.....	129
4.4	How to uninstall the Syncfusion Setup manually	130
4.5	How to upgrade the project into a new Syncfusion version	132
4.5.1	Upgrade the Project Using Project Migration Utility	132
4.5.2	Upgrading the Projects Manually	132
4.6	Why is the unlock key displayed as invalid when installing the setup?.....	134
4.7	How to implement Localization Support	136
4.7.1	WPF	136
4.7.2	Silverlight	139
4.7.3	Windows and ASP.NET.....	142
4.8	How to redistribute an application on the client machine	143

1 Essential Studio

Welcome to the Syncfusion Essential Studio product documentation. This content will help you get started with Essential Studio.



Syncfusion Essential Studio User Guide

Essential Studio consists of several .NET libraries that provide support for building modern Windows Forms, Windows Phones, WPF, Silverlight, ASP.NET, ASP.NET MVC, MVC Mobile, and WinRT applications. The packages can be used in any .NET environment, including C#, VB.NET, Delphi, and managed C++.



Note: The Express Editions of Visual Studio.NET does not have support for toolbox.

1.1 Terminology

The Terminology section covers documentation conventions used in this manual.

Convention	Example	Description
Essential Studio		Essential Studio is a comprehensive library of controls targeting the .NET development platform. The packaging of the products within Essential Studio is such that the products share certain common features such as design patterns, installation programs and several configuration utilities. The term Essential studio is used in these sections, representing the entire package.

Bold	The Open dialog	UI elements such as names of tabs, menus, buttons, dialog boxes and windows will be set to bold.
Italic	The <i>IsEnable</i> property	The property, method and event name and text that must be typed exactly as shown will be italicized.
Plus sign	Ctrl+Click	Represents combination of keys.
Version number	x.x.x.x	Represents version number. This should be replaced with the version installed in the user's machine.
Note	 Note:	Represents important information
Example	Example	Represents an example
Tip		Represents useful hints that will help you in using the controls/features
Additional Information		Represents additional information on the topic

1.2 Minimum software requirements

The following are the system requirements for Essential Studio:

Operating System	All windows and client server
.NET Framework versions	4.0 or higher
Visual Studio	2005 or higher
MVC	MVC3 or higher
Silverlight	Silverlight 4 or higher
Windows Phone SDK	Windows 7 - Windows Phone SDK v7.1 Windows 8 - Windows Phone SDK v7.1 or higher

Memory	Minimum 256 MB in RAM
Free Space	Minimum 4 GB free space in system drive

1.3 Essential Studio Enterprise Installer

1.3.1 Overview

The Essential Studio single installer includes all of the following platforms. There is also a separate installer for individual platforms. For more information refer to the [Platform installer](#) section.

- ASP.NET
- ASP.NET MVC
- Mobile MVC
- Silverlight
- Windows Forms
- Windows Phone
- WinRT
- WPF



Note: Windows Phone and WinRT can only be installed on Windows 8.

1.3.2 Step-by-Step Installation

The following procedure illustrates how to install Essential Studio setup:

1. Double-click the **Syncfusion Essential Studio Setup** file. The **self-Extractor** wizard opens and extracts the package automatically.

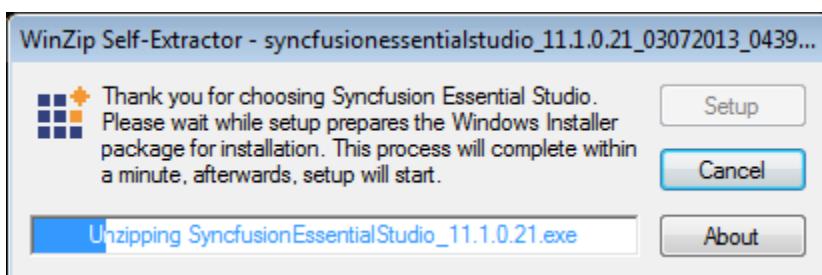


Figure 1: Self-Extractor



Note: The WinZip self-extractor will extract the syncfusionessentialstudio_(version).exe dialog, displaying the unzip operation of the package.

The screenshot shows a user information form for Syncfusion Essential Studio. At the top right, it displays 'Version: 11.1.0.21' and 'Date: 01/30/2013'. The form includes fields for 'User Name' (containing 'Syncfusion'), 'Organization' (containing 'Syncfusion'), and 'Unlock Key *' (an empty input field). A blue button labeled 'Free Evaluation Key' is positioned below the organization field. At the bottom right is a green 'NEXT' button.

Figure 2: User Information

2. Enter your **User Name**, **Organization**, and **Unlock Key** in the corresponding text boxes provided.
3. Click **Next**.



Note: The unlock key is validated and the preceding License agreement screen opens.

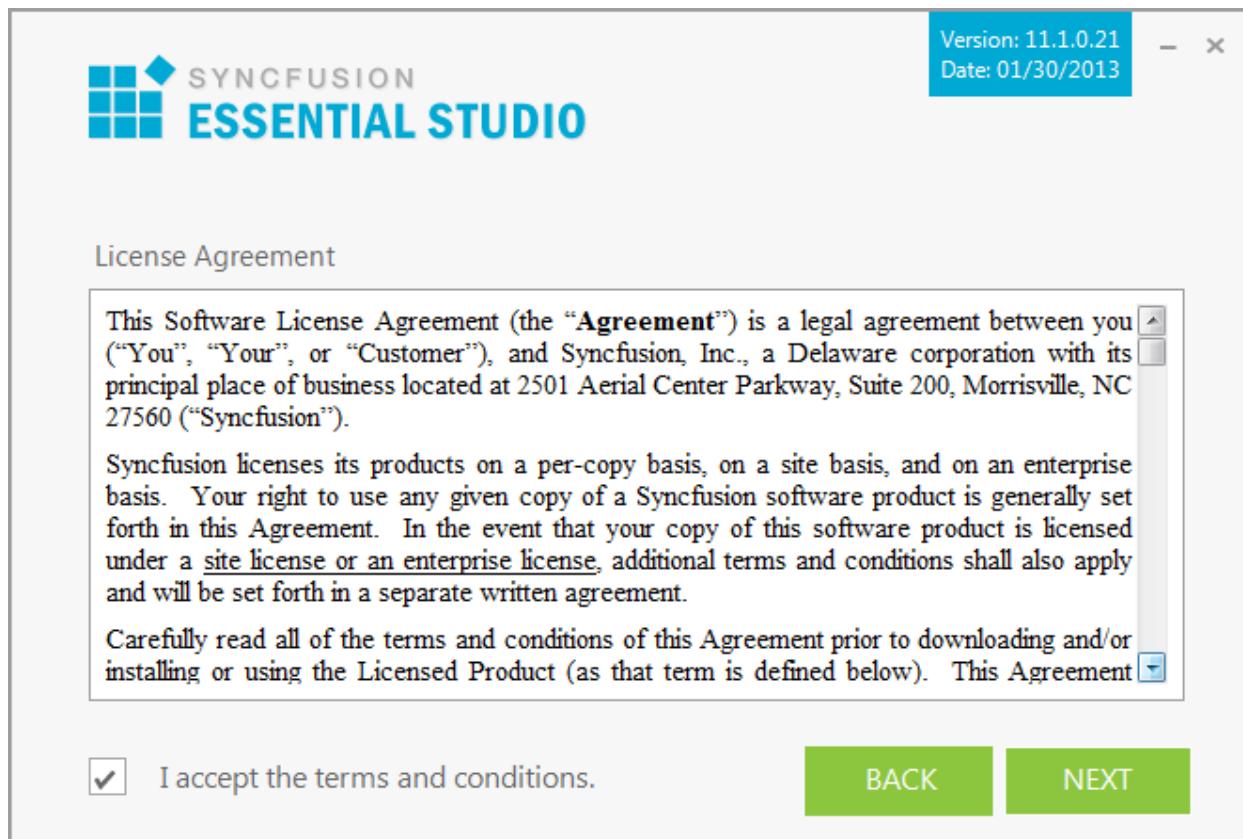


Figure 3: License Agreement

4. After reading the terms, click the **I accept the terms and conditions** check box.
5. Click **Next**. The **Select the Installation and Samples Folder** screen opens.

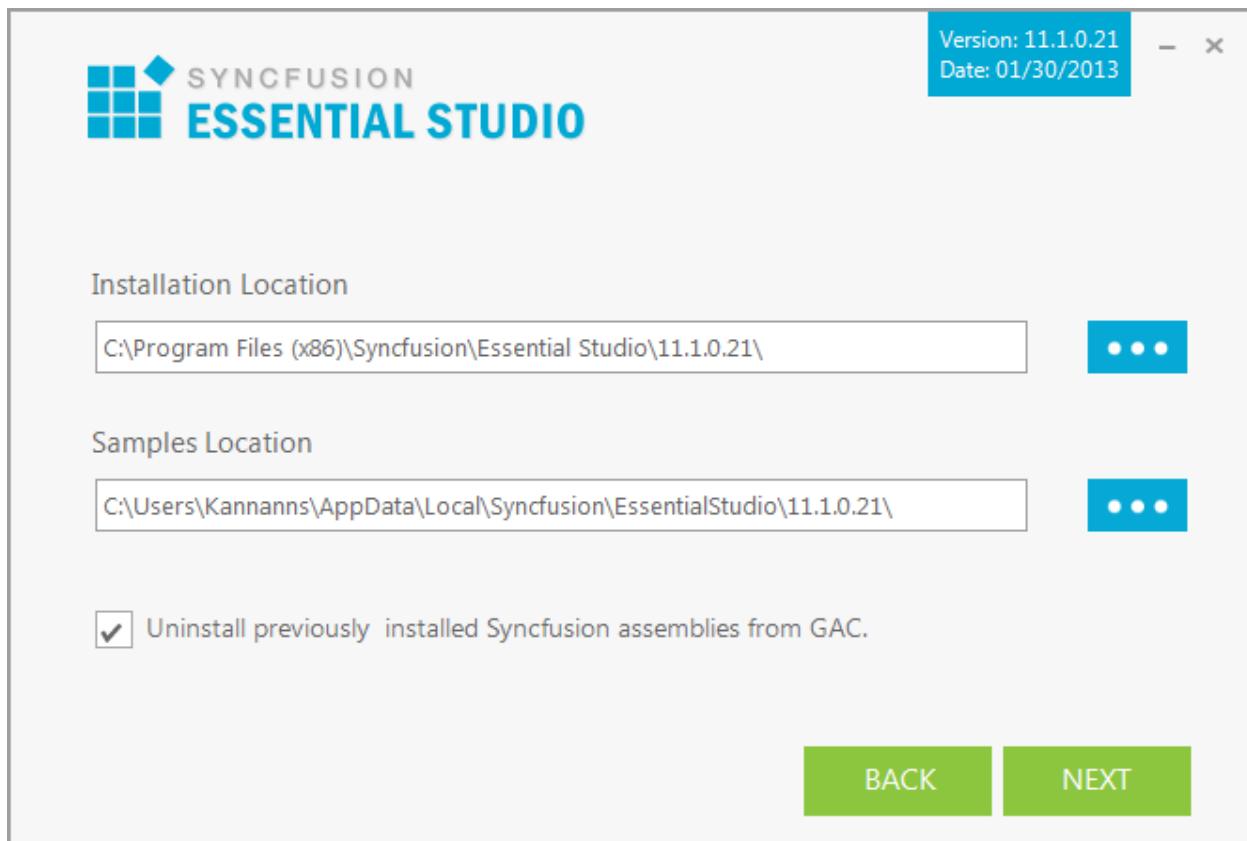


Figure 4: Installation Folder



Note: You can also browse to choose a location by clicking Browse. If you have already installed any other respective version setup, you will not be able to change the install path.

6. Select the **Uninstall previously installed Syncfusion assemblies from GAC** check box, if you want to uninstall the previously installed Syncfusion assemblies from GAC. Unselect this if you want to maintain the previously installed assemblies.
7. To install in the displayed default location, click **Next**.
8. Select the platforms to install.

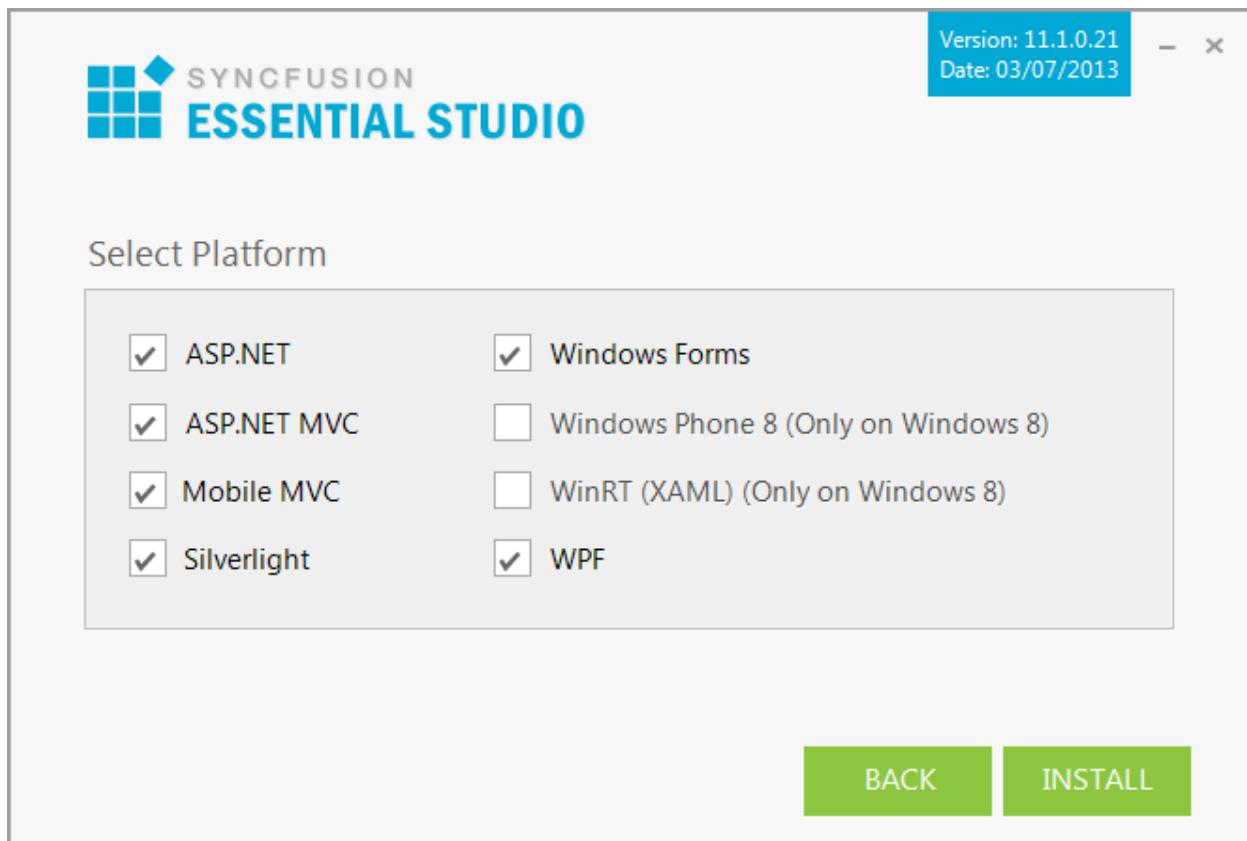


Figure 5: Select Platform



Note: Windows Phone and WinRT platforms will install only on Windows 8.

9. Click **Install**.

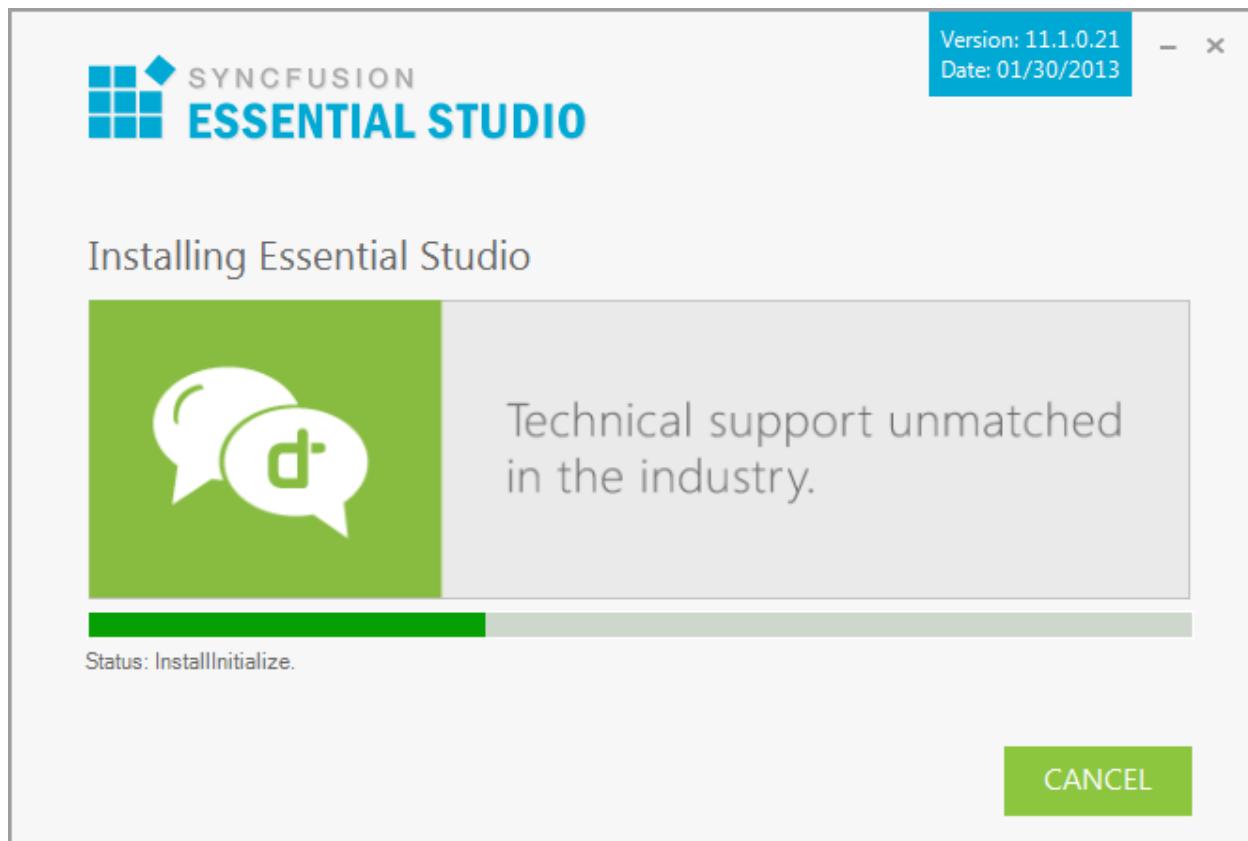


Figure 6: Installing Essential Studio

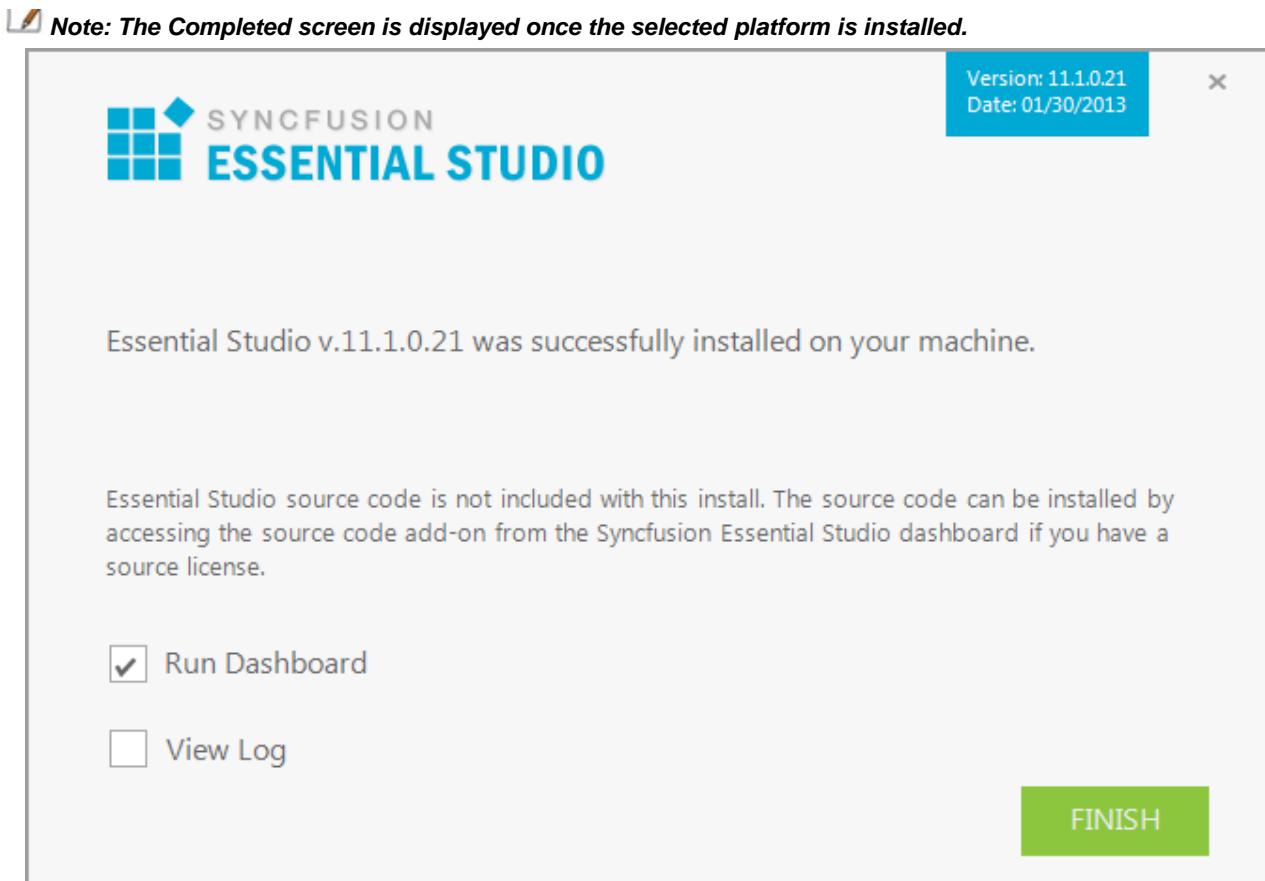


Figure 7: Installation Completed

10. Select the **Launch Dashboard** check box to launch the **Dashboard** after installing.
11. Click **Finish**. Essential Studio is installed in your system and Syncfusion Essential Studio Dashboard is launched automatically. For more information, refer to [Brief Tour of Dashboard](#).



Note: The Completed screen is displayed once the selected platform is installed.

1.3.3 Command Line

Syncfusion Essential Studio supports installing the setup through command line install and uninstall. The following sections illustrate these options.

1.3.3.1 Command line installation

Follow the steps below to install through command line in **silent** mode.

1. Double-click the **Syncfusion Essential Studio Setup** file. The **self-Extractor** wizard opens and extracts the package automatically.
2. The **SyncfusionEssentialStudio_(version).exe** file will be extracted into the **Temp** folder.
3. Run %temp%. The **Temp** folder will open. The **SyncfusionEssentialStudio_(version).exe** file will be available in one of the folders.
4. Copy the **SyncfusionEssentialStudio_(version).exe** file in local drive. Example: D:\temp
5. Cancel the wizard.
6. Open the command prompt in administrator mode and pass the following arguments:

"Setup file path\SyncfusionEssentialStudio_(version).exe" Install /PIDKEY:"(product unlock key)" /InstallPath:C:\Program Files\Syncfusion\x.x.x.x

Example: "D:\Temp\SyncfusionEssentialStudio_11.1.0.1.exe" Install /PIDKEY:"product unlock key" /InstallPath:C:\Syncfusion\x.x.x.x

7. Setup will be installed.



Note: x.x.x.x needs to be replaced with the Essential Studio version installed on your machine, and product unlock key needs to be replaced with the unlock key for that version.

1.3.3.2 Command Line Uninstall Options

Syncfusion Essential Studio supports uninstalling the setup through command line in **silent** mode. The following steps illustrate this:

1. If you don't have the extracted setup (**SyncfusionEssentialStudio_(version).exe**) then follow the steps from 2 to 7.
2. Double-click the **Syncfusion Essential Studio Setup** file. The **self-Extractor** wizard opens and extracts the package automatically.
3. The **SyncfusionEssentialStudio_(version).exe** file will be extracted into the **Temp** folder.
4. Run %temp%. The **Temp** folder will open. The **SyncfusionEssentialStudio_(version).exe** file will be available in one of the folders.
5. Copy the **SyncfusionEssentialStudio_(version).exe** file in local drive. Example: D:\temp
6. Cancel the wizard.
7. Open the command prompt in administrator mode and pass the following arguments:

"Setup file path\SyncfusionEssentialStudio_(version).exe" /uninstall true

Example: "D:\Temp\SyncfusionEssentialStudio_11.1.0.1.exe" /uninstall true

8. Setup will be uninstalled.



Note: x.x.x.x need to be replaced with the Essential studio version installed in your machine and the product unlock key needs to be replaced with the unlock key for that version.

1.4 Essential Studio Installer for Individual Platforms

1.4.1 Overview

Separate platform setups are provided from version 11.1.0.21. There are 8 platforms:

1. ASP.NET
2. ASP.NET MVC
3. Mobile MVC
4. Silverlight
5. Windows Forms
6. Windows Phone (only on Window 8)
7. WinRT (only on Windows 8)
8. WPF

Windows Phone and WinRT platform setups will only install on the Windows 8 OS.

1.3.2 Step-by-Step Installation

The following procedure illustrates how to install Essential Studio:

1. Double-click the **Syncfusion Essential Studio platform Setup file**. The **self-Extractor** wizard opens and extracts the package automatically.

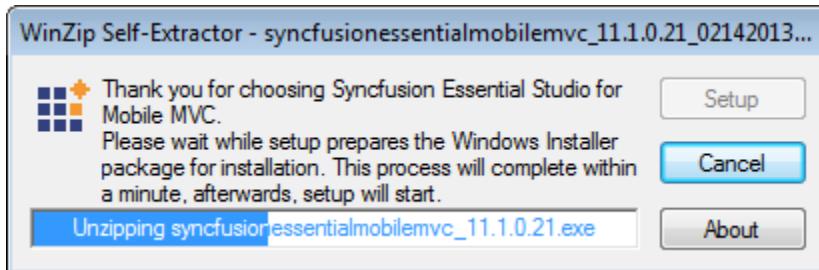


Figure 8: Self-Extractor

 **Note:** The WinZip self-Extractor will extract the **syncfusionessentialstudio_(version).exe** dialog, displaying the unzip operation of the package.

The screenshot shows a user interface for entering user information. At the top right, there is a blue header bar with the text "Version: 11.1.0.21" and "Date: 02/14/2013". The main area contains three text input fields: "User Name" with the value "Syncfusion", "Organization" with the value "Syncfusion", and "Unlock Key *". Below these fields is a blue button labeled "Free Evaluation Key". At the bottom right is a green button labeled "NEXT". The interface has a clean, modern design with a light gray background.

Version: 11.1.0.21
Date: 02/14/2013

User Name
Syncfusion

Organization
Syncfusion

Unlock Key *

Free Evaluation Key

NEXT

Figure 9: User Information

2. Enter **User Name**, **Organization** and **Unlock Key** in the corresponding text boxes provided.
3. Click **Next**.



Note: The unlock key is validated and the preceding license agreement screen opens.



Figure 10: License Agreement

4. After reading the terms, click the **I accept the terms and conditions** check box.
5. Click **Next**. The **Select the Installation and Samples Folder** screen opens.

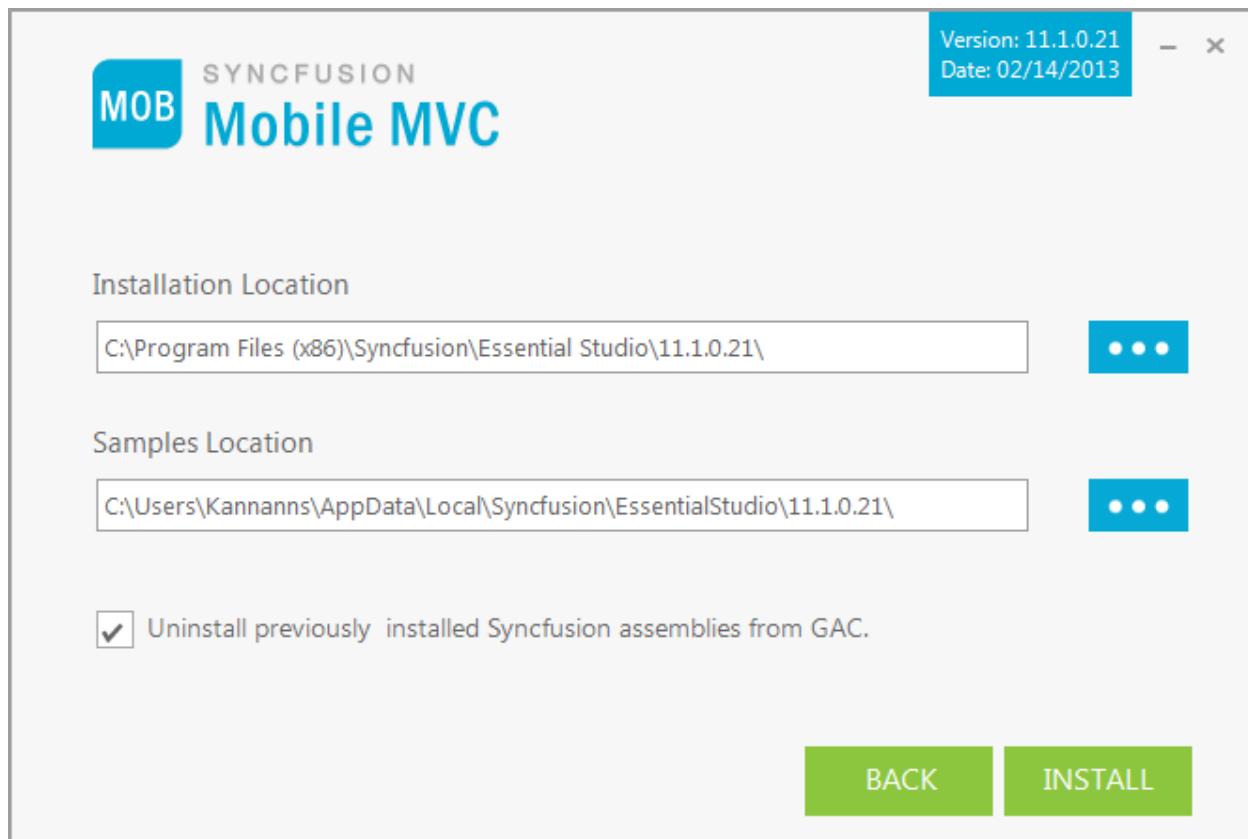


Figure 11: Installation Folder



Note: You can also browse to choose a location by clicking Browse. If you already installed any other platform setup, it won't allow you to change the install path again.

6. Select the **Uninstall previously installed Syncfusion assemblies from GAC** check box, if you want to uninstall the previously installed Syncfusion assemblies from GAC. Do not select this if you want to maintain the previously installed assemblies.
7. To install in the displayed default location, click **Install**.

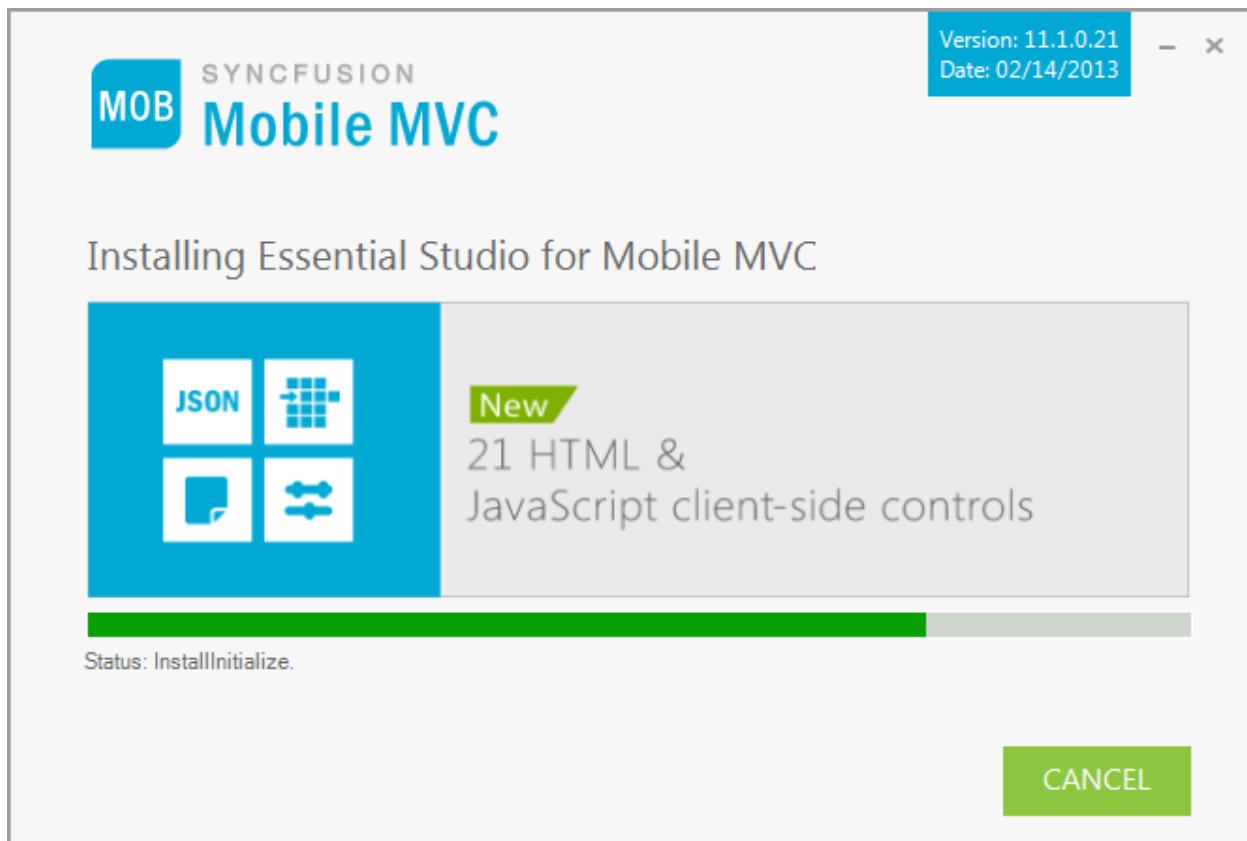


Figure 12: Installing Essential Studio

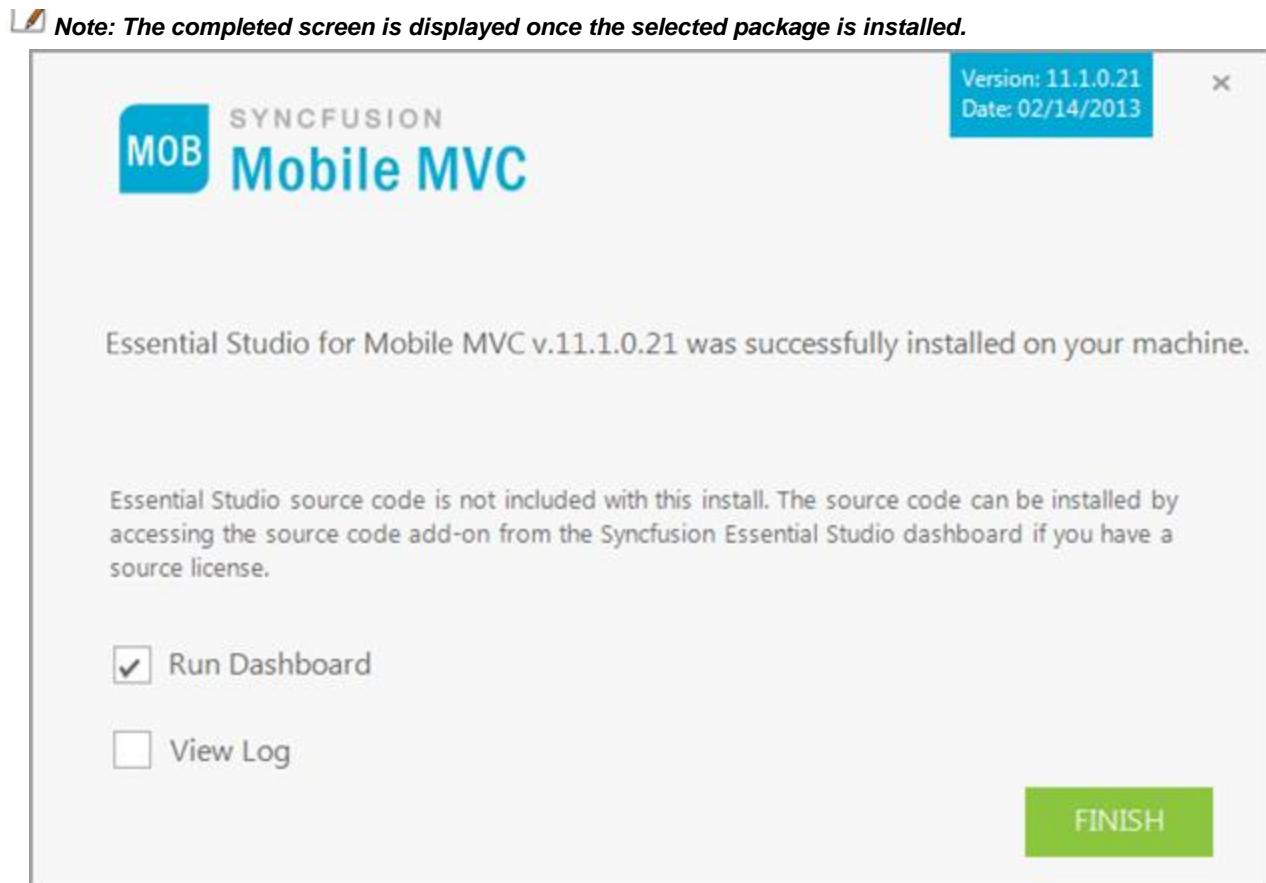


Figure 13: Installation Completed

8. Select the **Launch Dashboard** check box to launch the **Dashboard** after installing.
9. Click **Finish**. Essential Studio is installed in your system and the Syncfusion Essential Studio [Dashboard](#) is launched automatically.

1.3.3 Command Line

The Syncfusion Essential Studio platform installer supports installing the setup through command line install and uninstall. The following sections illustrate this ability.

1.4.1.1 Command line installation

Follow the steps below to install through command line in **silent** mode.

1. Double-click the **Syncfusion Essential Studio platform Setup** file. The **self-Extractor** wizard opens and extracts the package automatically.
2. The **SyncfusionEssentialStudio(platform)_(version).exe** file will be extracted into the **Temp** folder.
3. Run **%temp%**. The **Temp** folder will open. The **SyncfusionEssentialStudio(platform)_(version).exe** file will be available in one of the folders.

4. Copy the **SyncfusionEssentialStudio_(version).exe** file in local drive. Example: D:\temp
5. Cancel the wizard.
6. Open the command prompt in administrator mode and pass the following arguments:

**"Setup file path\SyncfusionEssentialStudio(platform)_(version).exe" Install
/PIDKEY:"(product unlock key)" /InstallPath:C:\Program Files\Syncfusion\x.x.x.x**

**Example: "D:\Temp\SyncfusionEssentialStudio(platform)_11.1.0.1.exe" Install
/PIDKEY:"product unlock key" /InstallPath:C:\Syncfusion\x.x.x.x**

7. Setup will be installed.



Note: x.x.x.x needs to be replaced with the Essential Studio version installed in your machine and product unlock key need to be replaced with the unlock key for that version. Platform should be replaced with aspnet, aspnetmvc, mobilemvc, silverlight, windowsforms, windowsphone, winrt, or wpf.

1.4.1.2 Command Line Uninstall Options

Syncfusion Essential Studio supports uninstalling the setup through command line in **silent** mode. The following steps illustrate this:

1. If you don't have the extracted setup (**SyncfusionEssentialStudio(platform)_(version).exe**) then follow the steps from 2 to 7.
2. Double-click the **Syncfusion Essential Studio platform Setup** file. The **self-Extractor** wizard opens and extracts the package automatically.
3. The **SyncfusionEssentialStudio(platform)_(version).exe** file will be extracted into the **Temp** folder.
4. Run %temp%. The **Temp** folder will open. The **SyncfusionEssentialStudio(platform)_(version).exe** file will be available in one of the folders.
5. Copy the **SyncfusionEssentialStudio(platform)_(version).exe** file in local drive. Example: D:\temp
6. Cancel the wizard.
7. Open the command prompt in administrator mode and pass the following arguments:

"Setup file path\SyncfusionEssentialStudio(platform)_(version).exe" /uninstall true

Example: "D:\Temp\SyncfusionEssentialStudio(platform)_11.1.0.1.exe" /uninstall true

8. Setup will be uninstalled.



Note: x.x.x.x needs to be replaced with the Essential Studio version installed in your machine and Product unlock key need to be replaced with the unlock key for that version. Platform should be

replaced with aspnet, aspnetmvc, mobilemvc, silverlight, windowsforms, windowsphone, winrt, or wpf.

1.5 Source code

Overview

After 9.4.0.62, Essential Studio Source has been removed from the product setup. To access the source code, install the **Essential Studio Source Code Add-on Setup**. You can access the **Essential Studio Source Code Add-on Setup** from the dashboard. You can also access it from the **Product Downloads and Keys** page using your support account in Direct-Trac.

1.5.2 Step-by-Step Installation

The following steps show how to install the **Essential Studio Source Code Add-on Setup**.

1. Double-click the Syncfusion Essential Studio Source code add-on installer setup file. The Syncfusion Essential Studio Source Installer wizard opens.



Figure 14: Unified Installer

2. Click **Next**.

 **Note:** Inno script extracts the syncfusionessentialstudiosourcecodeaddoninstallersetup.exe dialog, displaying the unzip operation of the package.

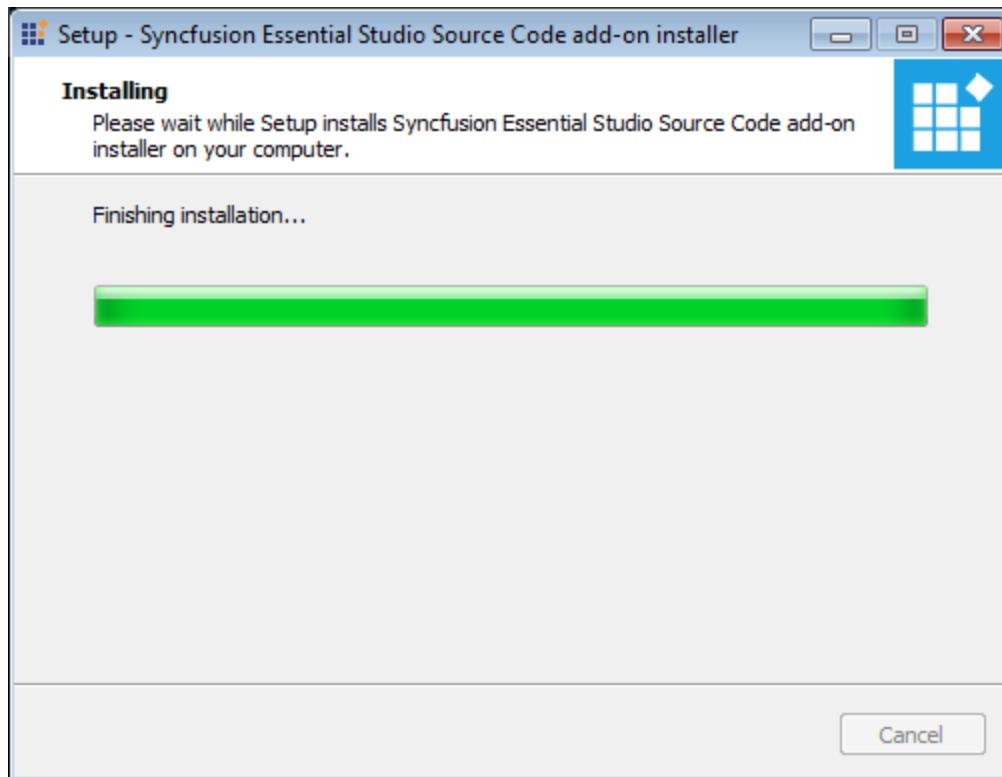


Figure 15: Unzip Operation

3. On completion of the unzip operation, the Setup - Syncfusion Essential Studio Source Code Add-on Installer dialog box opens.

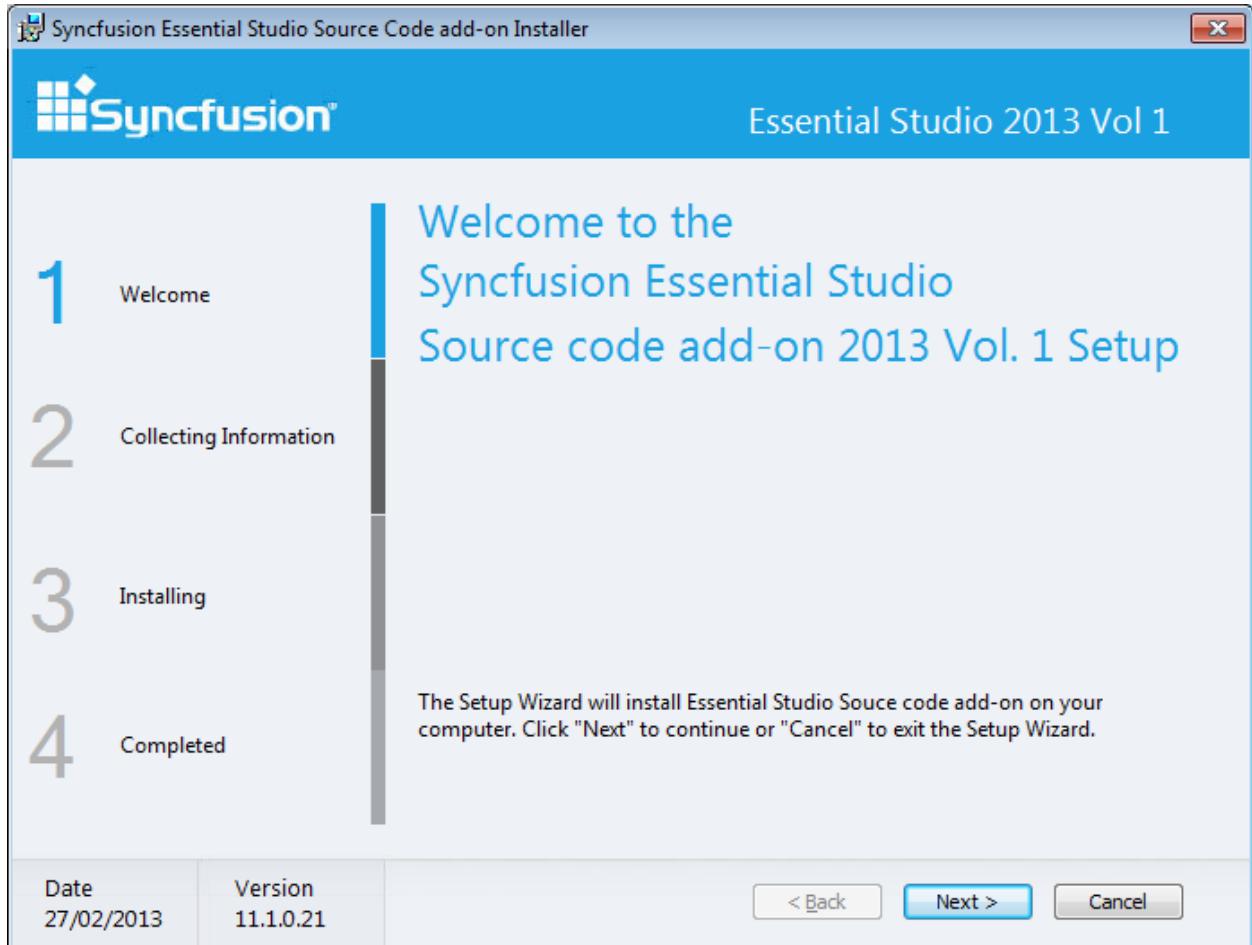


Figure 16: Setup Wizard

4. Click **Next**. The **User Information** screen opens.

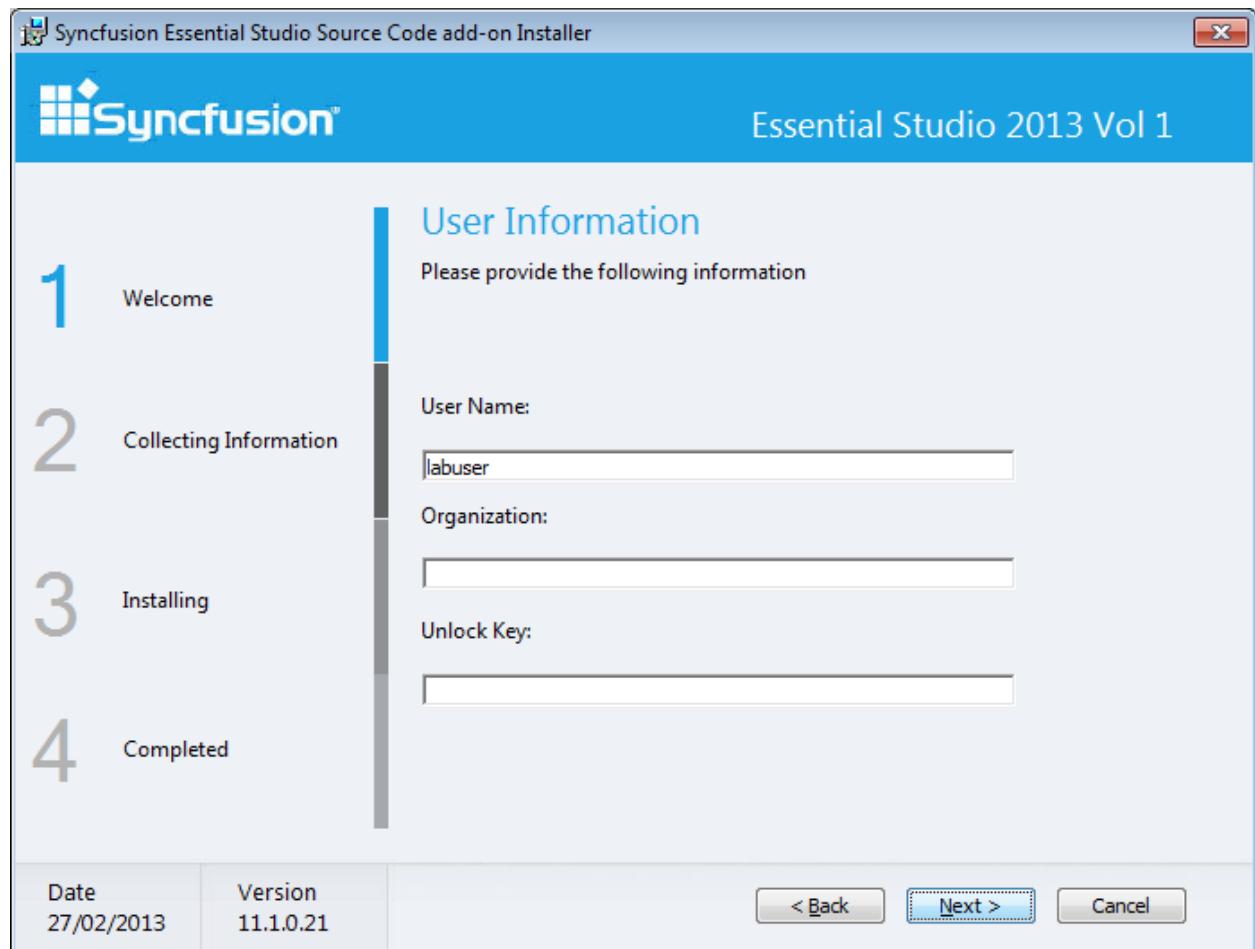


Figure 17: User Information

5. Enter your **User Name**, **Organization** and **Unlock Key** in the corresponding text boxes provided.
6. Click **Next**.



Note: The unlock key is validated and the preceding Welcome screen opens.

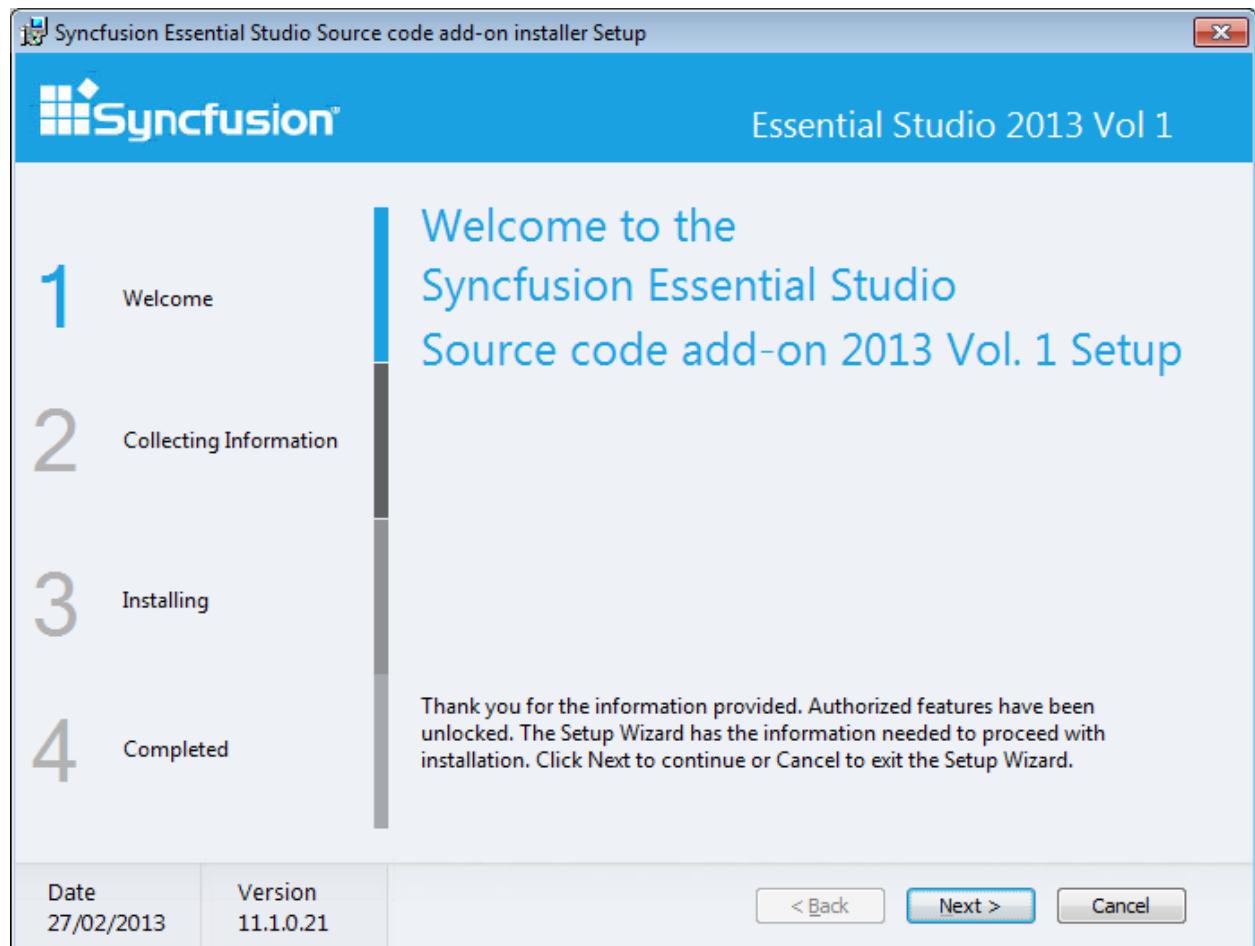


Figure 18: Setup

7. Click **Next**. The **License Agreement** screen opens.

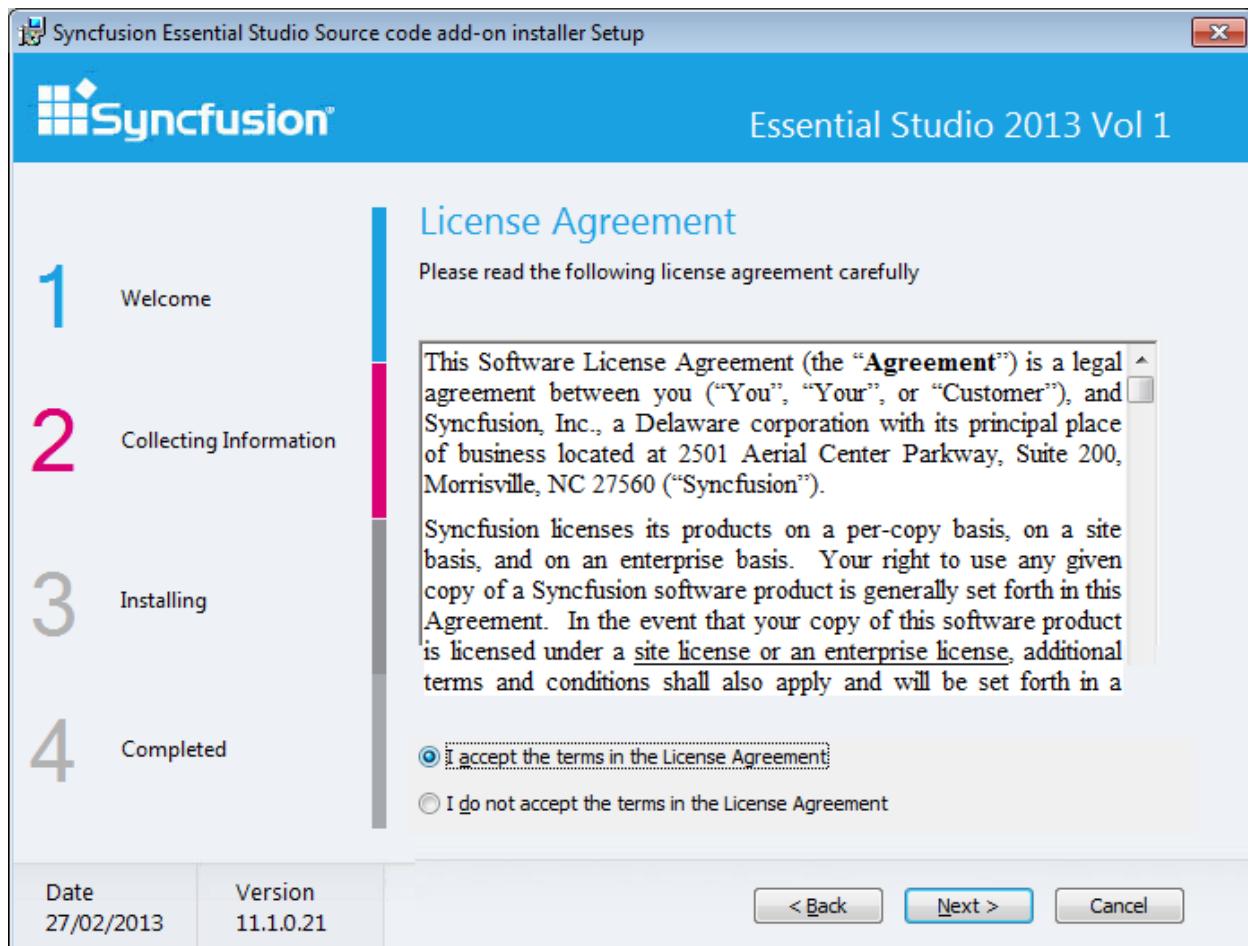


Figure 19: License Agreement

8. After reading the terms, click the **I accept the terms in the License Agreement** option.
9. Click Next. The Choose the Setup Type screen opens.

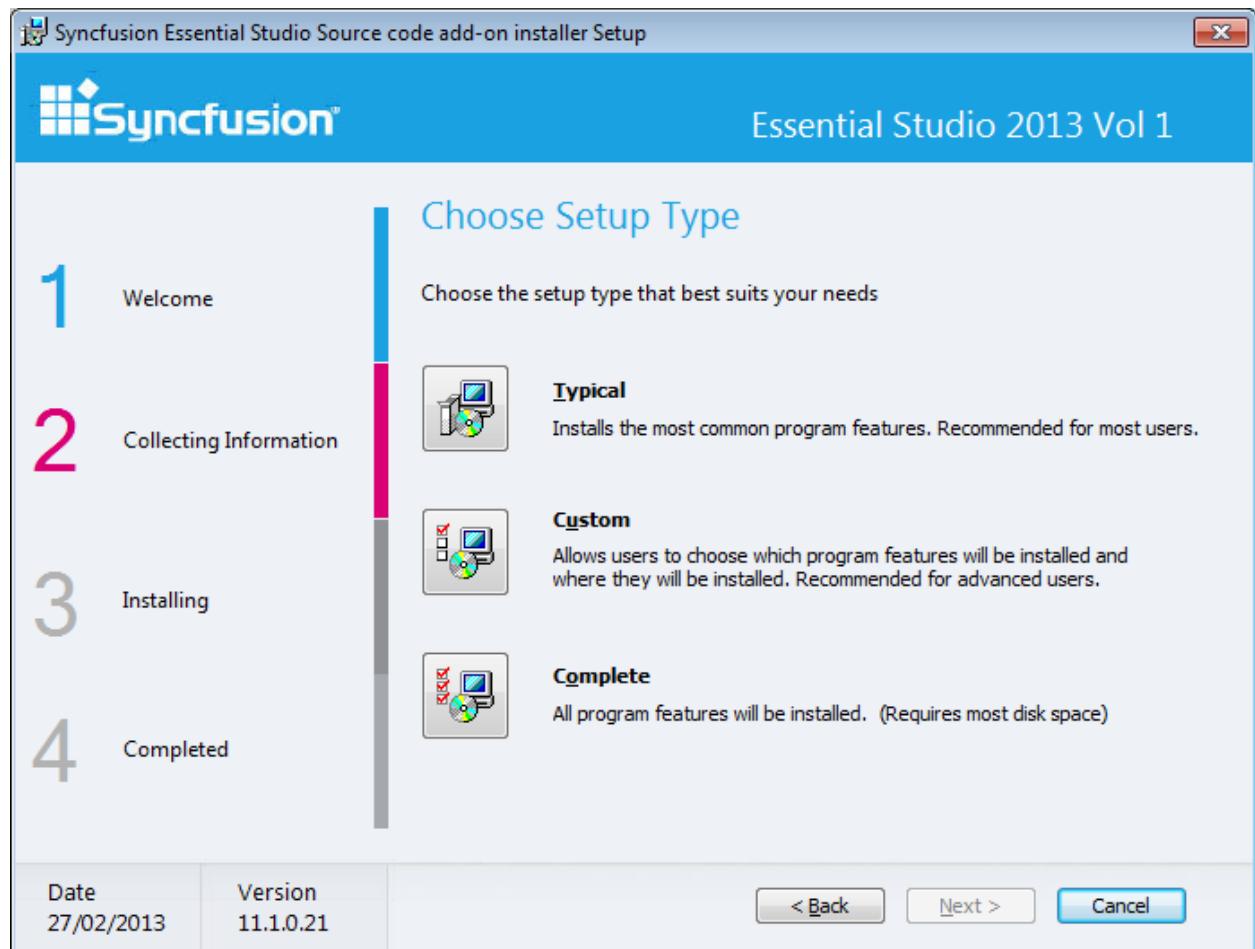


Figure 20: Setup Type

10. Choose your preferred setup type. For example, to install the complete setup, click **Complete**.
11. Click **Next**. The **Ready to Install** dialog opens.

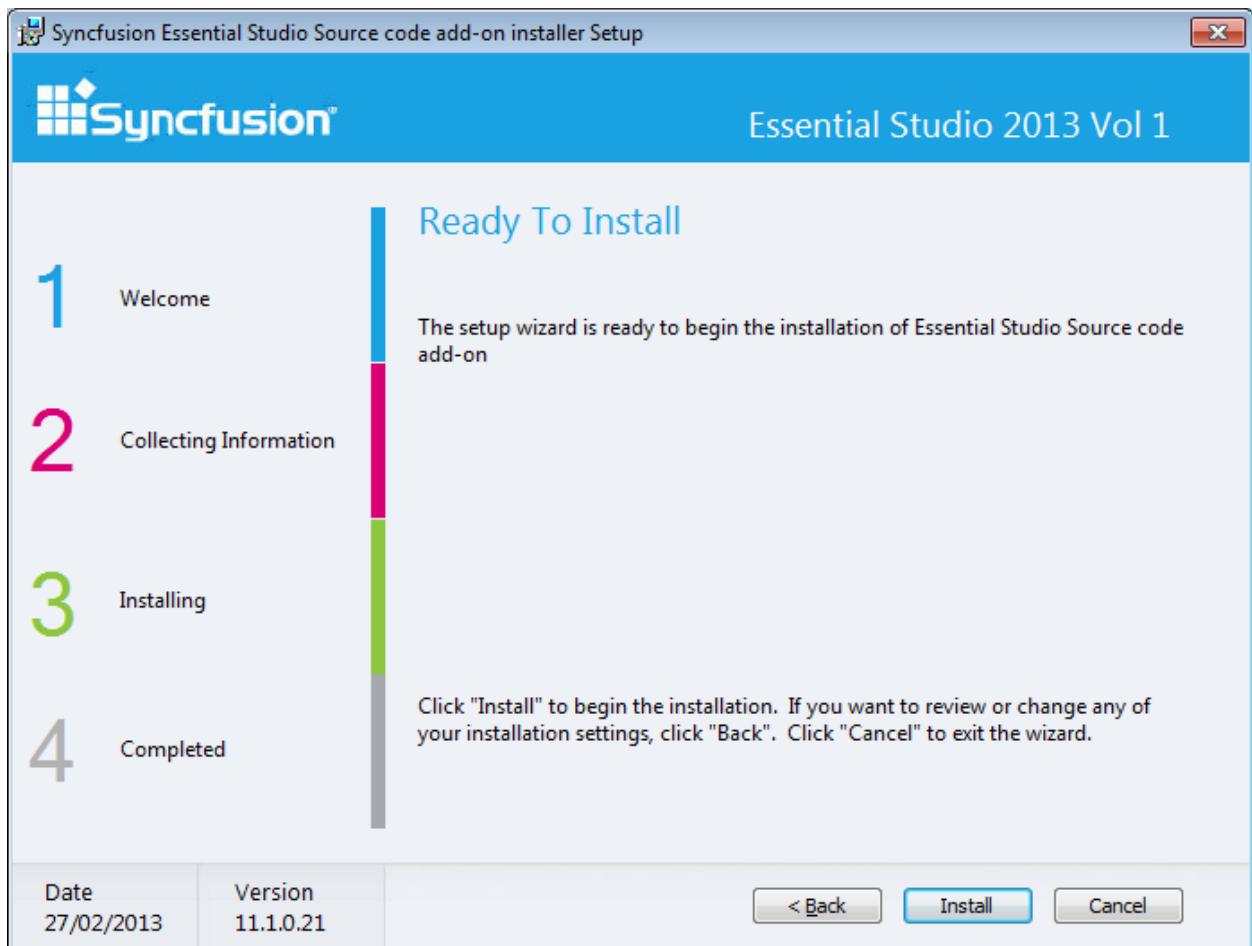


Figure 21: Setup-Installation

12. Click **Install** to continue with the installation.



Figure 22: Installing Essential Studio Source Code



Note: The Completed screen is displayed once the selected package is installed.

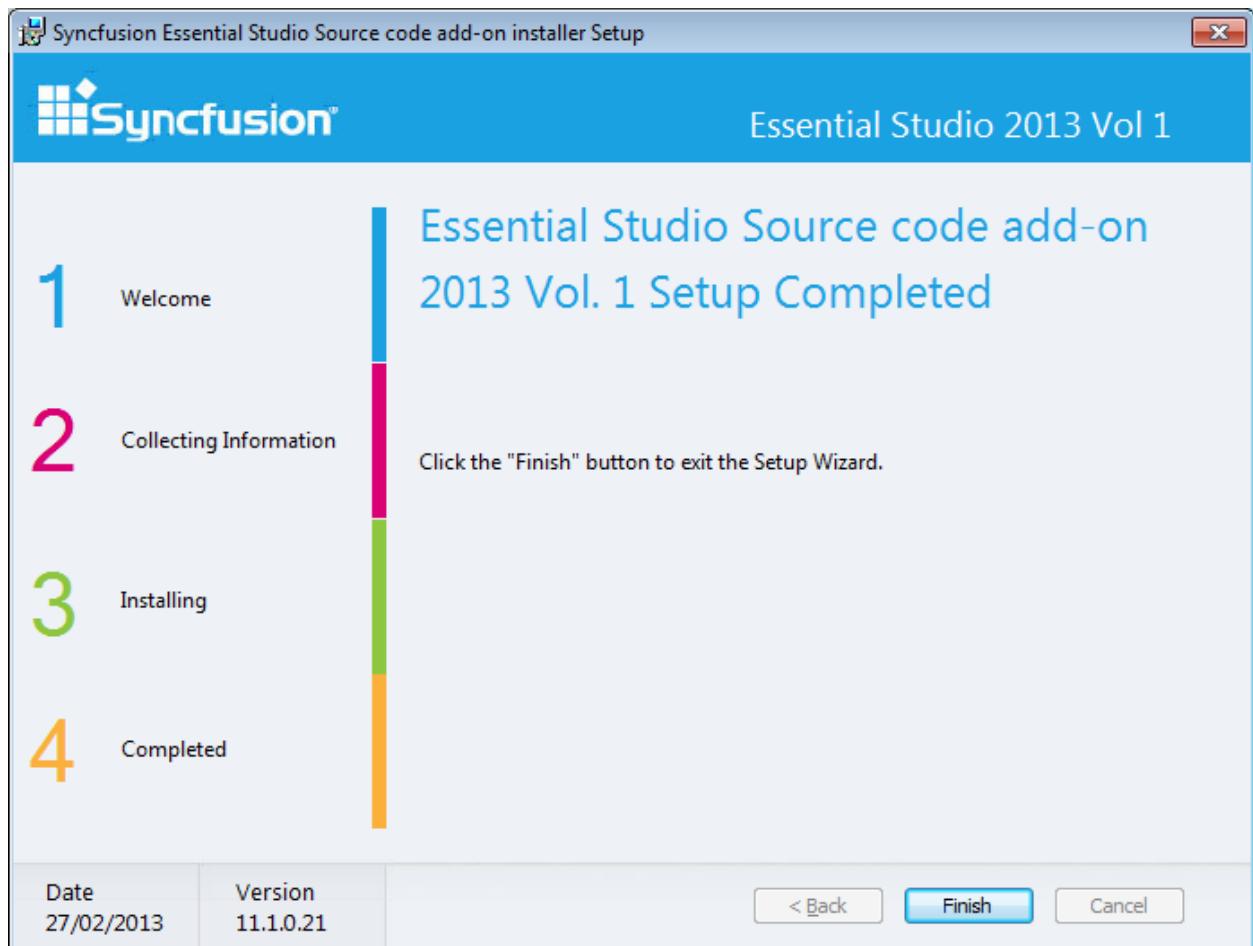


Figure 23: Installation Completed

13. Click **Finish** to exit the Setup Wizard. This will initiate the installation of the **Syncfusion Essential Studio Source Installer** on your computer.



Note: The Syncfusion Essential Studio Source Installer will be installed on your computer, and you will be informed with a dialog box when the installation is completed.

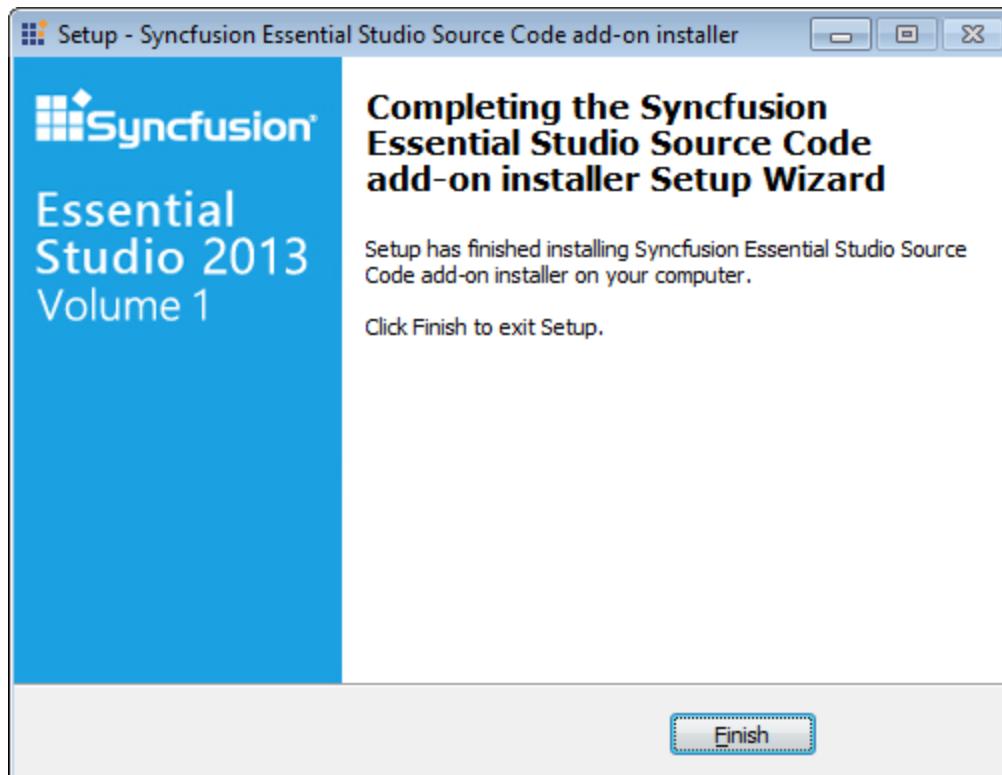


Figure 24: Installation Completed

14. Once the Essential Studio Source Code add-on is installed, the Dashboard provides an option to explore source code.

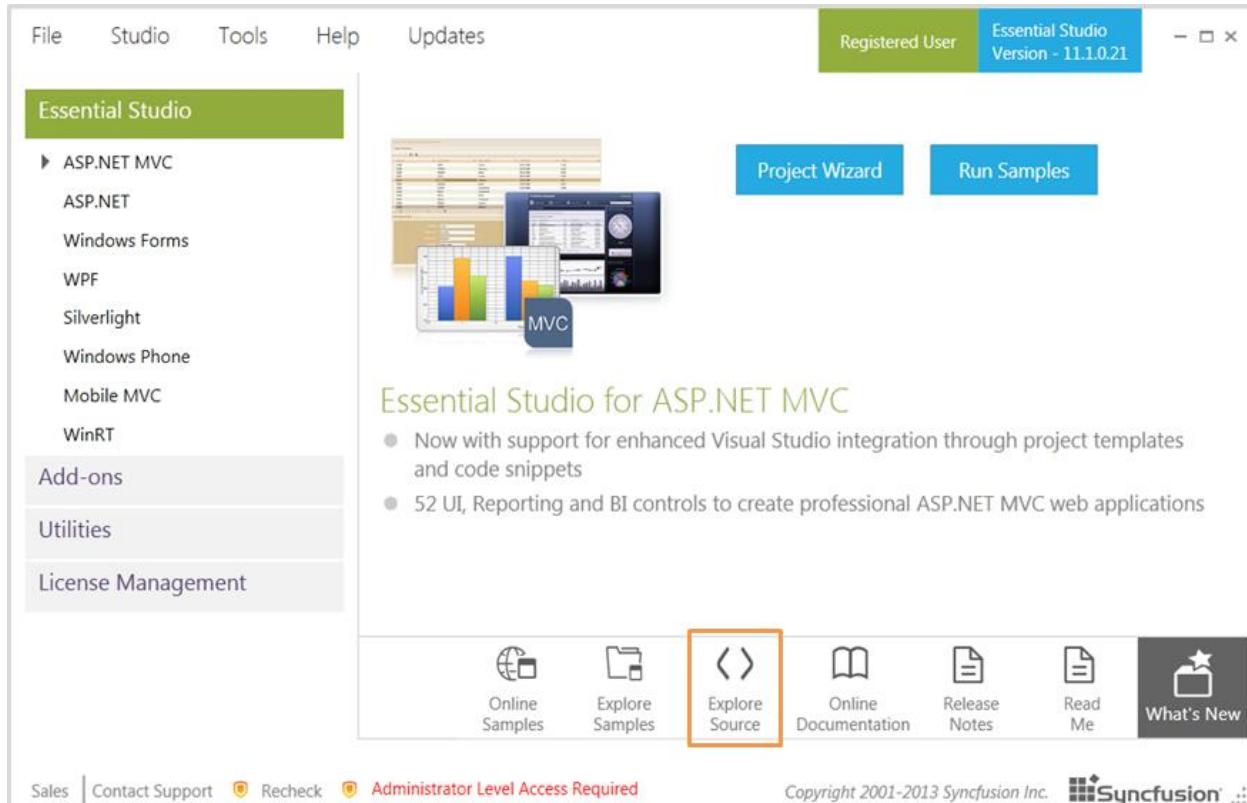


Figure 25: Explore Source

1.6 Documentation setup

User Guide and Class Reference documentation is provided.

1.6.1 User Guide

Local documentation - A complete set of documentation for the User Guide is provided under the following headers:

Installed Documentation - Documentation pertaining to Essential Studio can be installed with your copy of Syncfusion local resources. Explore the following three categories of documentation to have a better idea of Essential Studio products.

- Visual Studio 2005/Visual Studio 2008 User Guide
- Visual Studio 2010 User Guide
- Visual Studio 2012 User Guide

This local documentation can be accessed from the Dashboard > Utilities > Documentation > Local Documentation.

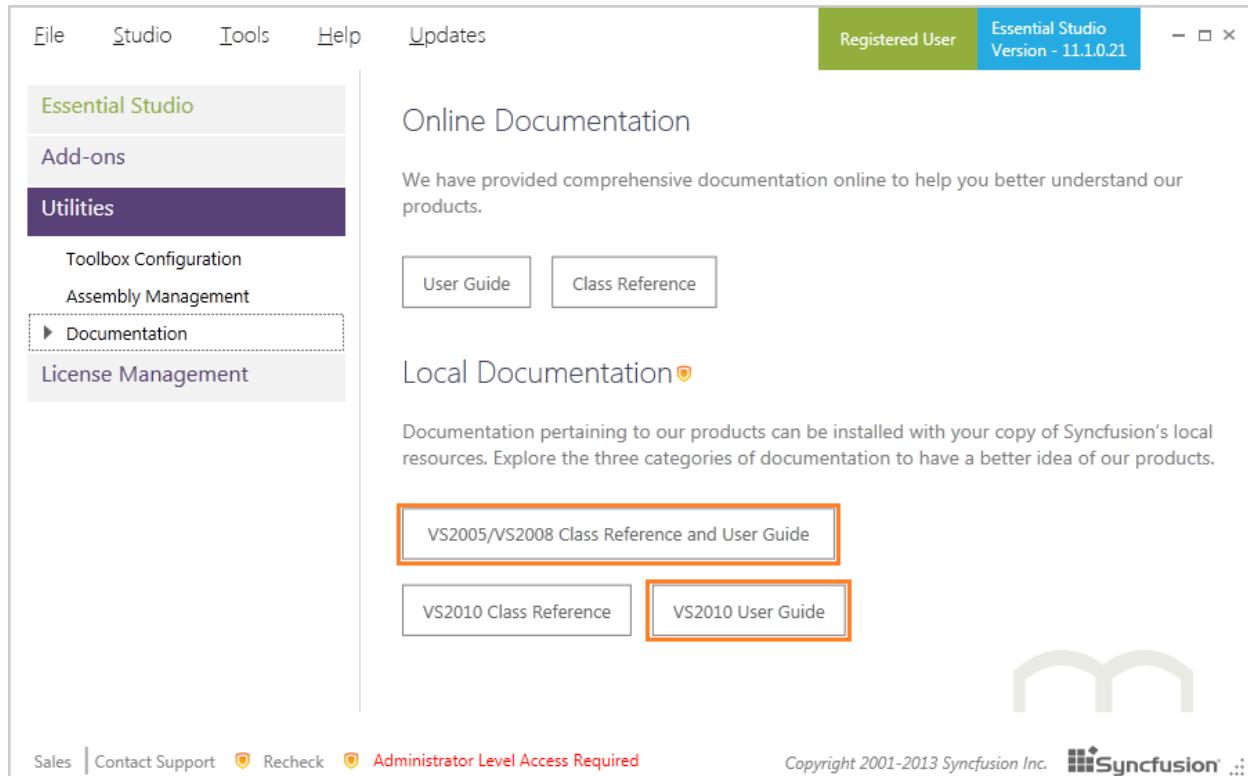


Figure 26: Offline User Guide



Note: If you not installed local documentation, then prompt will open to download the setup.

Online Documentation: Syncfusion provides comprehensive documentation online to help you understand Essential Studio product better. This can be accessed from the **Utilities > Documentation > Online Documentation**.

The screenshot shows the Syncfusion Essential Studio documentation interface. At the top, there's a navigation bar with links for File, Studio, Tools, Help, and Updates. To the right of the navigation bar, there are two buttons: "Registered User" and "Essential Studio Version - 11.1.0.21". Below the navigation bar is a sidebar titled "Essential Studio" which includes links for Add-ons, Utilities (selected), Toolbox Configuration, Assembly Management, Documentation (selected), and License Management. The main content area is titled "Online Documentation" and contains a message about providing comprehensive online documentation. It features two buttons: "User Guide" (which is highlighted with an orange border) and "Class Reference". Below this, a section titled "Local Documentation" is shown with three buttons: "VS2005/VS2008 Class Reference and User Guide", "VS2010 Class Reference", and "VS2010 User Guide". At the bottom of the page, there are links for Sales, Contact Support, Recheck, and Administrator Level Access Required. The Syncfusion logo is also present at the bottom.

1.6.2 Class Reference

Local documentation - A complete set of documentation for Class Reference is provided under the following headers:

Installed Documentation - Documentation pertaining to Essential Studio can be installed with your copy of Syncfusion local resources. Explore the following three categories of documentation to have a better idea of Essential Studio products.

- Visual Studio 2005/ Visual Studio 2008 Class Reference
- Visual Studio 2010 Class Reference
- Visual Studio 2012 Class Reference

This local documentation can be accessed from the Dashboard > Utilities > Documentation > Local Documentation.

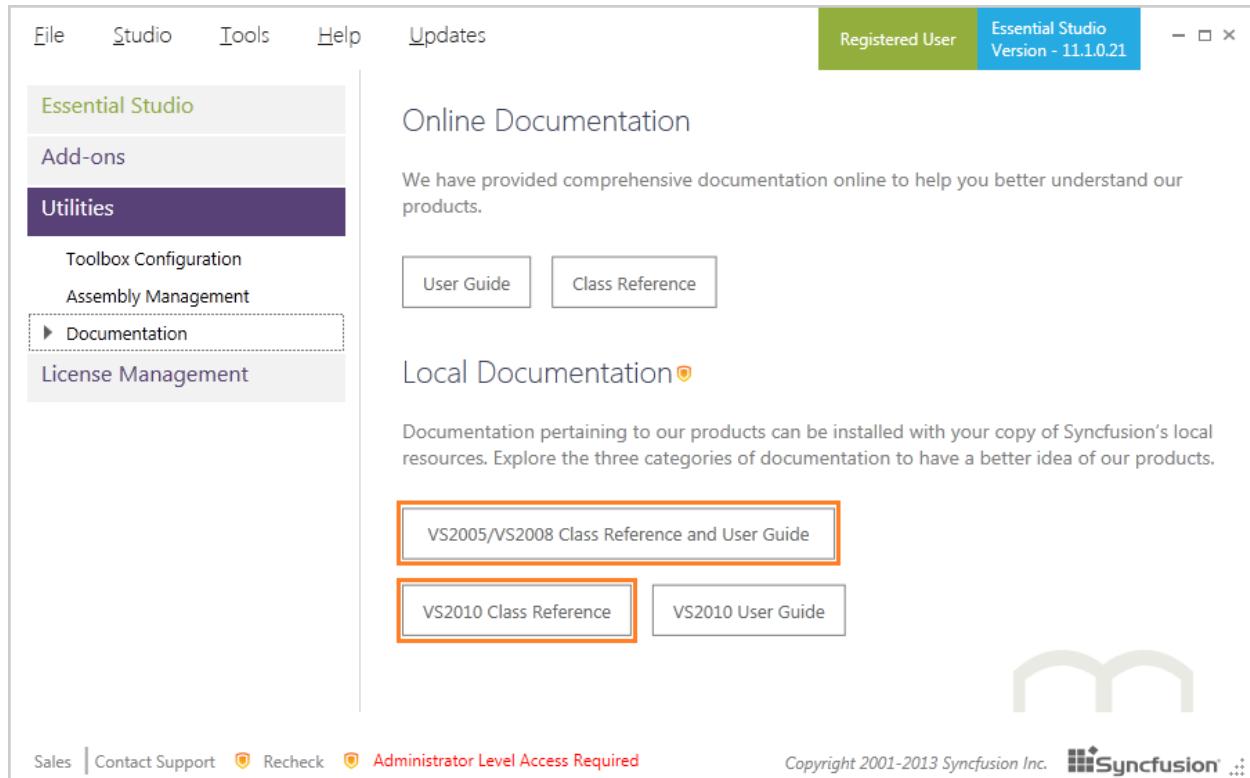
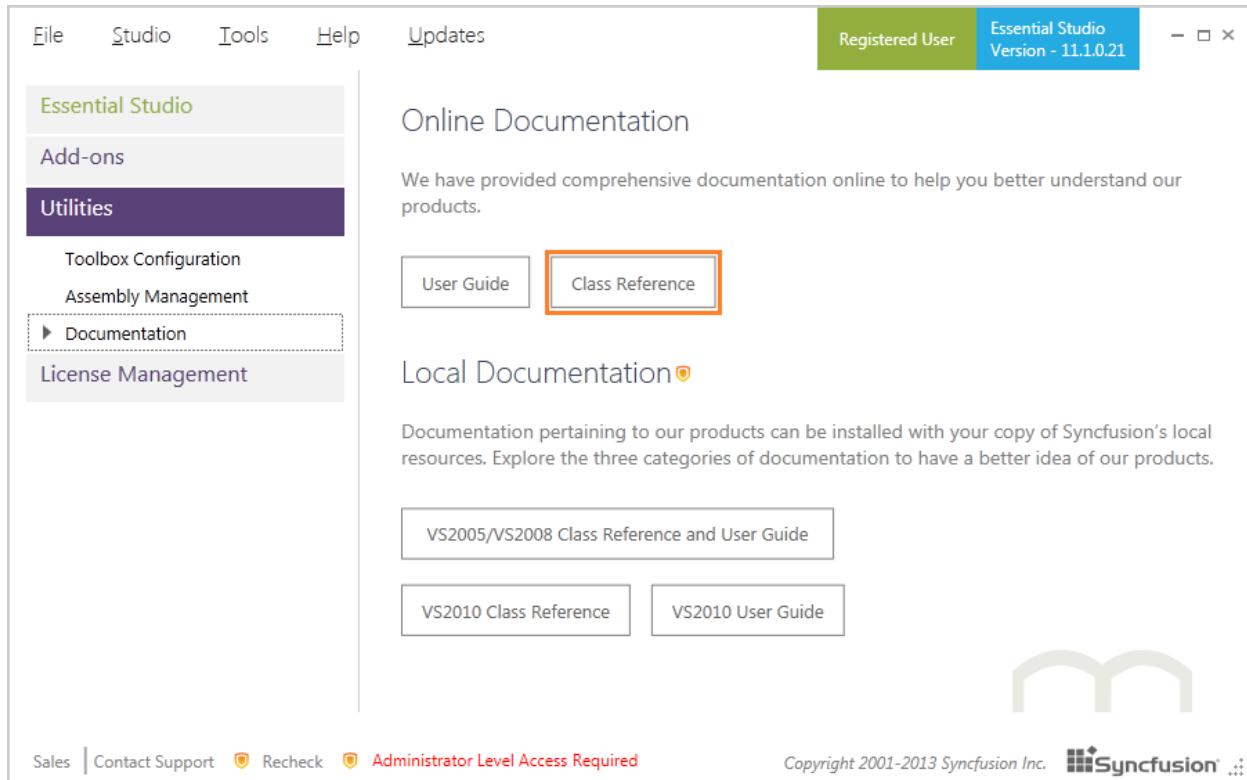


Figure 27: Offline User Guide

Online Documentation: Syncfusion provides comprehensive documentation online to help you understand Essential Studio products better. This can be accessed from the **Utilities > Documentation > Online Documentation**.



1.7 Link Install Setup

Syncfusion provides the **Link Install Setup** to configure the Syncfusion controls in a build machine in which **Syncfusion Essential Studio** is not installed. This will install Essential Studio assemblies into the target folder. It also registers the product key to enable you to compile a project developed on a build machine.

Installing Link Install Setup

The following procedure illustrates how to install **Link Install** Setup:

1. Double-click the **Syncfusion Link Install Setup** file. The **self-Extractor** wizard opens and extracts the package automatically.

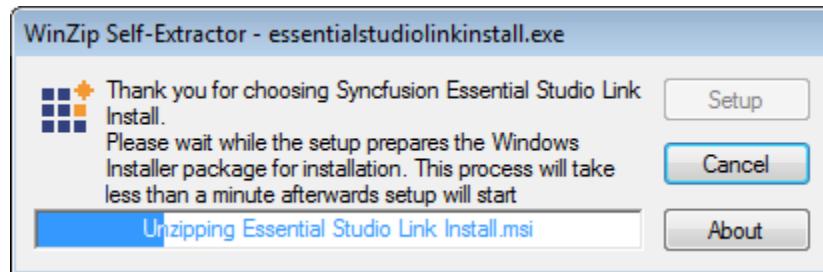


Figure 28: Extracting Setup

2. On completion of the unzip operation, the **Setup - Syncfusion Essential Studio Link Install** dialog box opens.

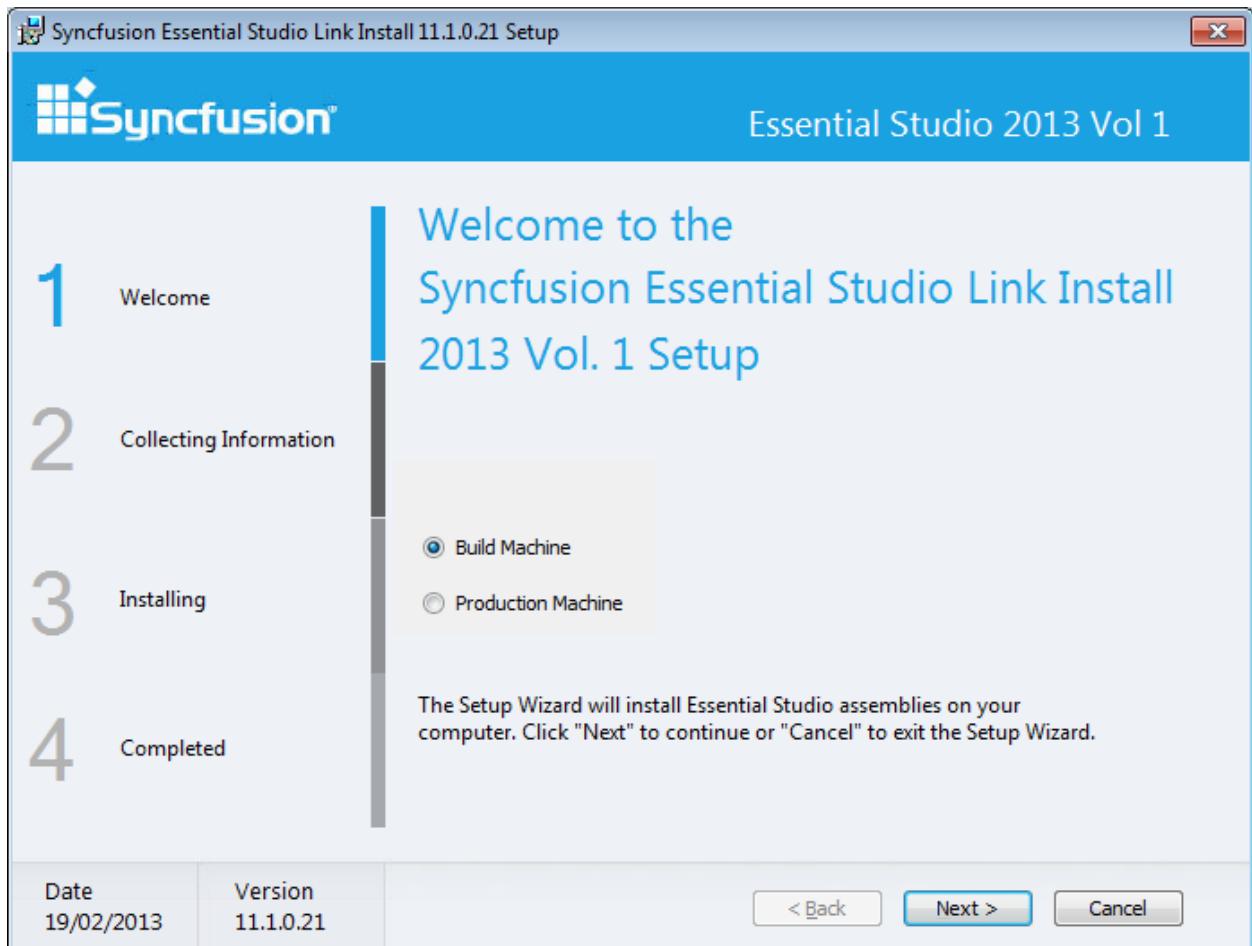


Figure 29: Welcome Screen

3. Select Build Machine or Production Machine as required.



Note: Select Build Machine to configure assemblies in development machine. Select Production Machine to configure assemblies in server machine.

4. Click **Next**. The **User Information** screen opens.

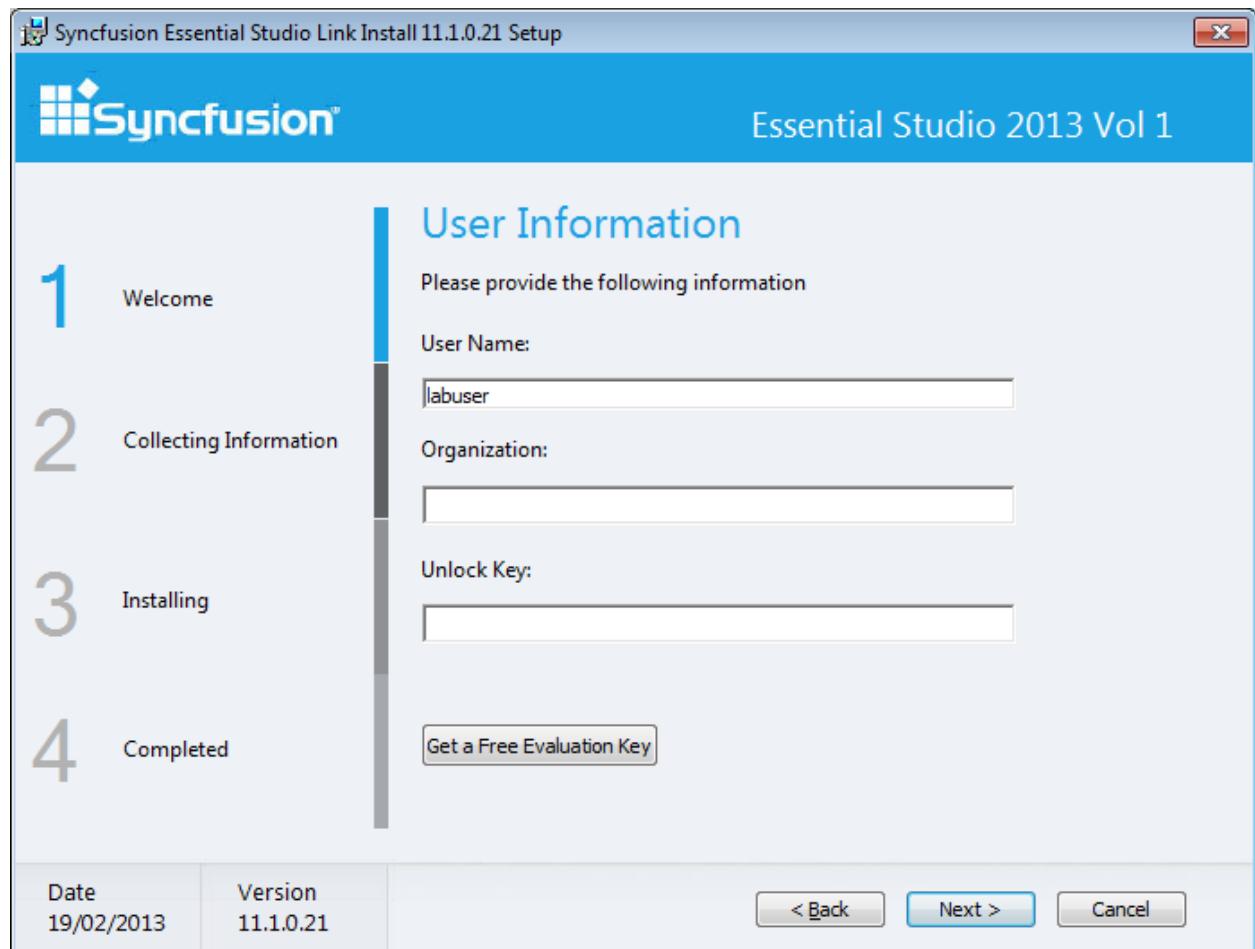


Figure 30: User Information screen

5. Enter your **User Name**, **Organization** and **Unlock Key** in the corresponding text boxes provided.
6. Click **Next**.



Note: The unlock key is validated and the preceding Welcome screen opens.

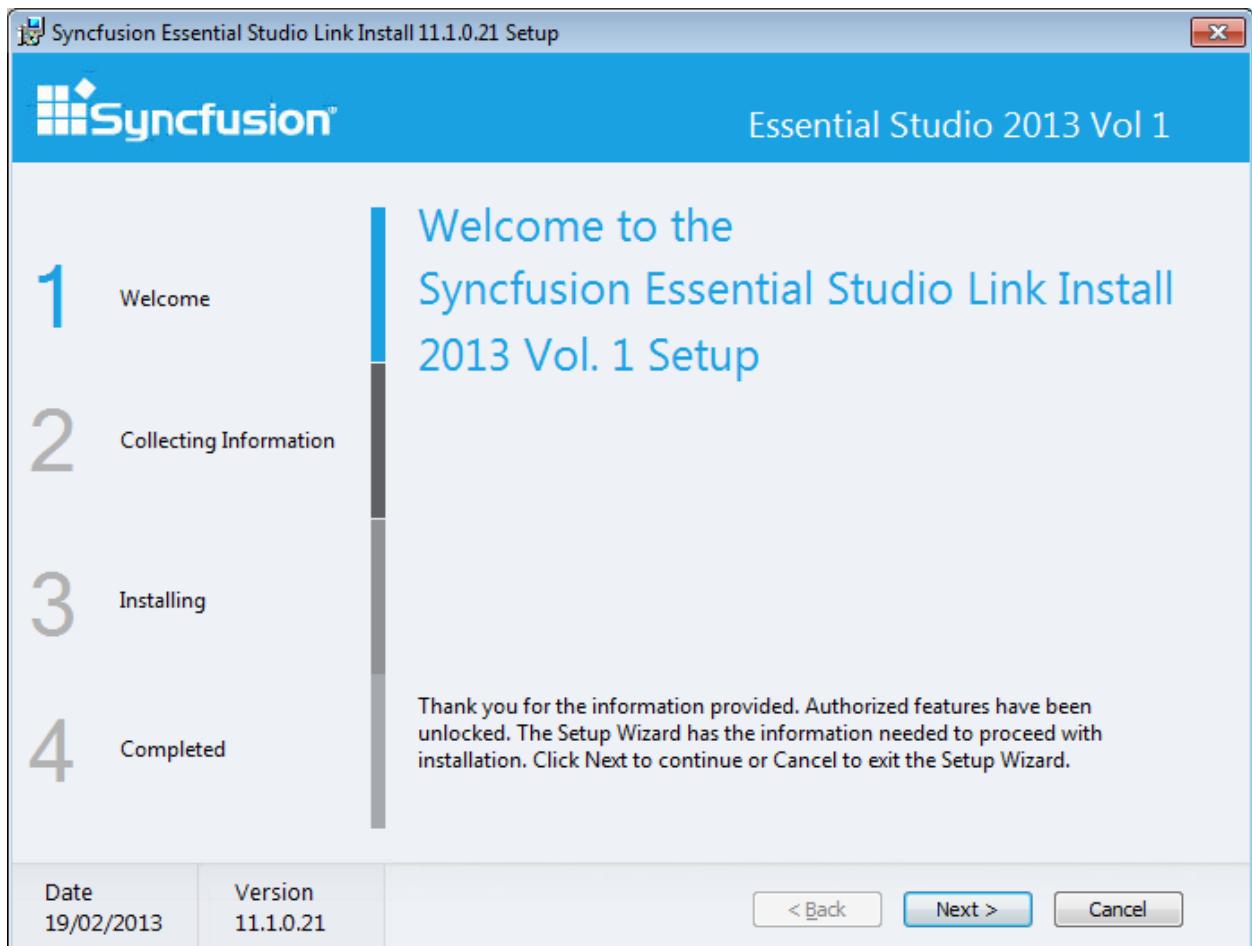


Figure 31: Setup

7. Click **Next** to continue with installation. The **License Agreement** screen opens.

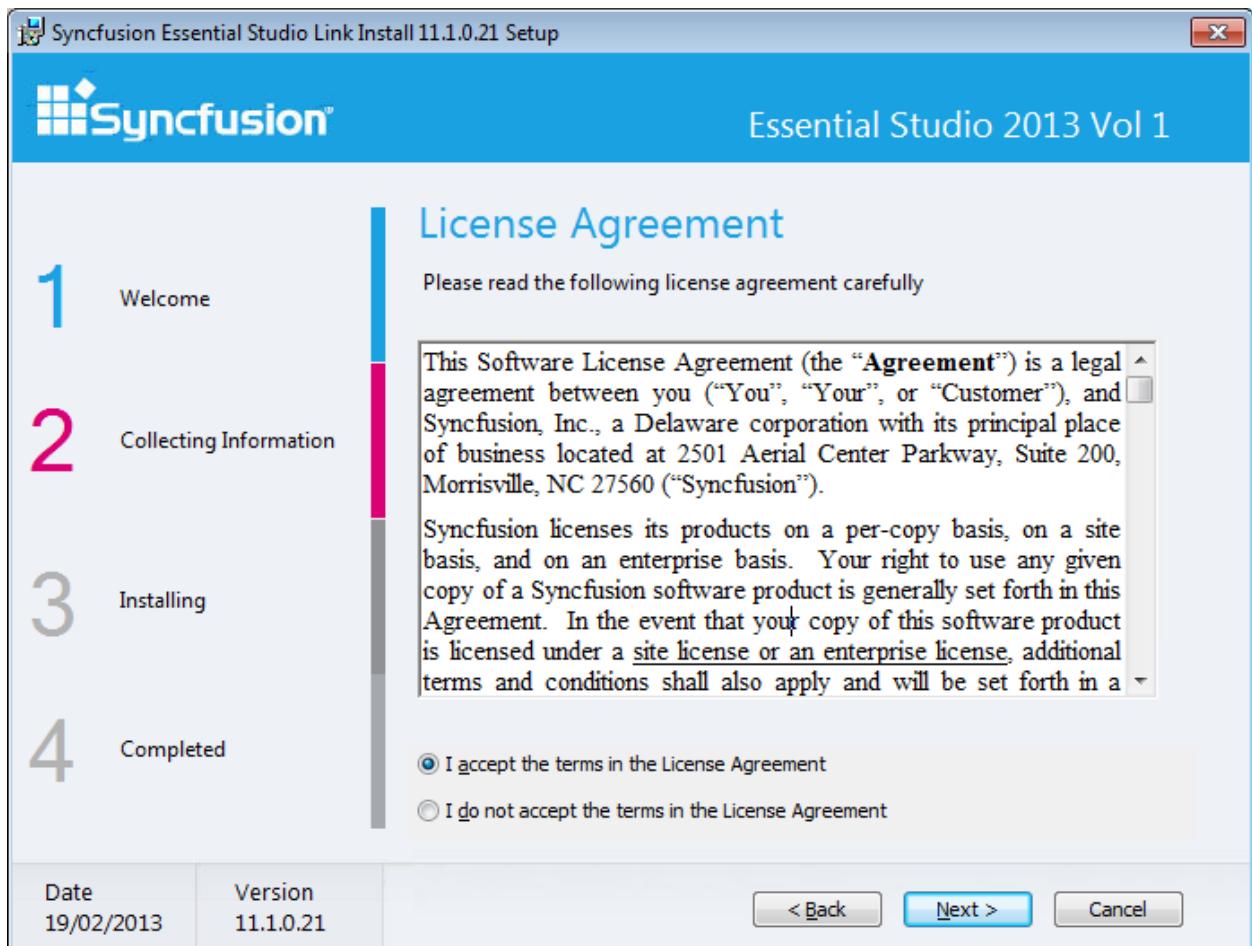


Figure 32: License Agreement screen

8. After reading the terms, click the **I accept the terms in the License Agreement** option.
9. Click **Next**. The **Select the Installation Folder** screen opens.

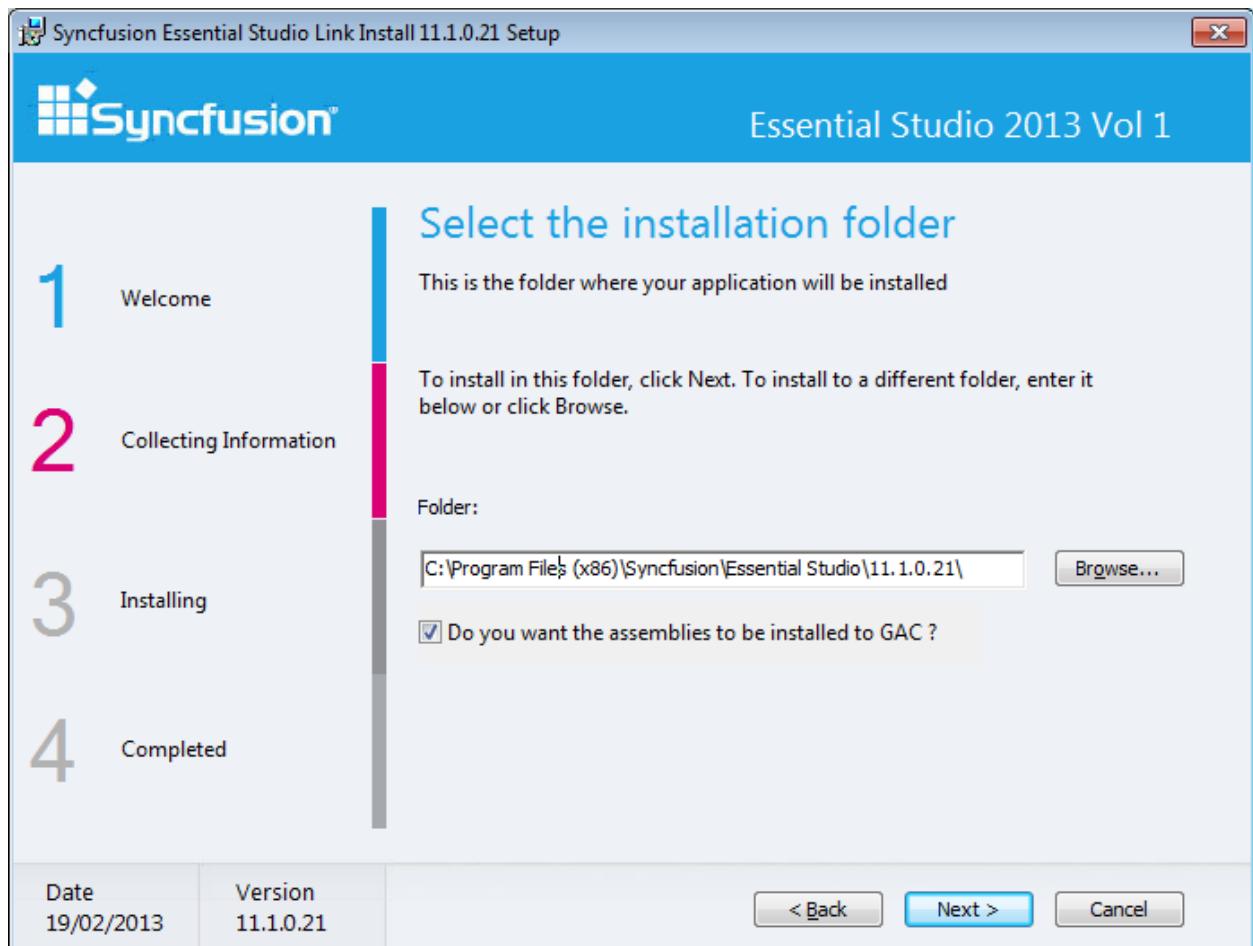


Figure 33: Select the Installation Folder screen

10. To install in the displayed default location, click **Next**.



Note: You can also browse to choose a location clicking **Browse**.

11. Select **Do you want the assemblies to be installed to GAC?** to install the assemblies in the GAC.
12. Click **Next**. The Ready to Install dialog opens.

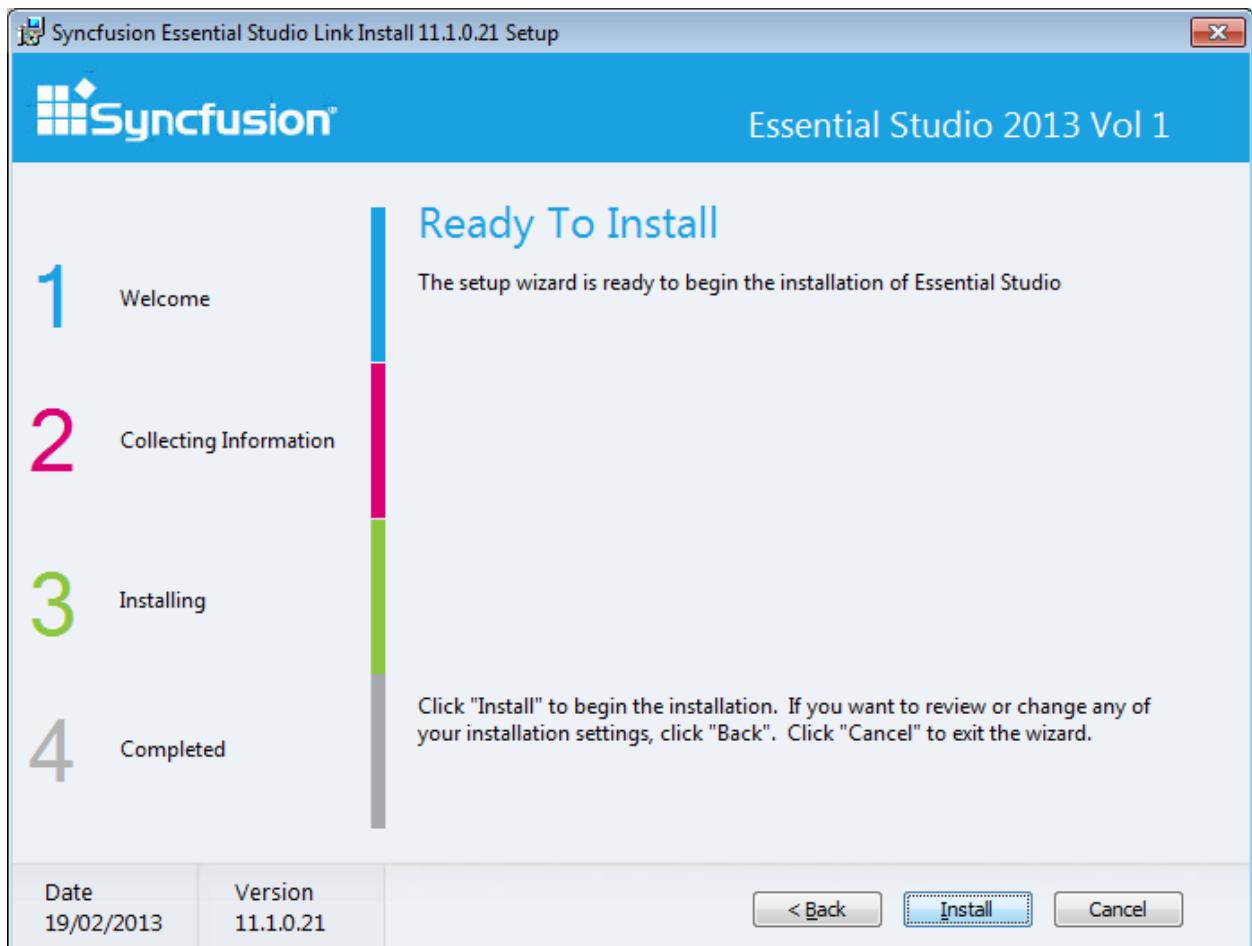


Figure 34: Ready to Install

13. Click **Install** to continue with the installation.



Figure 35: Installing



Note: The Completed screen is displayed once the selected package is installed.

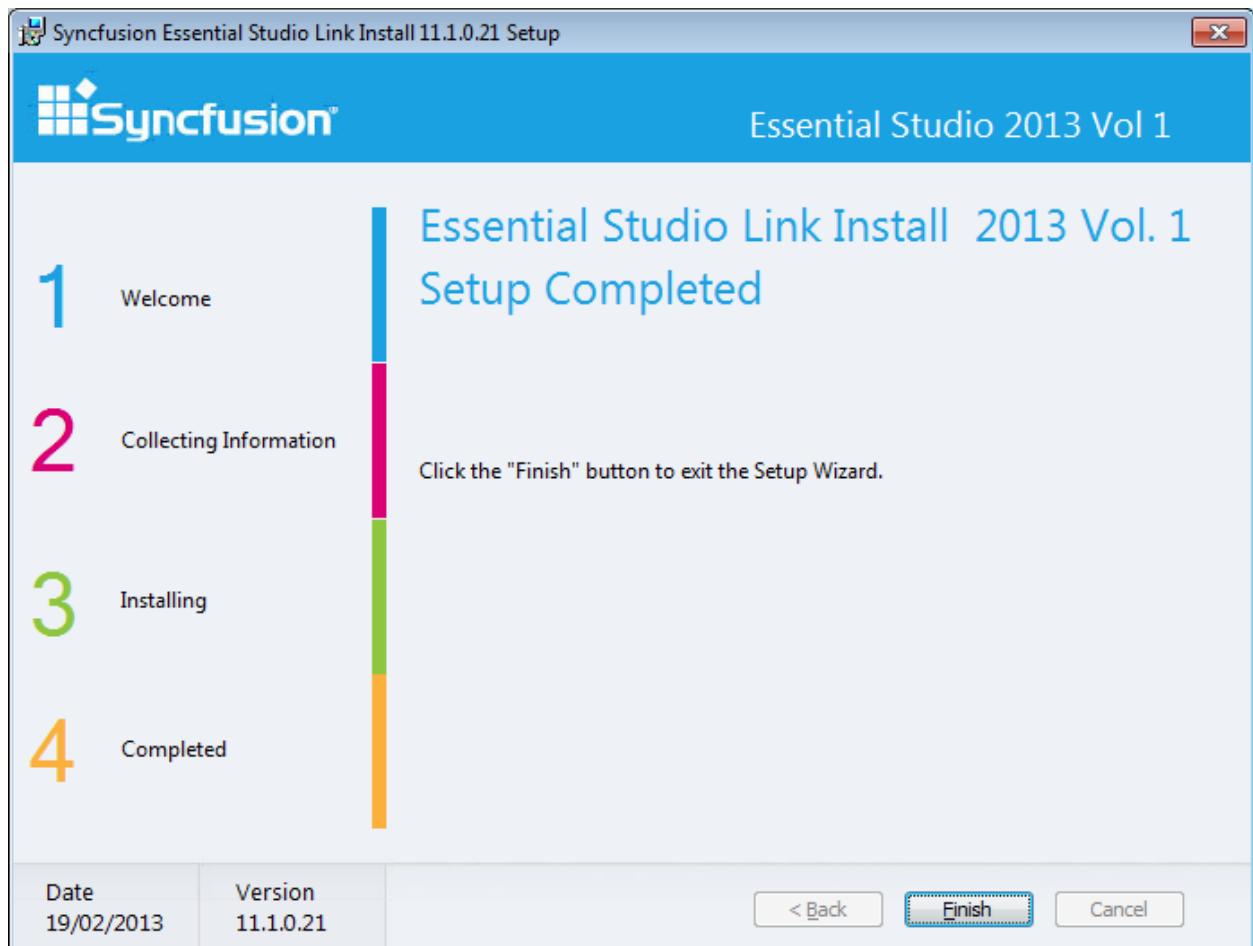


Figure 36: Installation Completed

14. Click **Finish** to exit the Setup Wizard. Assemblies will be installed.

1.8 Digitally Signed Assemblies Setup

Syncfusion provides the **Digitally Signed Assemblies Setup**. It will sign the Syncfusion assemblies with a .pfx file.

The following steps illustrate how to install the **Digitally Signed Assemblies Setup**:

1. Double-click the **Syncfusion Digitally Signed Setup** file. The **self-Extractor** wizard opens and extracts the package automatically.

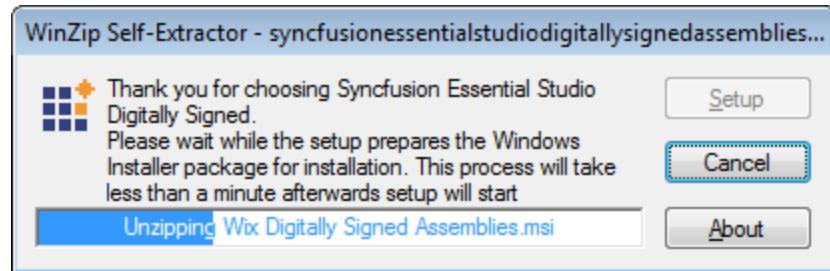


Figure 37: Extracting Setup

2. On completion of unzip operation, the Setup - Syncfusion Essential Studio Digitally Signed Assemblies dialog box opens.

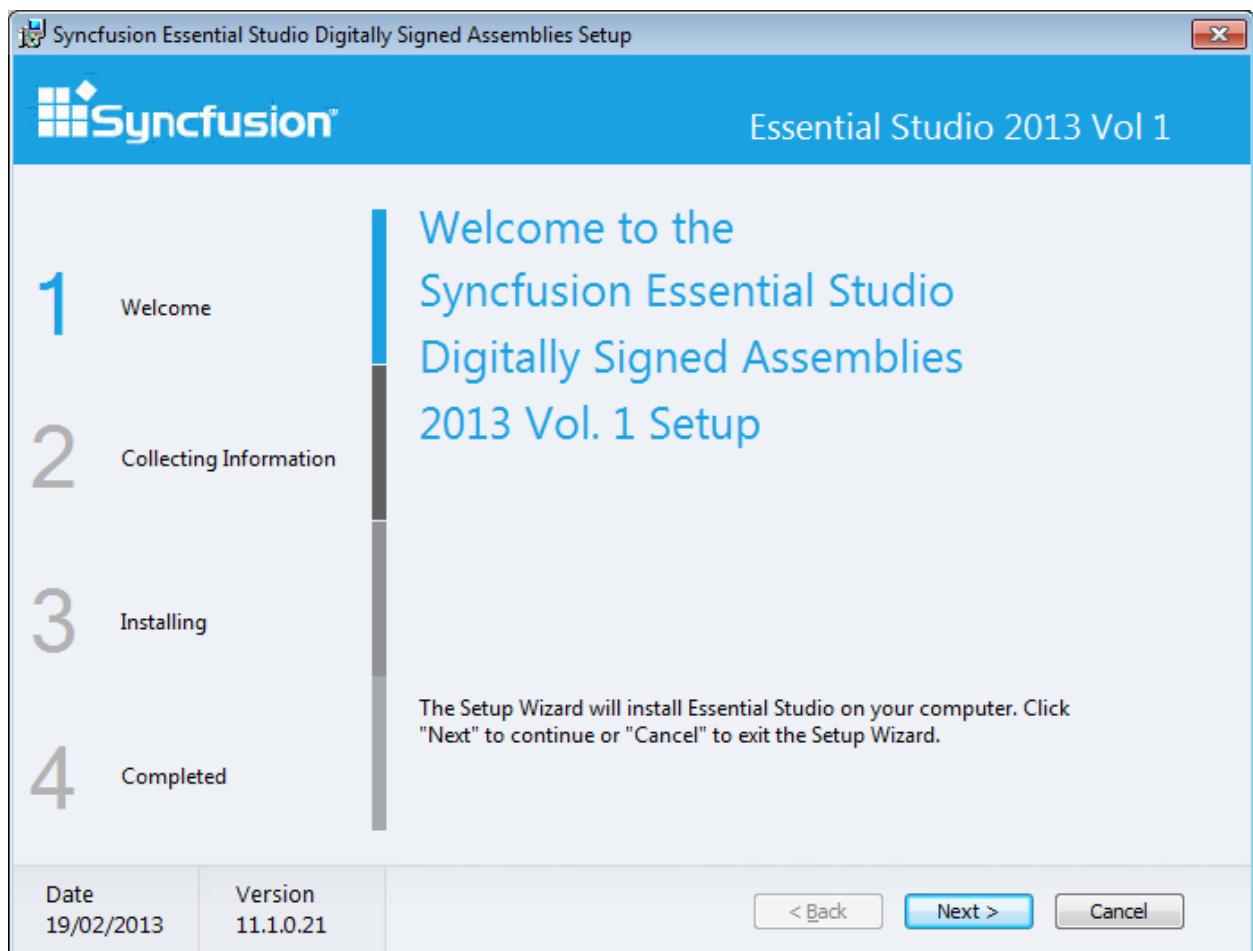


Figure 38: Welcome Screen

3. Click **Next**. The **User Information** screen opens.

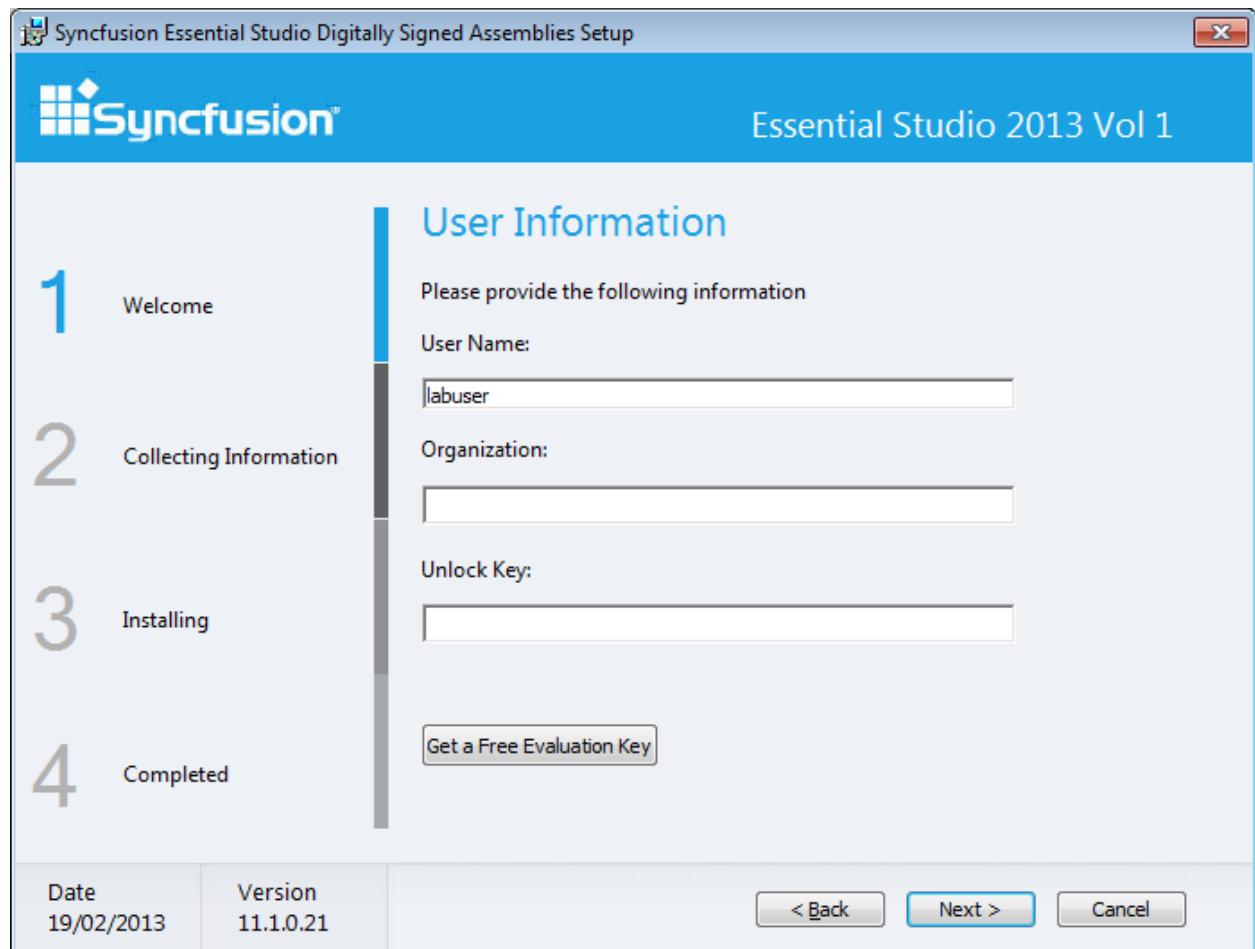


Figure 39: User Information screen

4. Enter your **User Name**, **Organization** and **Unlock Key** in the corresponding text boxes provided.
5. Click **Next**.



Note: The unlock key is validated and the preceding Welcome screen opens.



Figure 40: Setup

6. Click **Next** to continue with installation. The **License Agreement** screen opens.

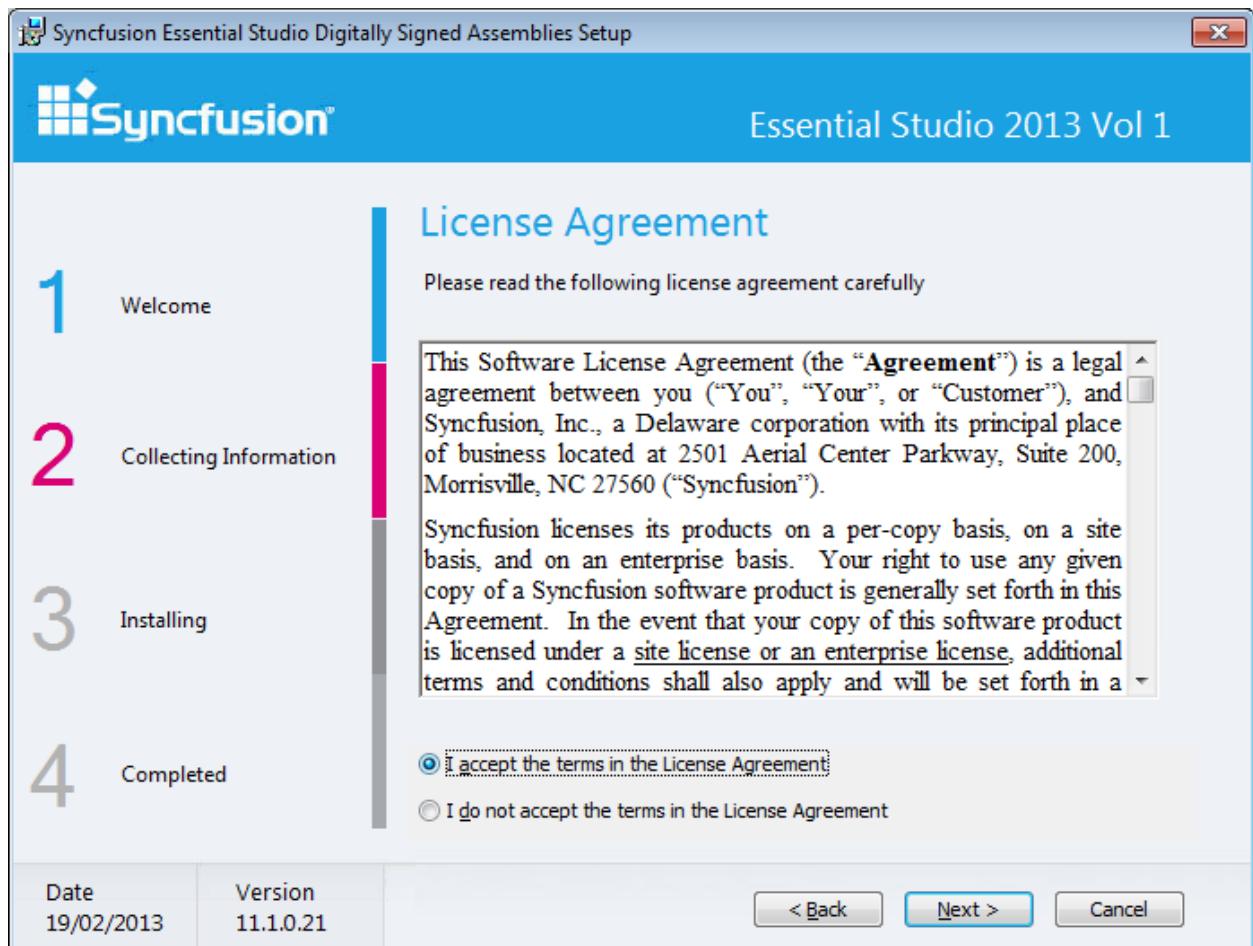


Figure 41: License Agreement screen

7. On accepting the terms, click the **I accept the terms in the License Agreement** option.
8. Click **Next**. The Select the Installation Folder screen opens.

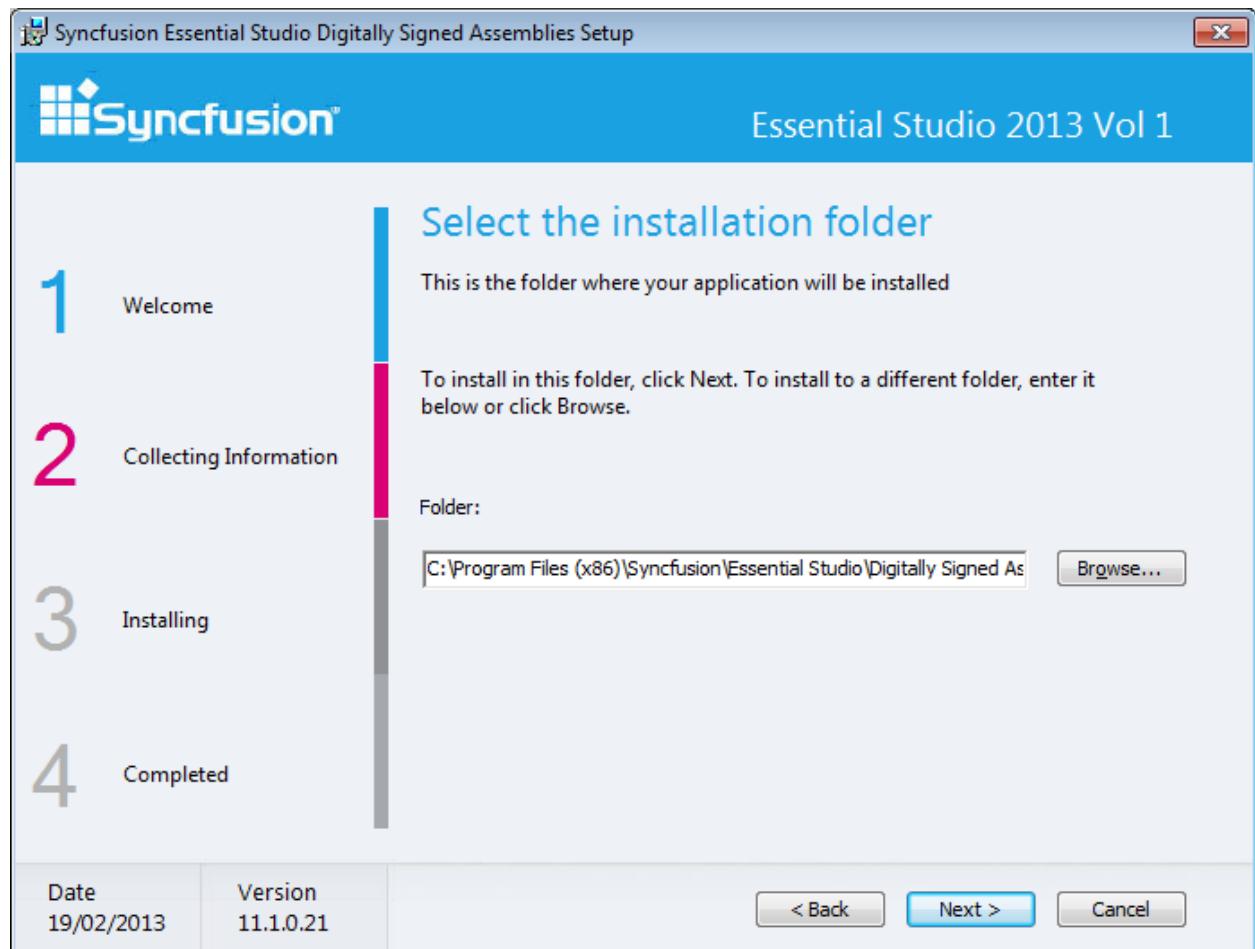


Figure 42: Select the Installation Folder screen



Note: You can also browse to choose a location by clicking **Browse**.

9. Click **Next**. The setup type screen opens.

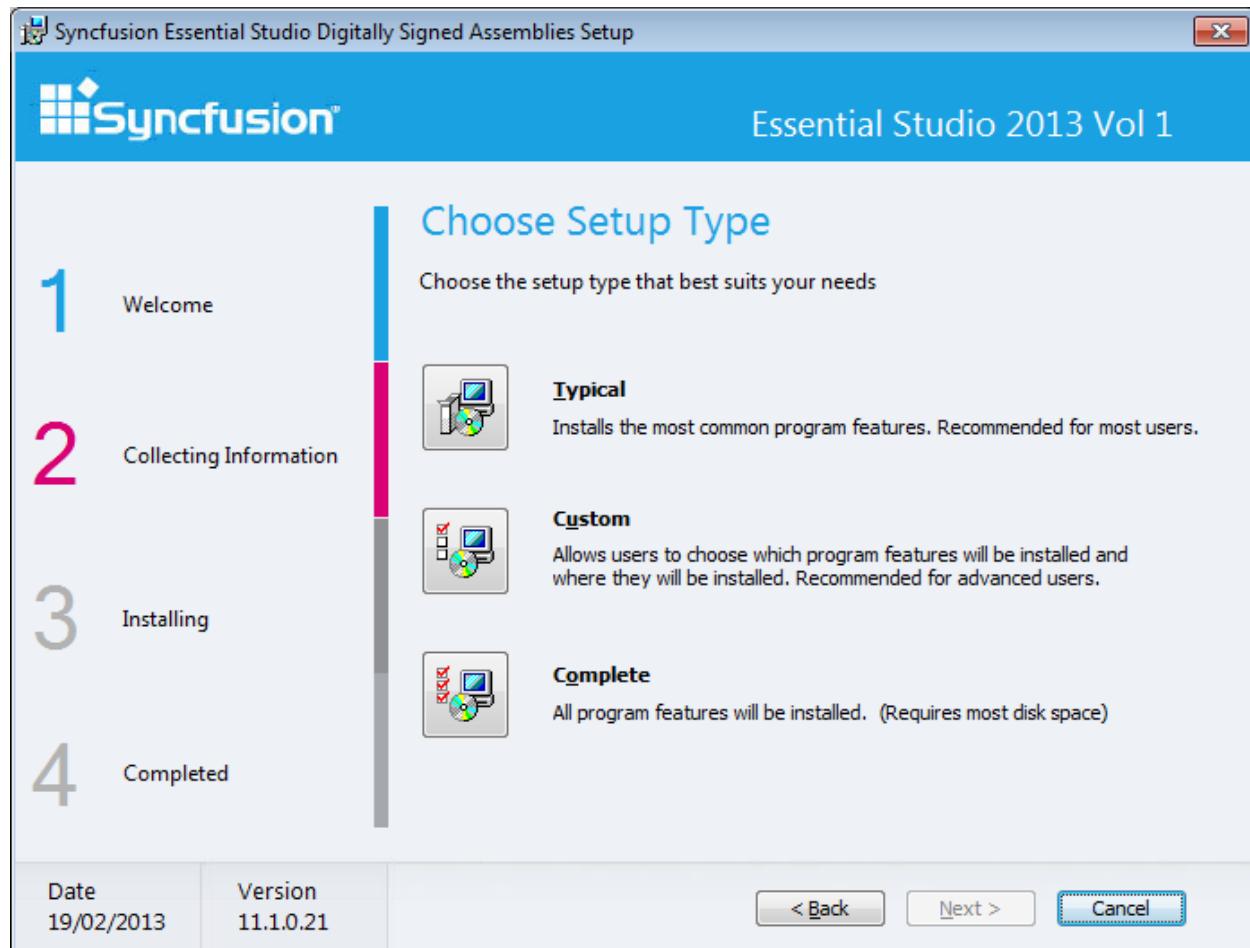


Figure 43: Setup Type

10. Select the preferred setup type. For example, to install the complete setup, click **Complete**.

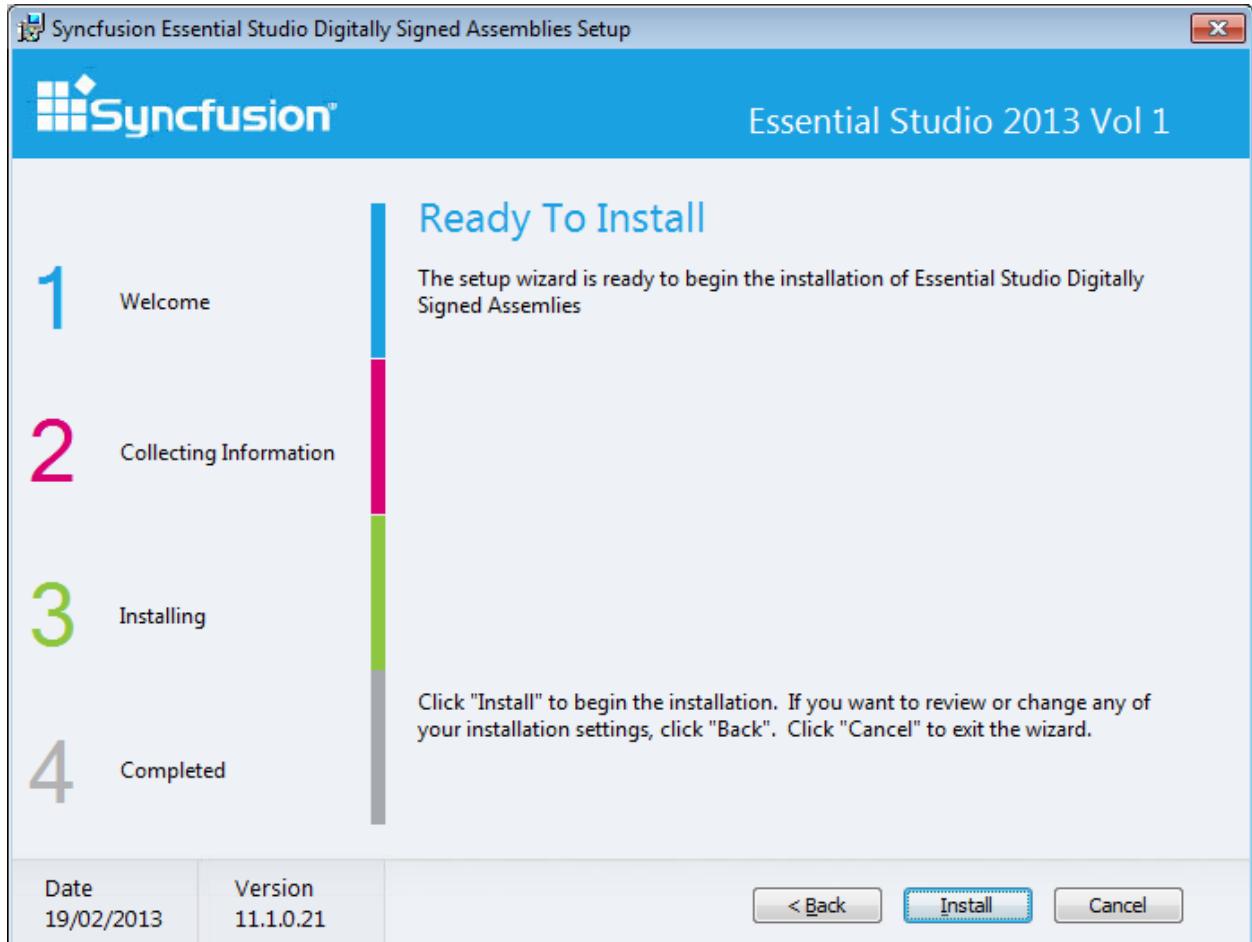


Figure 44: Ready to Install

11. Click **Install** to continue with the installation.



Figure 45: Installing



Note: The Completed screen is displayed once the selected package is installed.

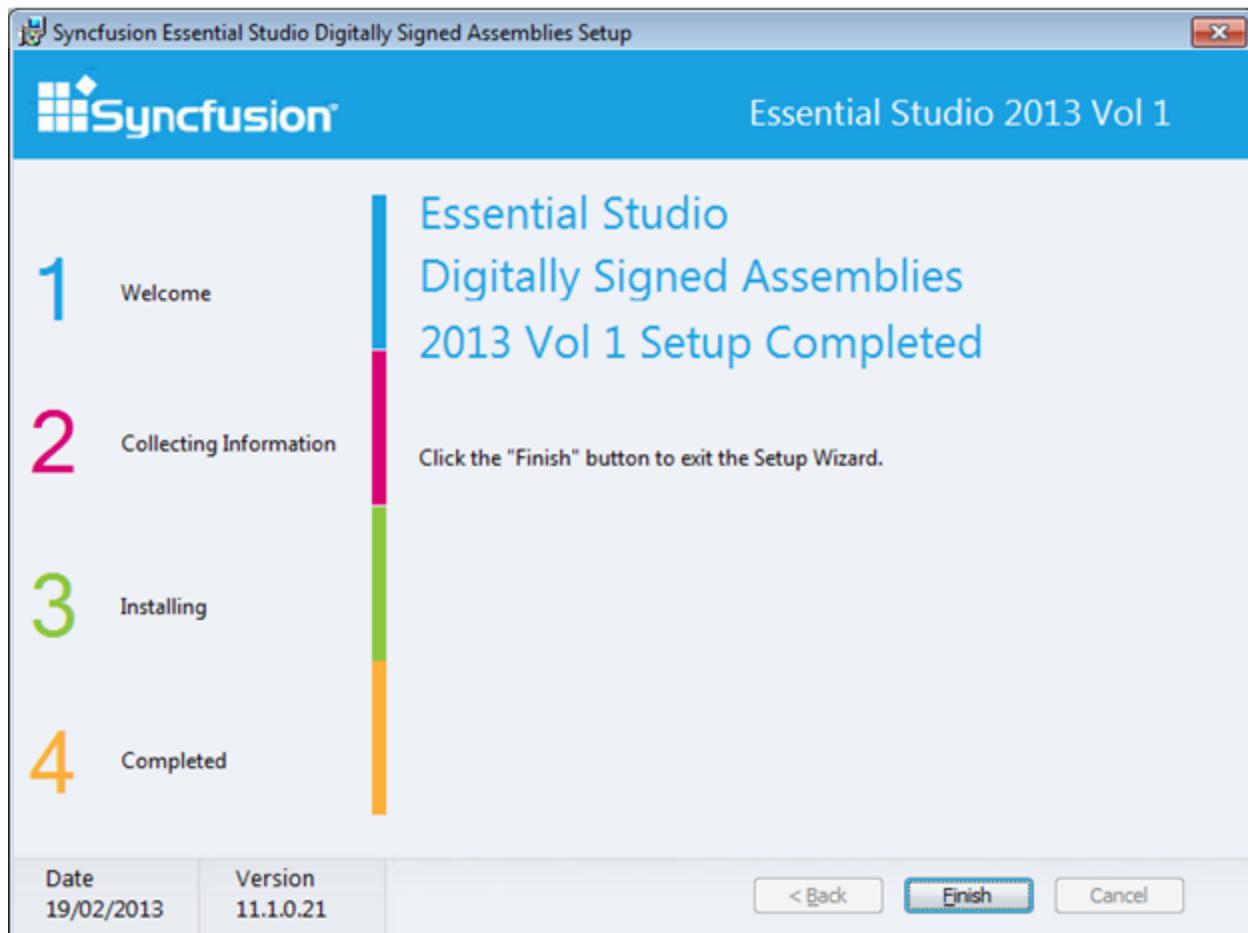


Figure 46: Installation Completed

12. Click **Finish** to exit the Setup Wizard. Assemblies will be installed.

1.9 Patches

Syncfusion provides patch setup to install a new assembly, either to add new features or to fix issues.

1.9.1 Installing a Patch Setup

The following procedure illustrates how to install a patch:



Note: Before installing the patch, ensure that the Essential Studio version corresponding to the patch is installed on your machine.

1. Double-click the Syncfusion Essential Studio patch setup file. The Syncfusion Essential Studio Service Pack opens.

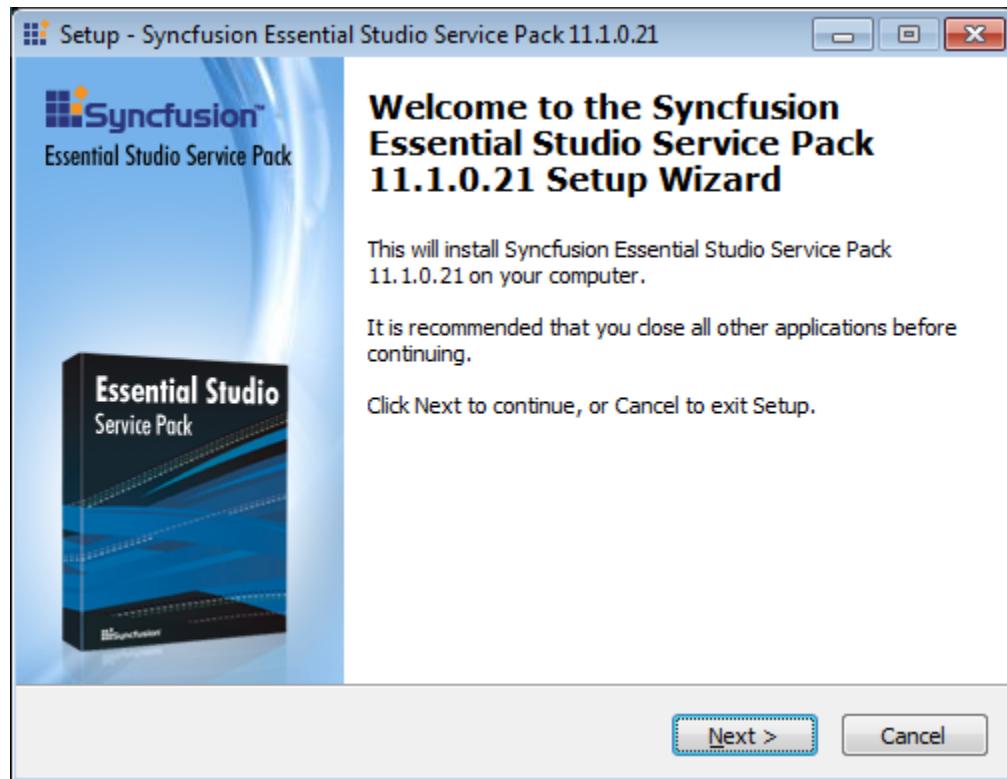


Figure 47: Unified Installer

2. Click **Next**. The **Assembly Manager** opens.

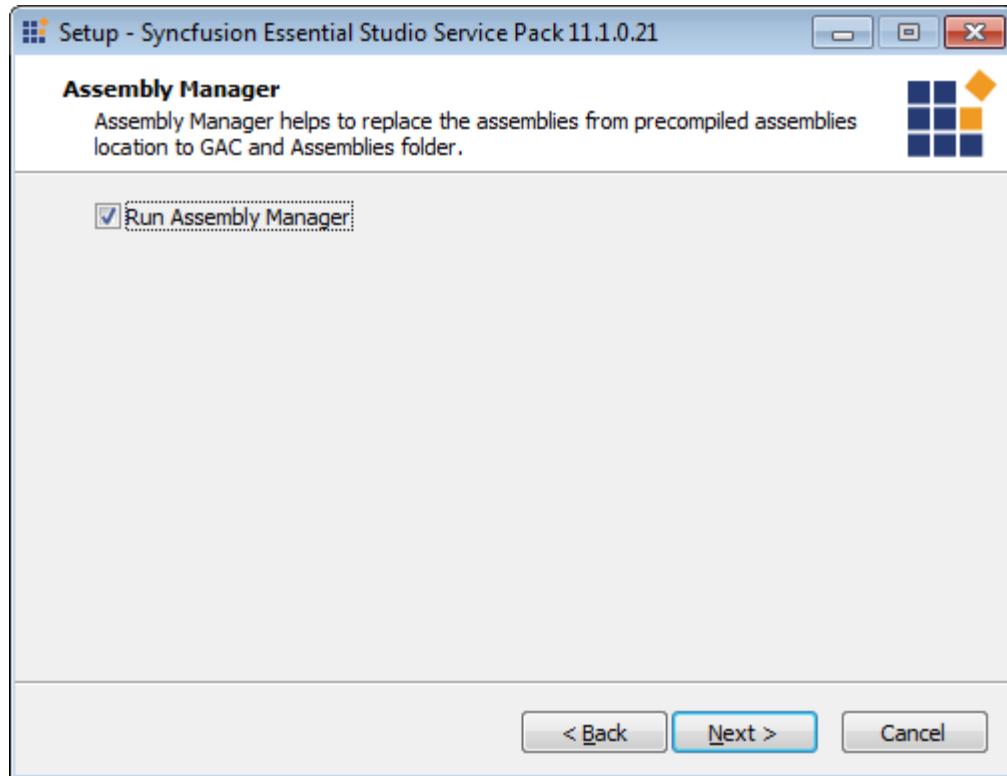


Figure 48: Assemble Manager Screen

3. Select the **Run Assembly Manager** check box to install the assemblies in GAC.
4. Click **Next**. The **Ready To Install** dialog will open.

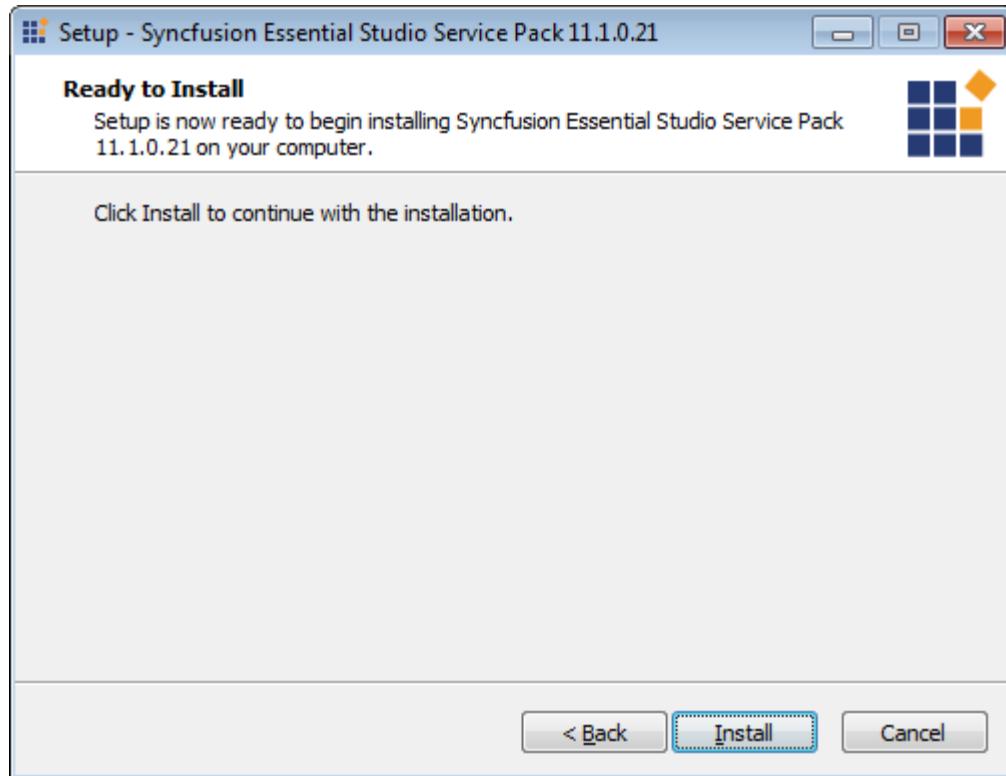


Figure 49: Ready to Install

5. Click **Install** to continue installing.

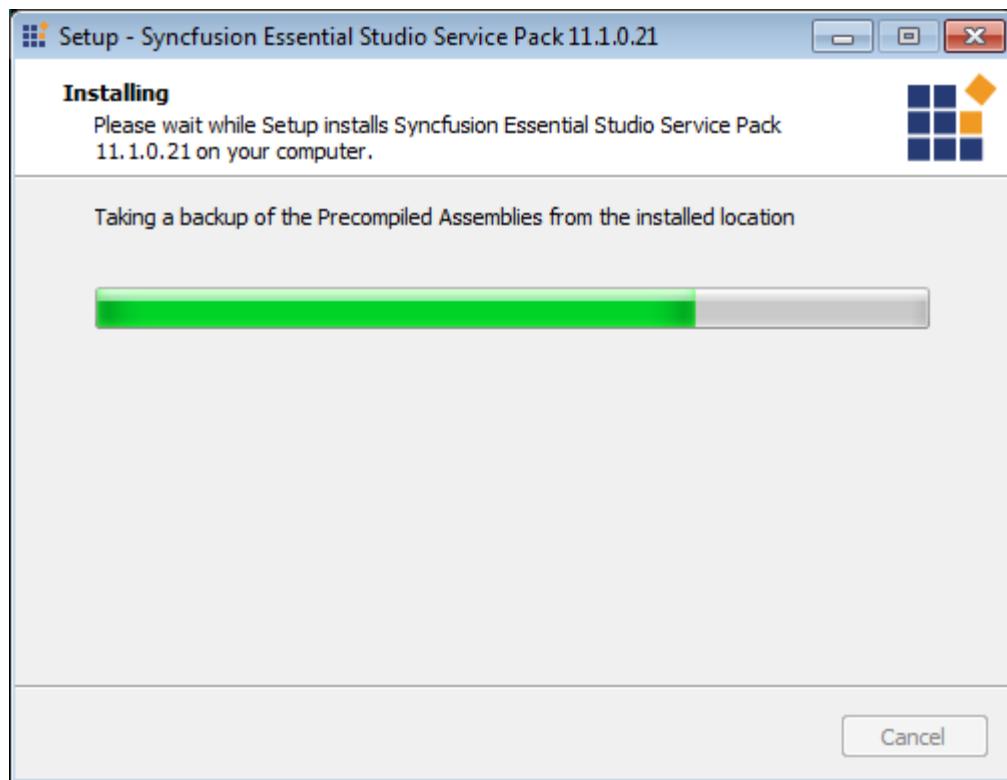


Figure 50: Installing



Note: *The patch will be installed on your computer, and a dialog box will appear when the installation is completed.*

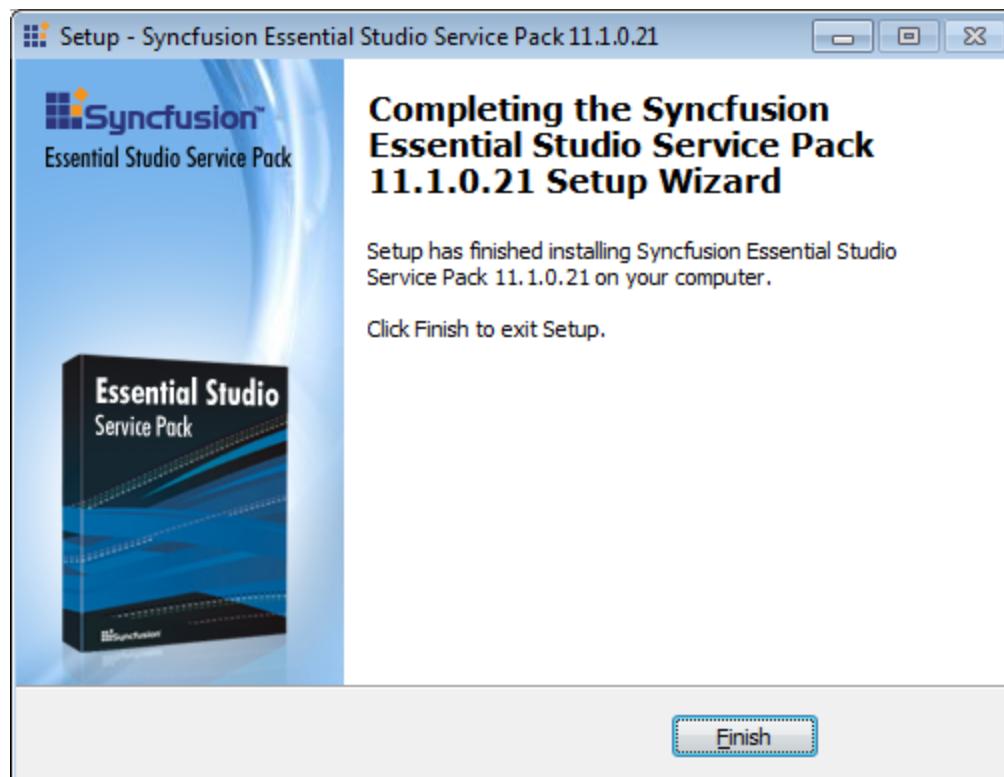


Figure 51: Installation Completed

6. Click **Finish**.

The new assemblies will be places in the **Pre-Compiled Assemblies** folder. These new assemblies can be referenced in your project.

1.9.2 Reverting a Patch

The patch install will take a backup of the release assemblies and store them in the **Backup Assemblies** folder. The patch assemblies will also be stored in the **Patch** folder. You can revert back if needed.

Revert back to release assemblies

The following are the steps to revert to the release assemblies:

1. Copy the release assemblies from the **Backup Assemblies** folder.
2. Paste them in the **precompiledassemblies** folder.
3. Open **Dashboard > Utility > Assembly Management > Assembly Manager**.

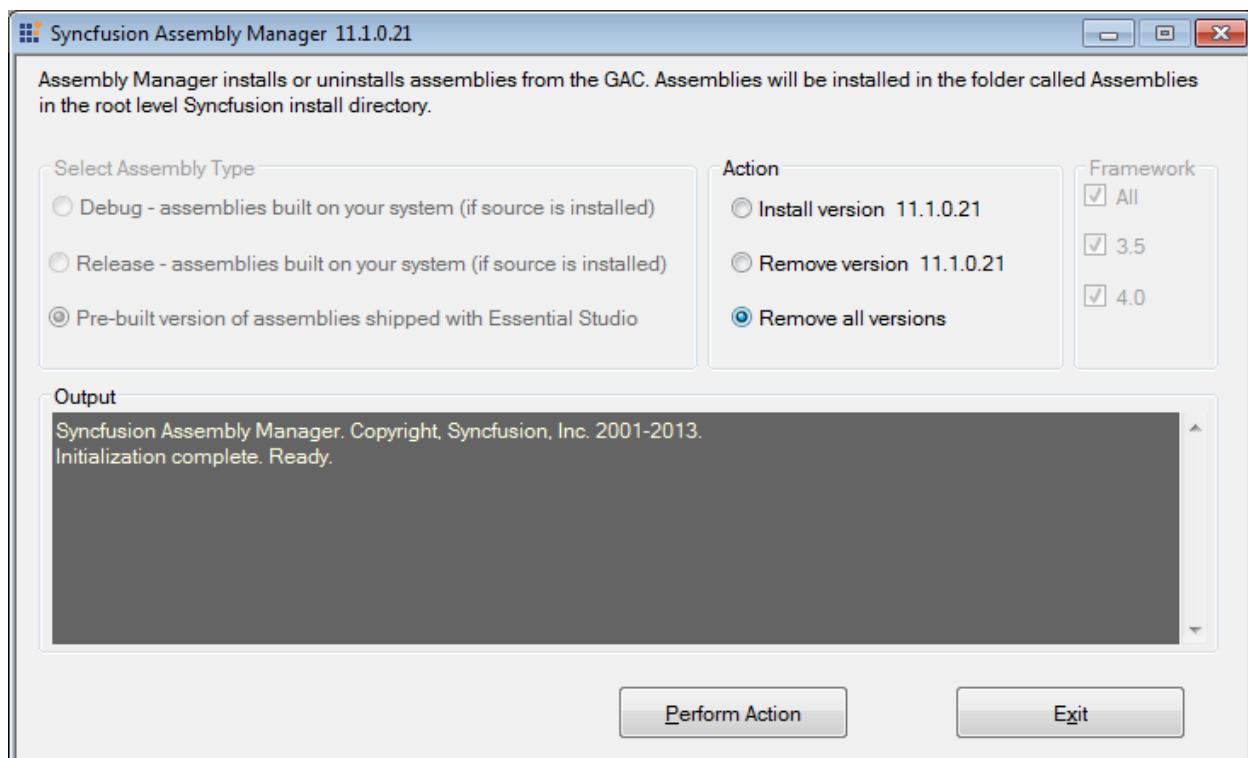


Figure 52: Assembly Manager

4. Select the **Remove all versions** radio button.
5. Click **Perform Action**. All versions will be removed.
6. Select **Install version x.x.x.x**.



Note: x.x.x.x has to be replaced with the corresponding Essential Studio Version.

7. Click **Perform Action**. The assemblies for that specific version will be configured in your machine.



Note: You can also revert to specific patch assemblies by copying the patch assemblies from the Patch folder and add them in the precompiledassemblies folder.

1.10 QTP Add-on

Syncfusion supports Quick Test Professional software with the help of Essential Test Studio (termed as QTP add-on), which has been specially designed to meet the requirements of professionals who need to test our controls. Essential Test Studio contains Custom Libraries, which help Quick Test Professional to record and replay the scripts of the application that contains the Syncfusion controls. These custom libraries are built with the help of Quick Test Professional .NET Add-in extensibility. For more details, refer to Mercury Quick Test Professional help.

Essential Test Studio supports the following Windows-based controls:

Essential Grid

- Grid control
- Grid Grouping control
- GridDataBoundGrid control
- Grid List control
- TabBar Splitter control

Essential Tools

- Docking Package
- Menus Package
- Command Bars Package
- Tree Package
- Editors Package
- Tabs Package
- Navigation Package
- Notification Package

New Controls added for QTP support

- ColorPickerAdv
- Scroller Frame
- Ribbon Control
- Chart Control

 **Note:** You need to install Syncfusion Essential Studio of the same version and Mercury QuickTestProfessional before installing this add-on.

1.11 CAB Add-on

The Syncfusion Essential CAB Enabling Kit provides extensible support for working with CAB easily. It helps developers to enhance the look and feel of their applications as well as speed up the development process with customizable UIs. The workspaces are components or controls that encapsulate visual effects and layout strategies without affecting the business logic.

The Essential CAB Enabling Kit offers the following workspaces and UI Elements:

Workspaces

- Dockable Workspace
- DockingClientPanel Workspace
- GroupBar Workspace
- PopupControlContainer Workspace
- SplashPanel Workspace
- SplitContainerAdv Workspace
- TabControlAdv Workspace
- TabbedMDIManagerWorkspace
- XPTaskPane workspace

UIElements

- XP Menus
- TreeViewAdv
- StatusBarAdv
- StatusStripEx
- ContextMenuStripEx
- RibbonControlAdv
- XPTaskBar

Pre-Requisites

- Visual Studio 2005/2008
- Microsoft Composite UI Application Block Framework
- Syncfusion Essential Studio (Essential Tools – Windows Forms)

1.12 Samples

Providing the online and offline samples.

1.12.1 Offline Samples

The samples from Syncfusion Essential Studio setup are provided. The samples are installed at the location below. The sample will be run from **IIS** or **Local server**. The installed samples are configured for IIS 7.0 and IIS 7.5 installed machines, otherwise the samples will run from the local server.

You can run the samples from the Dashboard's **Run Samples** button for each platform.

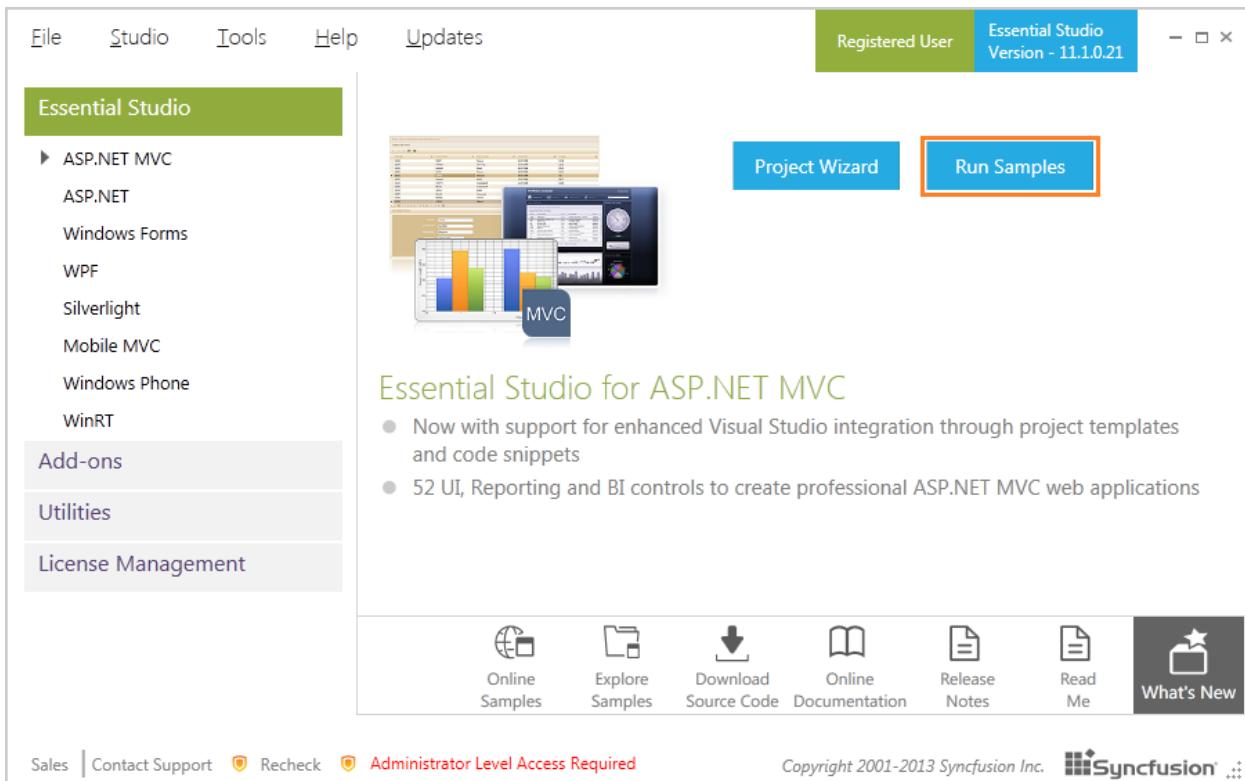


Figure 53: Offline run samples

The Sample Browser is an application provided by Syncfusion to help users easily browse through these installed samples. The sample browsers for the platforms are shown below.

8. ASP.NET

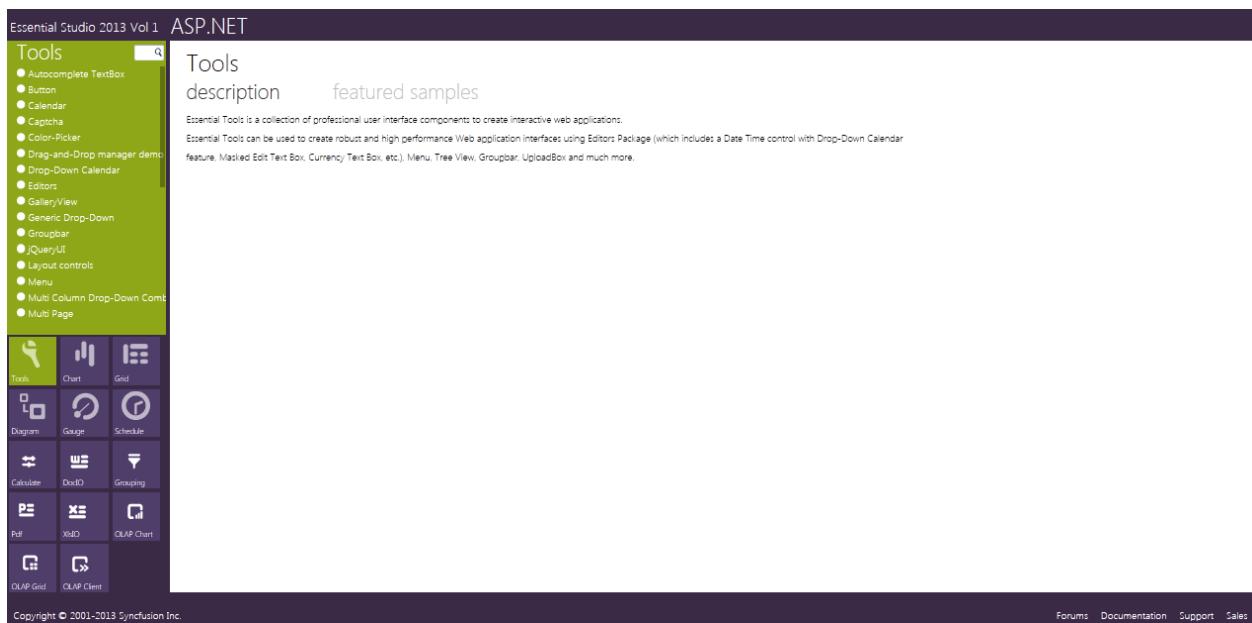


Figure 54: Essential Studio ASP.NET Sample Browser

9. ASP.NET MVC

The screenshot shows the Syncfusion Essential Studio ASP.NET MVC Sample Browser. At the top, there's a navigation bar with links for 'Essential Studio 2013 Volume 1' and 'Download Trial'. Below the navigation, a sidebar on the left lists various features under 'Grid': Product Showcase, Getting Started, Rows and Columns, Templates, Data Binding, Editing, Paging, Sorting, Grouping, Filtering, Cell Merging, Hierarchy, Summary, Formatting, Drag-and-Drop, and Appearance. Below this is a grid of icons representing different components: Grid, Tools, Chart, Gauge, Diagram, Schedule, DocIO, Pdf, XlsIO, PdfViewer, Reports, OlapGrid, Preview, and OlapClient.

The main content area features a large title 'Essential Grid' and a brief description: 'A scalable, high-performance data grid designed for ASP.NET MVC with built-in support for data virtualization, JSON, paging, grouping, and Excel-like editing and filtering. Its simplicity, flexibility, and extensive theming allow it to adapt to your needs, making it the data grid of choice.' To the right of the description is a screenshot of the grid component.

Below the main title, there's a section titled 'Featured Samples' with several examples:

- Virtual Scrolling:** Shows a grid with rows for Rio de Janeiro, Lyon, and Charleroi.
- Excel like Edit:** Shows a grid with columns for Order ID, Customer ID, and Employee Name, with a blue edit icon over one of the cells.
- Hierarchical Grid:** Shows a grid where the first row (Order ID 10248) has a child row (Employee ID 33248).
- Webservice Binding:** Shows a grid with a globe icon and a blue arrow pointing to it.
- Filtering:** Shows a grid with a filter icon and a 'Text Filters' dropdown.
- Exporting:** Shows a grid with export icons and a 'Customer ID: ANATR - 1' entry.
- Hierarchy Column Template:** Shows a grid with a photo icon and a 'Photo' column.
- Real Time Binding:** Shows a grid with a blue border and a 'Real Time' label.

At the bottom of the page, there's a footer with the Syncfusion logo, copyright information ('Copyright © 2001-2013 Syncfusion Inc.'), a date ('2013.10.6.08'), and links for 'Forum', 'Documentation', and 'Sales'.

Figure 55: Essential Studio ASP.NET MVC Sample Browser

10. Mobile MVC

Controls	Tools	Products
List Box	Essential Tools Mobile is a collection of professional user interface components to create interactive ASP.NET MVC mobile applications.	
Menu	It can be used to create robust ASP.NET MVC Mobile application using Dialog, ListBox, Menu, Tab, ToolBar, ScrollPanel, Auto-complete text box, Button, Rating, Header and Footer, Waiting Popup. Extensive client-side and server-side support. View side customization for all the components. In-built Skins support for all components. Support for W3C-XHTML and W3C-CSS. Supports all browsers which support HTML 5.	
Tab		
ToolBar		
Header and Footer		
Dialog		
Rating		
Button		
AutoComplete		
WaitingPopup		

Figure 56: Essential Studio Mobile MVC Sample Browser

11. WPF

The screenshot shows the Syncfusion Essential Tools WPF sample browser. The top navigation bar includes 'Essential Studio 2013 Volume 1' and 'WPF'. On the left, a sidebar titled 'Tools' lists various UI components: Product Showcase, Docking Manager, Ribbon, RichTextBox, Tree View, Multicolumn Tree View, Editor Controls, PropertyGrid, Menu Control, ToolBarAdv, Busy Indicator, Button Controls, Tab Controls, and TabNavigation. Below this is a grid of sample windows. The samples include:

- Portfolio Analyser**: A dashboard-like interface with tabs for 'Dashboard' and 'Contribution'.
- Localization Demo**: A window showing localization options like 'Enregistrer' and 'Enregistrer sous'.
- Office UI**: A window mimicking Microsoft Office ribbon UI.
- VS 2010**: A code editor window showing C# code for 'MainWindow.xaml.cs'.
- Windows Explorer Demo**: A file explorer window showing a tree view of 'Computer' and 'Local Disk (C)'.
- Registration Form**: A form for entering registration details with fields for 'Name' and 'Email'.
- Menu Merging**: A window demonstrating how multiple menus can be merged into a single ribbon-style menu.
- Lazy Loading**: A window showing a progress bar and message 'Loading Please wait...'.

At the bottom, there's a copyright notice: 'Copyright © 2001-2013 Syncfusion Inc.' and a footer with links: 'forum', 'documentation', 'support', and 'sales'.

Figure 57: Essential Studio WPF Sample Browser

12. Silverlight

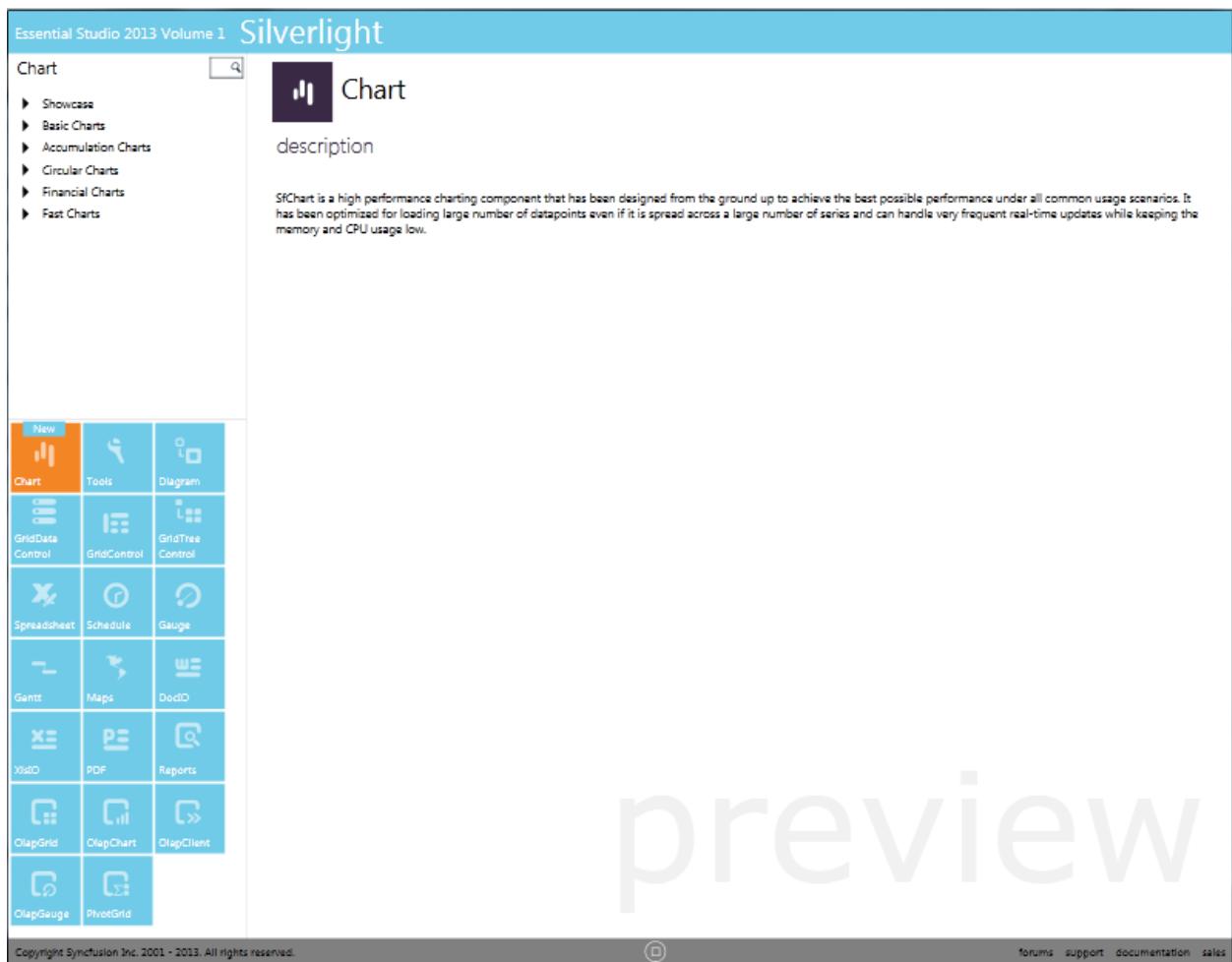


Figure 58: Essential Studio Silverlight Sample Browser

13. Windows Forms

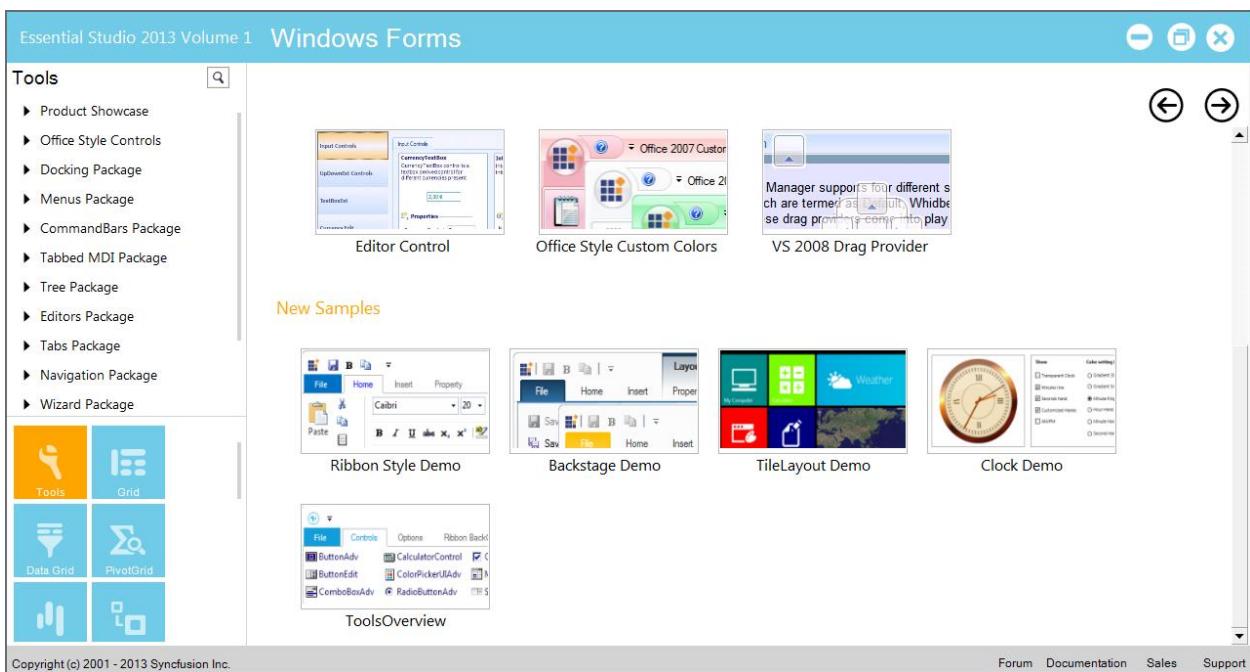


Figure 59: Essential Studio Windows Forms Sample Browser

14. Windows Phone

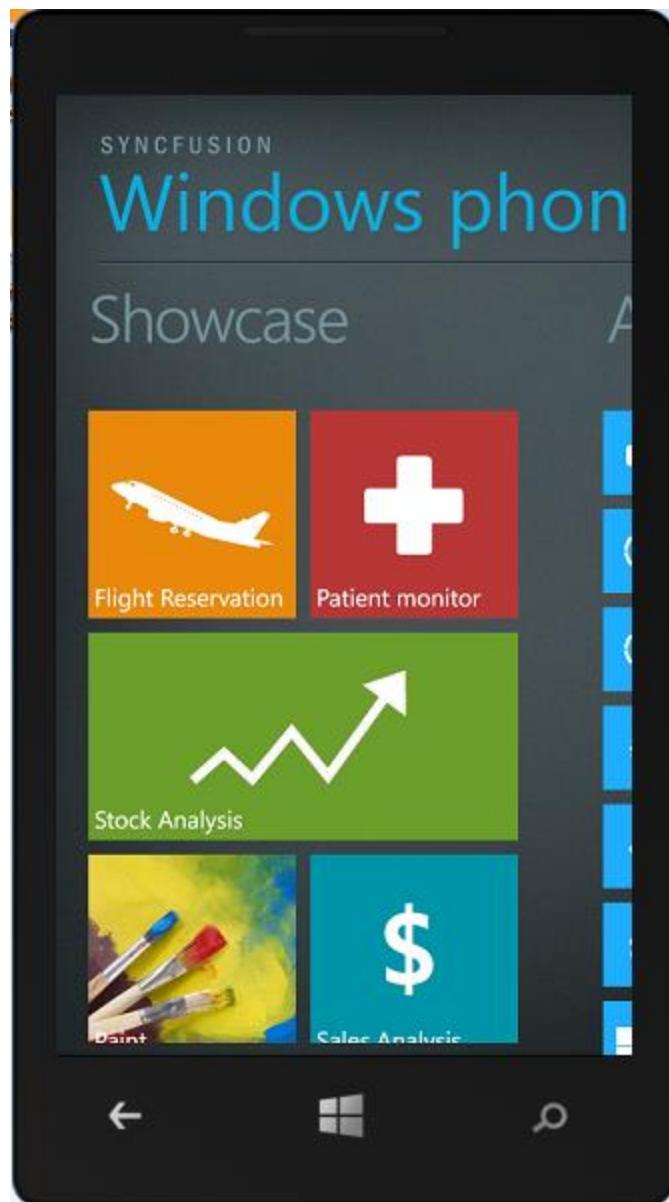


Figure 60: Essential Studio Windows Phone Sample Browser

15. WinRT

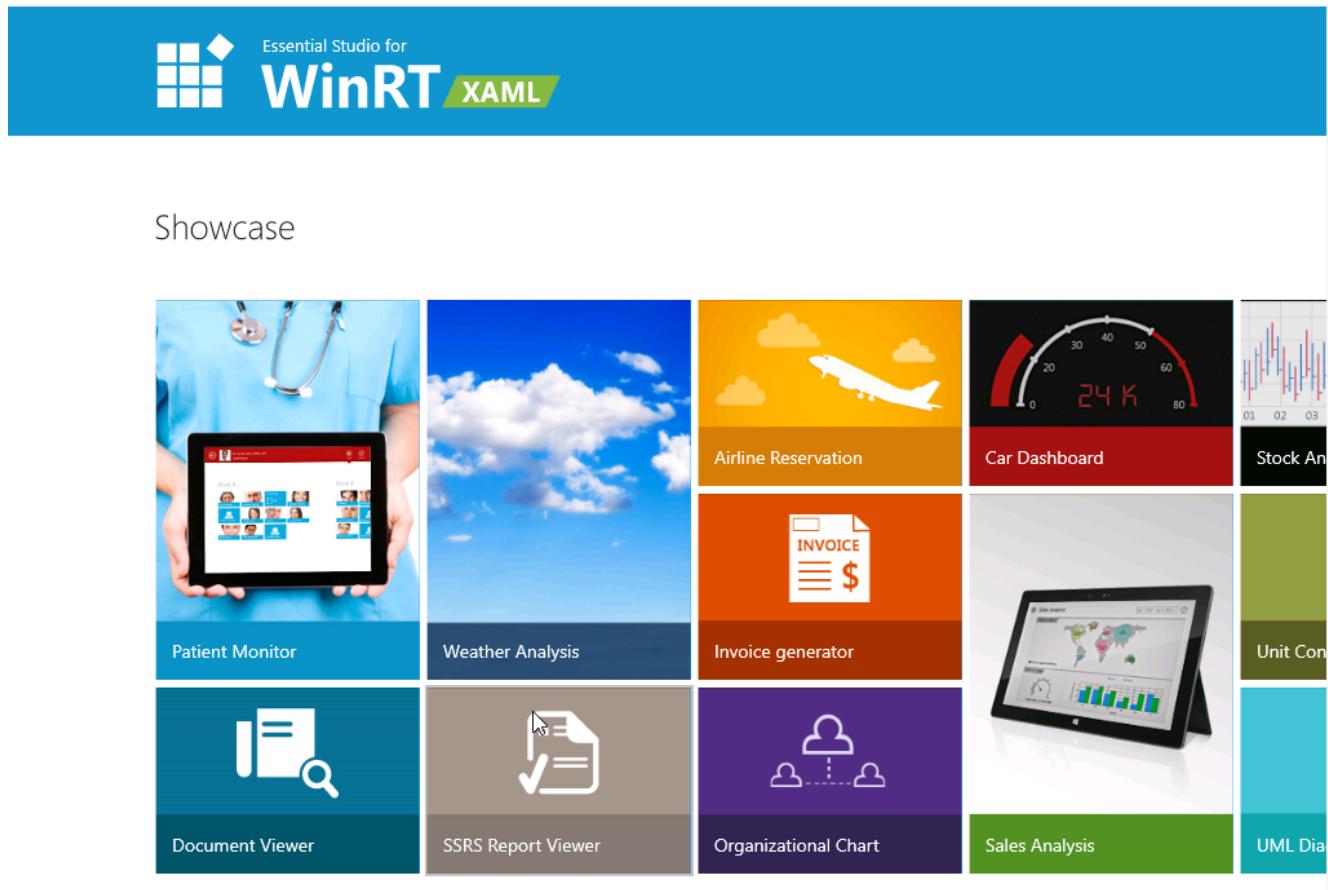


Figure 61: Essential Studio WinRT Sample Browser

1.12.2 Online Samples

Online samples are provided for the ASP.NET, ASP.NET MVC, Mobile MVC, Silverlight, Windows Phone, WinRT and WPF platforms.

The table below lists the links to the online samples.

Platform	Online link
ASP.NET	http://asp.syncfusion.com/demos
ASP.NET MVC	http://mvc.syncfusion.com/demos/ui/grid
Mobile MVC	http://mvc.syncfusion.com/demos/ui/mob
Silverlight	http://silverlight.syncfusion.com/samples/silverlight/
Windows Phone	http://www.syncfusion.com/products/windows-phone
WinRT	http://www.syncfusion.com/products/winrt

WPF	http://silverlight.syncfusion.com/samples/WPF/Samples/WPFSampleBrowser/UI/Tools/Tools.htm
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1.13 Utilities

1.13.1 Dashboard

This section provides details on the structure and composition of the Syncfusion Essential Studio dashboard. It also elaborates on navigating within the dashboard to access various utilities and product samples.

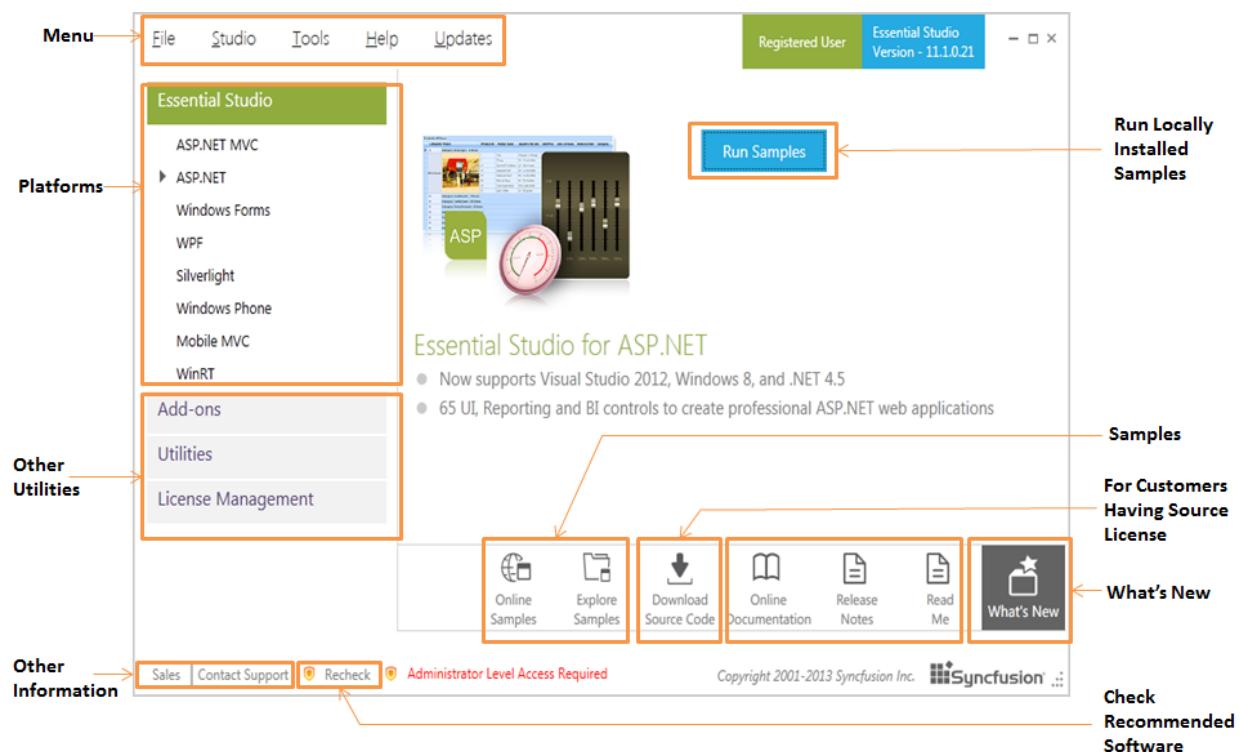


Figure 62: Dashboard

The dashboard structure can be split into the following:

Menu

The Menu includes the menu bar which accommodates five menus:

1. **File** - Allows you to exit the dashboard, which can alternatively be done by clicking in the right top corner of the dashboard.

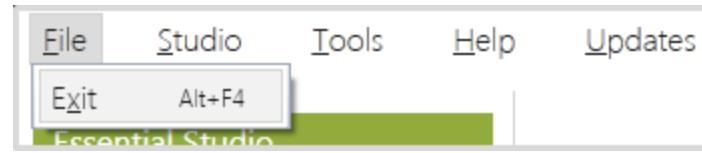


Figure 63: File

2. **Studio** - Allows you to access the products under each platform. Also provides access to view local and online product samples. It allows you to access the online documentation, release notes and read me documents for the respective products.

This can alternatively be accessed using the Product Platforms section in the dashboard.

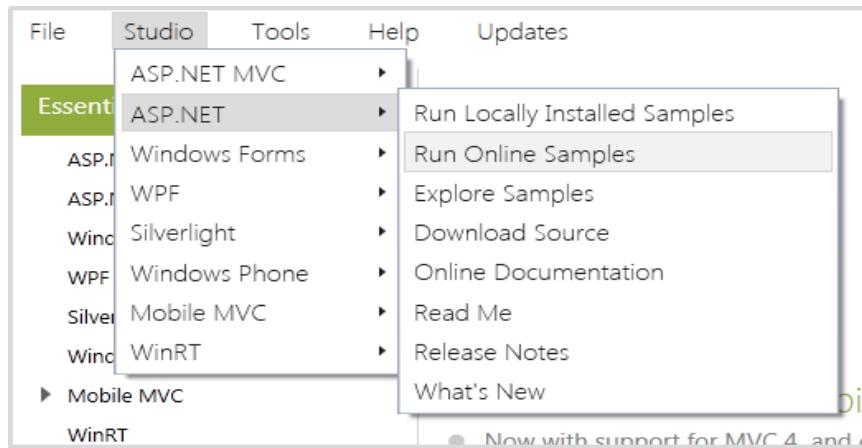


Figure 64: Platforms

3. **Tools** - Allows you to access the add-ons and utilities available for various platforms and products. Also allows you to manage assemblies and license. The Toolbox configuration allows you to choose from various Visual Studio versions to be installed for your system configuration. This can alternatively be accessed through Utilities & Documentation section.

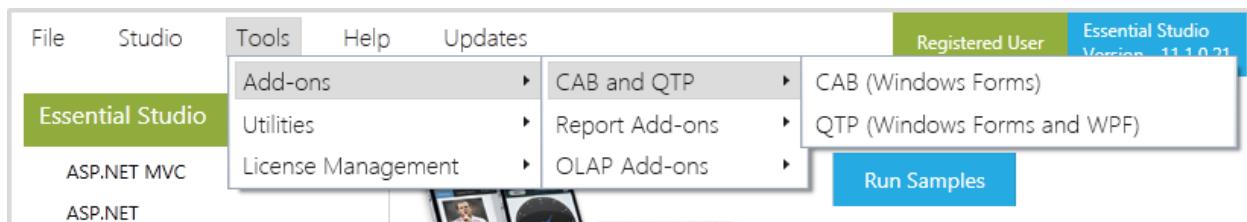


Figure 65: Tools

4. **Help** - Allows you to access the information on the current installed version by clicking **About**. You can also access the Direct-Trac support page over the internet.

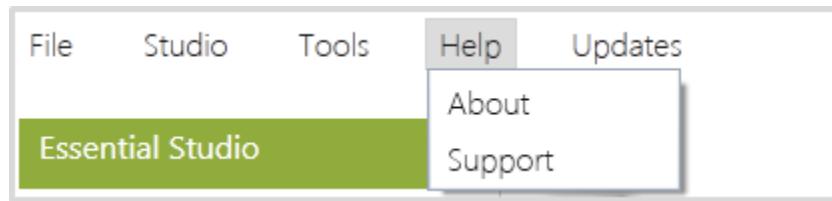


Figure 66: Help

5. **Updates** – It will show the Syncfusion Essential Studio latest version availability.

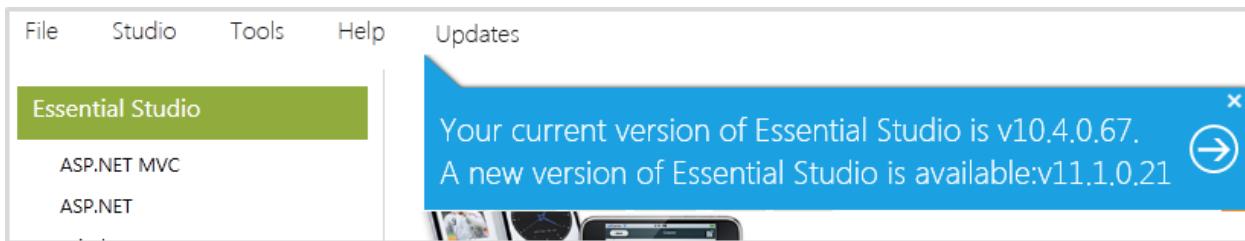


Figure 67: Updates

Product Platforms

This section allows you to access the product samples available for each platform.

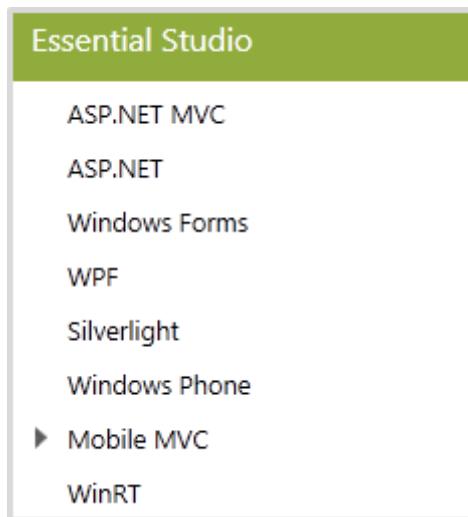


Figure 68: Platforms

Accessing Product Samples

Syncfusion provides lots of online and local samples for better understanding of the controls. You can access them as by following the steps below:

1. Open the Syncfusion Dashboard.

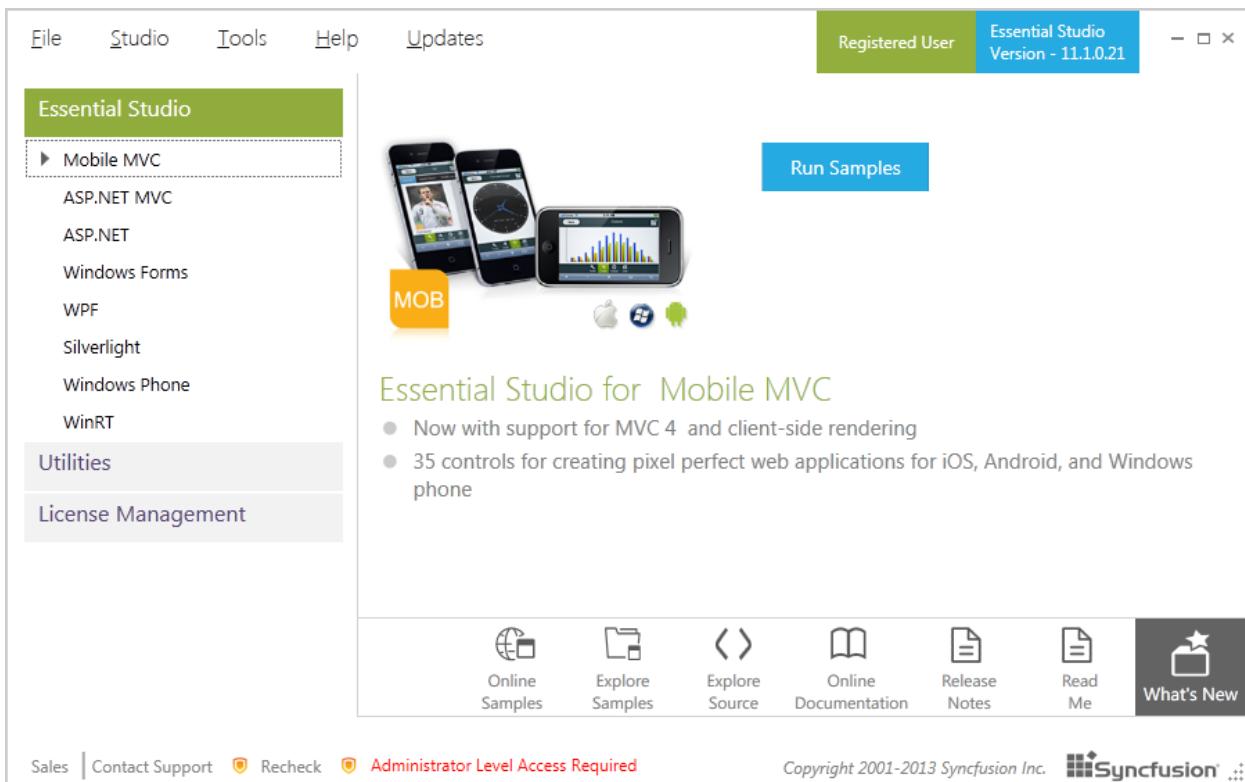


Figure 69: Dashboard

2. Select the required platform. Options for the selected platform will be displayed on the right.
3. Click any of the following to know more about the selected product:
 - **Run Samples** to run the locally installed samples.
 - **Online Samples** to view online samples.
 - **Explore Samples** to open local installed location.
 - **Explore Source** to view the source, if you have installed the source add-on setup.
 - **Online Documentation** to view the documentation help contents for the respective products.
 - **Release Notes** to view the release notes content.
 - **Read Me** to view the read me content.
 - **What's New** to view the what's new content.



Note: You can explore source only when you have source license and installed the source add-on setup.

Checking Prerequisites

You need to install a list of prerequisites for all of the products to work successfully. If some of the software is not installed, the dashboard will display an alert. Click **Missing Software**, and a Recommended Software dialog box will open.

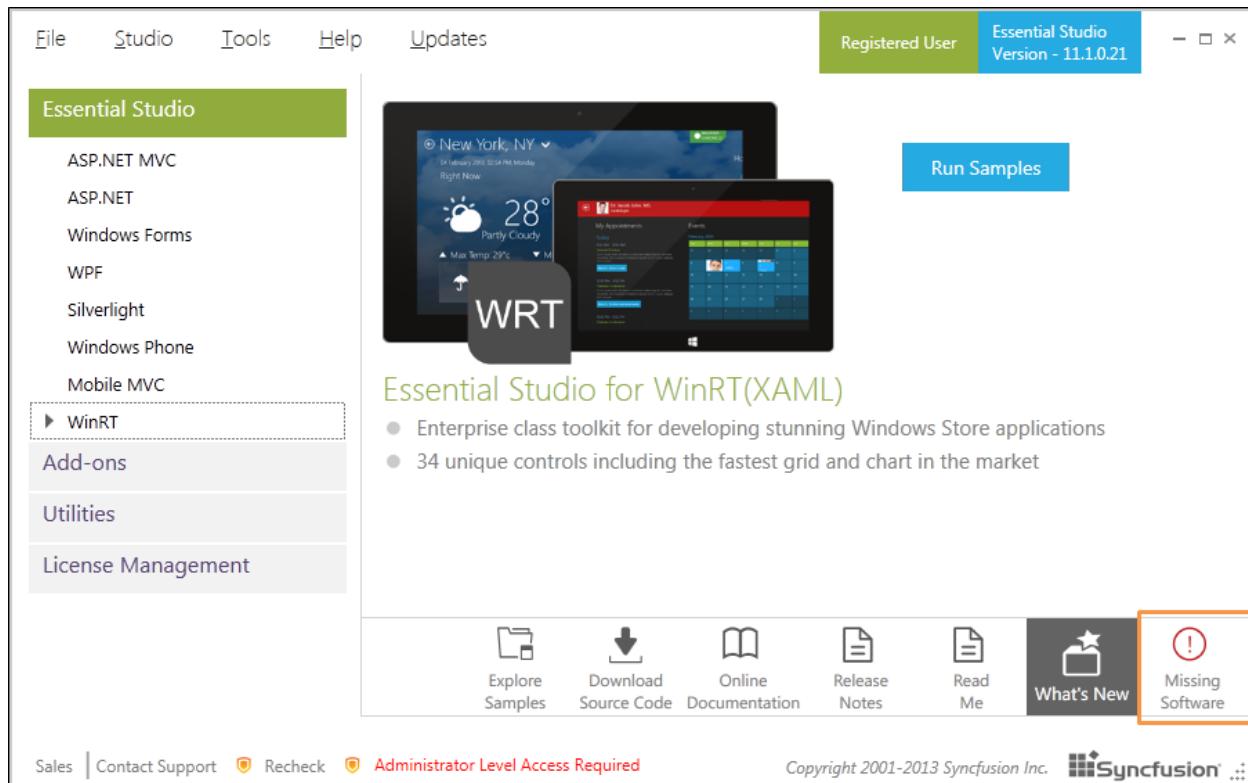


Figure 70: Missing Software

Recommended Software

Recommended Software will list the prerequisites for all platforms. A symbol appears if all recommended software for the platform is installed in your system. A symbol appears if any recommended software for a platform is not installed in your system before installing Essential Studio.

The recheck option will recheck the prerequisites list and refresh the currently installed software list.



Figure 71: Recommended Software

Other Utilities

This section allows you to access the following:

4. **Add-ons**-This lists the add-on utilities that will help the user to utilize additional product services from Syncfusion.
5. **Utilities**- This accordion set displays the common utilities:
 - [**Toolbox Configuration**](#)-This installer allows you to configure Syncfusion controls for various .NET frameworks in combination with compatible Visual Studio versions.
 - [**Assembly Manager**](#)-This utility allows the user to manage installation and uninstallation of Syncfusion Essential Studio assemblies in the GAC and in the Assemblies folders.
 - [**Build Management**](#) – This utility allows you to build or debug assemblies using the source installed in Essential Studio's installed location.

- **Documentation**-This provides access to view the online documentation and installed documentation.
- **License Manager**-This allows you to manage the licensing information such as the validity of license key and also the products that are licensed with this key.
- **License Agreement** – This allows you to navigate to the Software License Agreement.

Other Information

Other information available in the dashboard includes:

- **Messages** - This section allows you to view the user registration information, i.e. whether the user is registered or not.



Figure 72: Message

- [**Sales FAQ**](#) - Clicking this link directs you to FAQ page, which lists common sales-related queries and other sales contact information.
- [**Contact Support**](#) - Clicking this link directs you to Direct-Trac Login page to contact our support team.

1.13.2 Assembly Manager

The Assembly Manager is used to install and uninstall the assemblies to and from the GAC and Public Assemblies folder under the installed location. It is used to install and uninstall the assemblies into the GAC.

Launching the Assembly Manager

Use the following steps to run the Assembly Manager:

1. Open the Syncfusion Dashboard.
2. Click **Utilities > Assembly Management**.
3. Click **Launch** button for **Assembly Manager**.

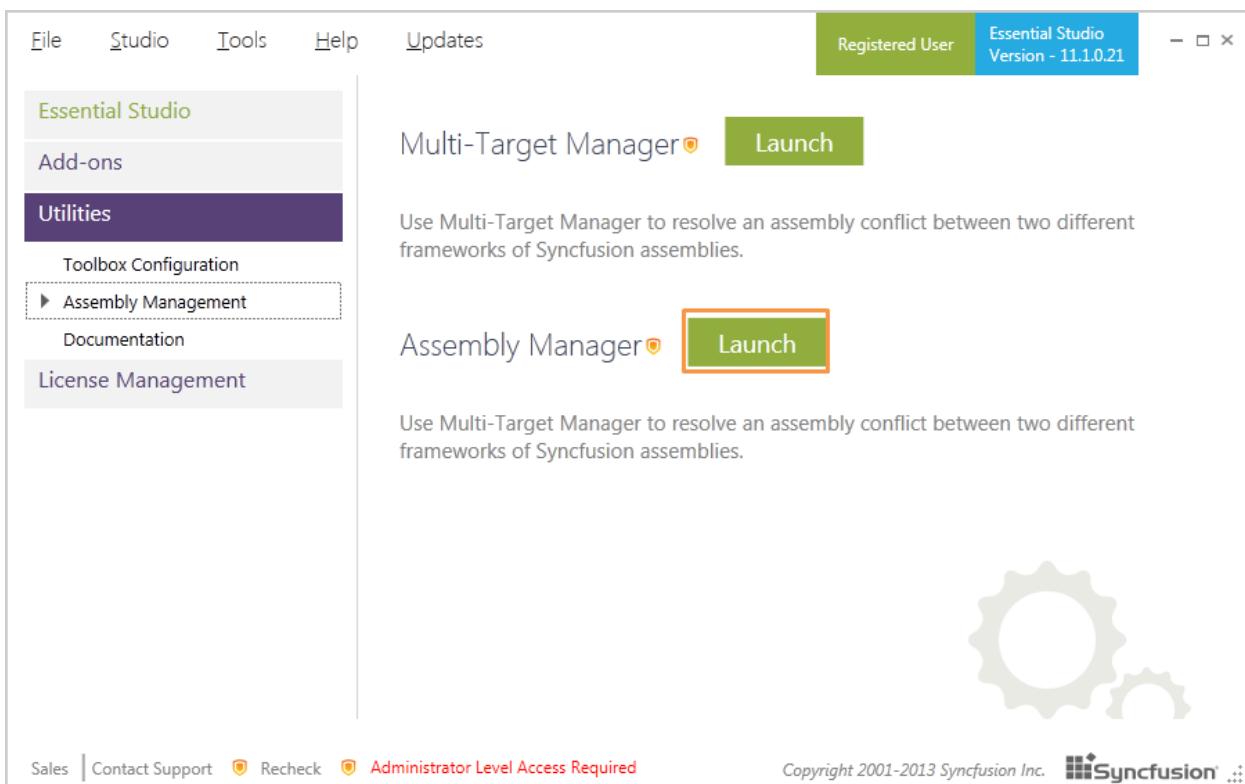


Figure 73: Launch Assembly Manager

4. The **Syncfusion Assembly Manager x.x.x.x** window opens.



Note: You can also open the Assembly Manager from the following location:

(Installed location)\Syncfusion\Essential Studio\x.x.x\Utilities\Assembly Manager\AssemblyManagerWindows.exe

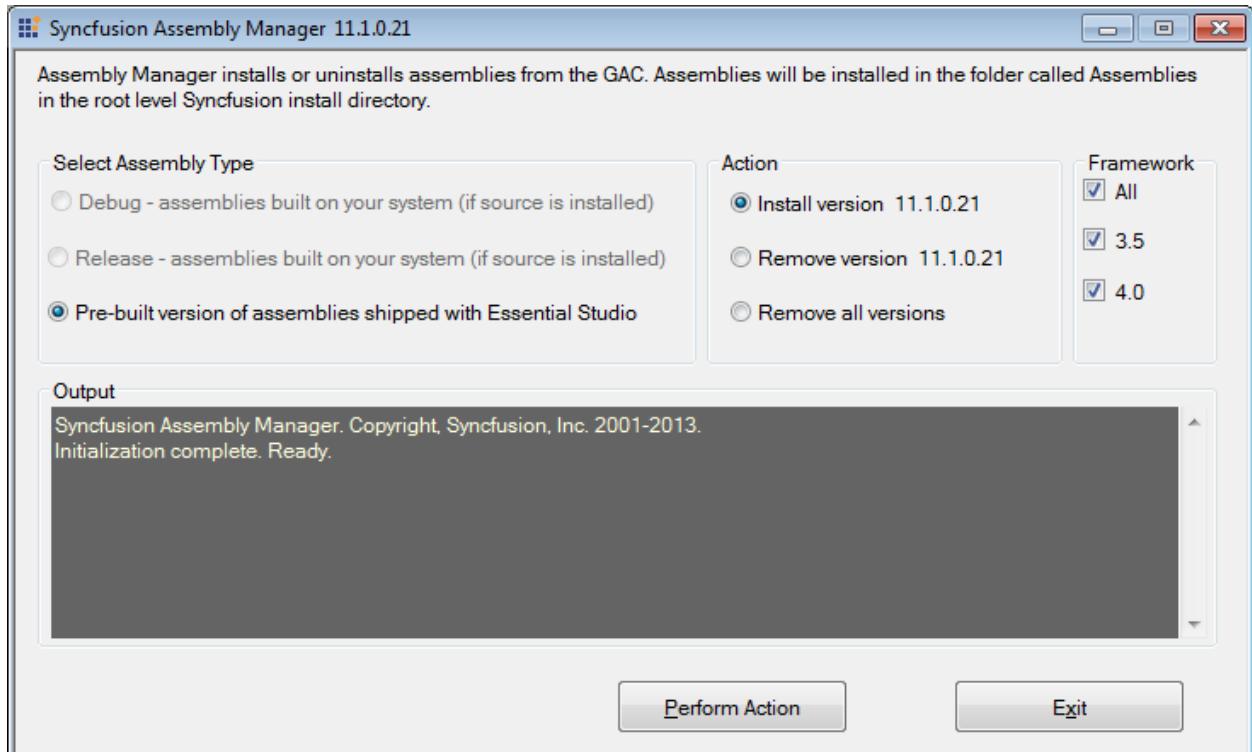


Figure 74: Syncfusion Essential Studio Assembly Manager

5. Select the required option for **Select Assembly Type** sections.

Select Assembly Type

- **Pre-built Assemblies:** These are the assemblies shipped with Essential Studio. Selecting this mode will trigger the Assembly Manager to install the pre-built Assemblies.
- **Debug and Release Assemblies:** Debug or Release mode will trigger the Assembly Manager to install custom versions built from the source code using [Build Manager](#). These assemblies can be used only when the source code for at least one of the Essential Studio products has been installed. This will trigger the Assembly Manager to install custom versions built from source code, installed on your machine (Applies only to versions of the product that comes with the source code).



Note: The Build Manager application has to be run to build debug or release versions of the assemblies before the Assembly Manager can install the custom built assemblies.

6. Select the required option for the **Action** sections.

Action

The Assembly Manager can perform install or uninstall assemblies. To perform this action select the **Install version x.x.x.x** or **remove version x.x.x.x** radio button. To remove all select the **Remove All Versions** radio button.



Note: Remove All Versions must be used with caution in scenarios when one has applications depending on certain versions of the Syncfusion assemblies installed in the GAC. They may cease to function.

7. Select the required option for **Framework** sections.

Framework

The Framework group box comprises the checkboxes for the .NET framework versions based on the Visual Studio SDK installed in the machine. The following checkboxes are available:

- **4.0** - Selecting 4.0 ensures installation of 4.0 assemblies into the GAC and assemblies folder. In cases where only Visual Studio 2010 SDK is installed, the 4.0 assemblies have to be deployed.
- **3.5** - Selecting 3.5 ensures installation of 3.5 assemblies into the GAC and assemblies folder. In cases where only Visual Studio 2008 SDK is installed, the 3.5, 2.0 assemblies can be deployed.
- **2.0** - Selecting 2.0 ensures installation of 2.0 assemblies into the GAC and assemblies folder. In cases where only Visual Studio 2005 SDK is installed, the 2.0 assemblies have to be deployed.
- **All** – Selecting All ensures installation of all frameworks (frameworks installed in the machine) assemblies into the GAC and assemblies folder.



Note: By default 2.0 is enabled in a system where Visual Studio 2008 SDK is installed.

8. Click **Perform Action**. It will start processing.

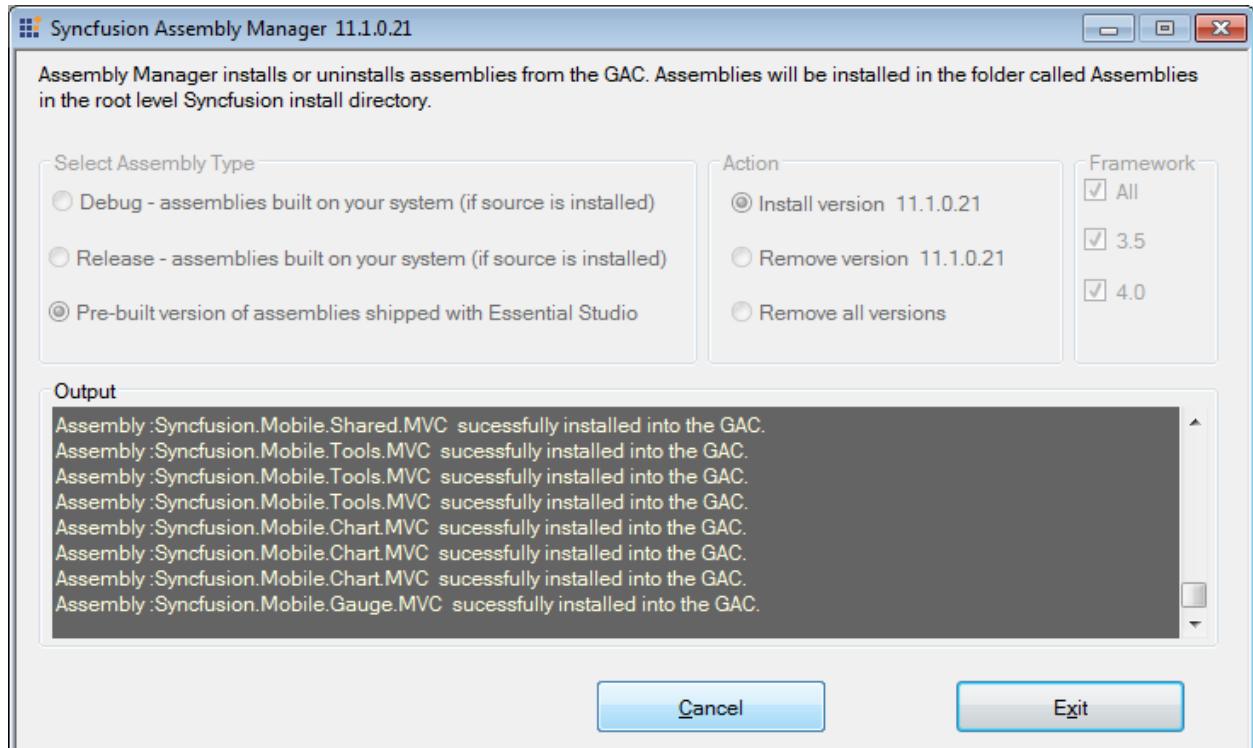


Figure 75: Log in Output Field

- Once the action is completed, a confirmation popup will open.

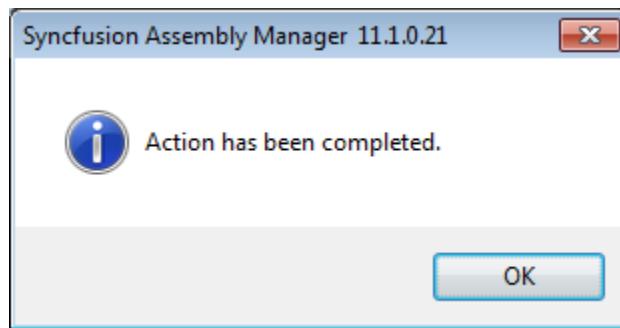


Figure 76: Syncfusion Assembly Manager Dialog Box

- Click **OK**.

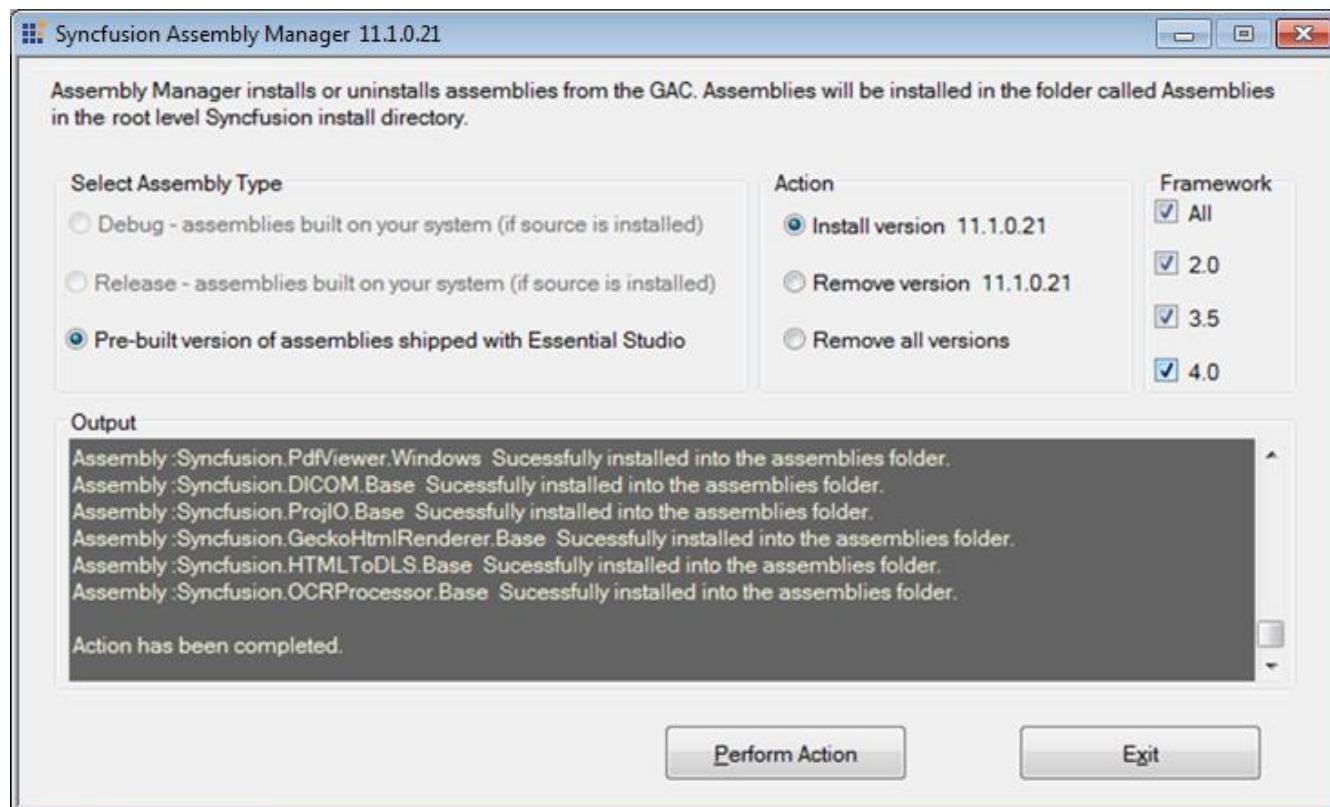


Figure 77: Action Completed

i Important Note: In earlier versions, the Assembly Manager also served as a build manager to build custom versions of the Syncfusion Assemblies. Now, this function has been moved to a separate Build Manager utility. Installation of assemblies to the Visual Studio.NET toolbox is now handled by a separate utility called the ToolboxInstaller. The new Assembly Manager just handles installation of assemblies to the GAC and the assemblies folder (The Assemblies folder is applicable only if Visual Studio.NET is installed).

In previous versions, the Assembly Manager allowed switching to any version of the Syncfusion assemblies installed on the system. This causes compatibility issues and also restricts the overall structure of the utility. From the current version, to switch to another version, you will have to run the **Assembly Manager** of the respective version. It would be preferable to have the Assembly Manager do a **Remove All** operation before it installs the latest assemblies.

The console version of the Assembly Manager will run at the end of the install process to add the default pre-built version of the Syncfusion assemblies to the Global Assembly Cache (GAC) and the Visual Studio .NET Public Assemblies folders (if applicable). The need to run the Assembly manager arises only when changes have been made to the GAC or when custom versions have been built for controls for debugging purposes.



Note: The version number in the tags has to be changed to the version you are linking to.

Syncfusion Assemblies

The Syncfusion assemblies are installed in the following two locations:

- Assemblies folder
- Global Assembly Cache (GAC)

The Assemblies folder

11. In the **Assemblies** folder, the assemblies will be available in the following installation path:

[System Drive]:\Program Files\Syncfusion\Essential Studio\x.x.x.x\Assemblies



Note:

•The sub-folder 3.5 is used with .NET 3.5 and the sub-folder 2.0 is used with .NET 2.0. In most cases, [System Drive]:\ is C:\.

•In 2.0 and 3.5 GAC, the assemblies will be available in the installation path [System Drive]:\WINDOWS\assembly.

•In 4.0 GAC, the assemblies will be available in the installation path [System Drive]:\WINDOWS\Microsoft.NET\assembly\GAC_MSIL.

Essential Studio ships the pre-built 2.0, 3.5 and 4.0 .NET Framework versions of the Syncfusion assemblies. These assemblies are located in the **PreCompiledAssemblies** folder.

[System Drive]:\Program Files\Syncfusion\Essential Studio\x.x.x.x\PreCompiledAssemblies\x.x.x.x\2.0

If you work with multiple target environments, you will see that each appropriate version is installed in the GAC for true side-by-side use.

Working with Syncfusion assemblies that have been built and tested with specific .NET Framework versions greatly increases the overall reliability. It also allows Syncfusion controls to take advantage of features that may be available in specific environments. For instance .NET 2.0 variants of the control offer features specific to the .NET 2.0 environment.

1.13.3 Build Manager

Build Manager allows you to build or debug the assemblies using the Syncfusion source code.

Launching Build Manager

The following steps will launch the Build Manager:

1. Open the Syncfusion Dashboard.
2. Click Utilities > Build Management.
3. Click Launch button for Build Manager.
4. The Syncfusion Build Manager x.x.x.x window opens.



Note: Build Manager will be available in the Dashboard only when Source code is installed. You can also launch the Build Manager from the following location:

C:\Program Files\Syncfusion\Essential Studio\x.x.x.x\Utilities\Build Manager\buildmanagerwindows.exe

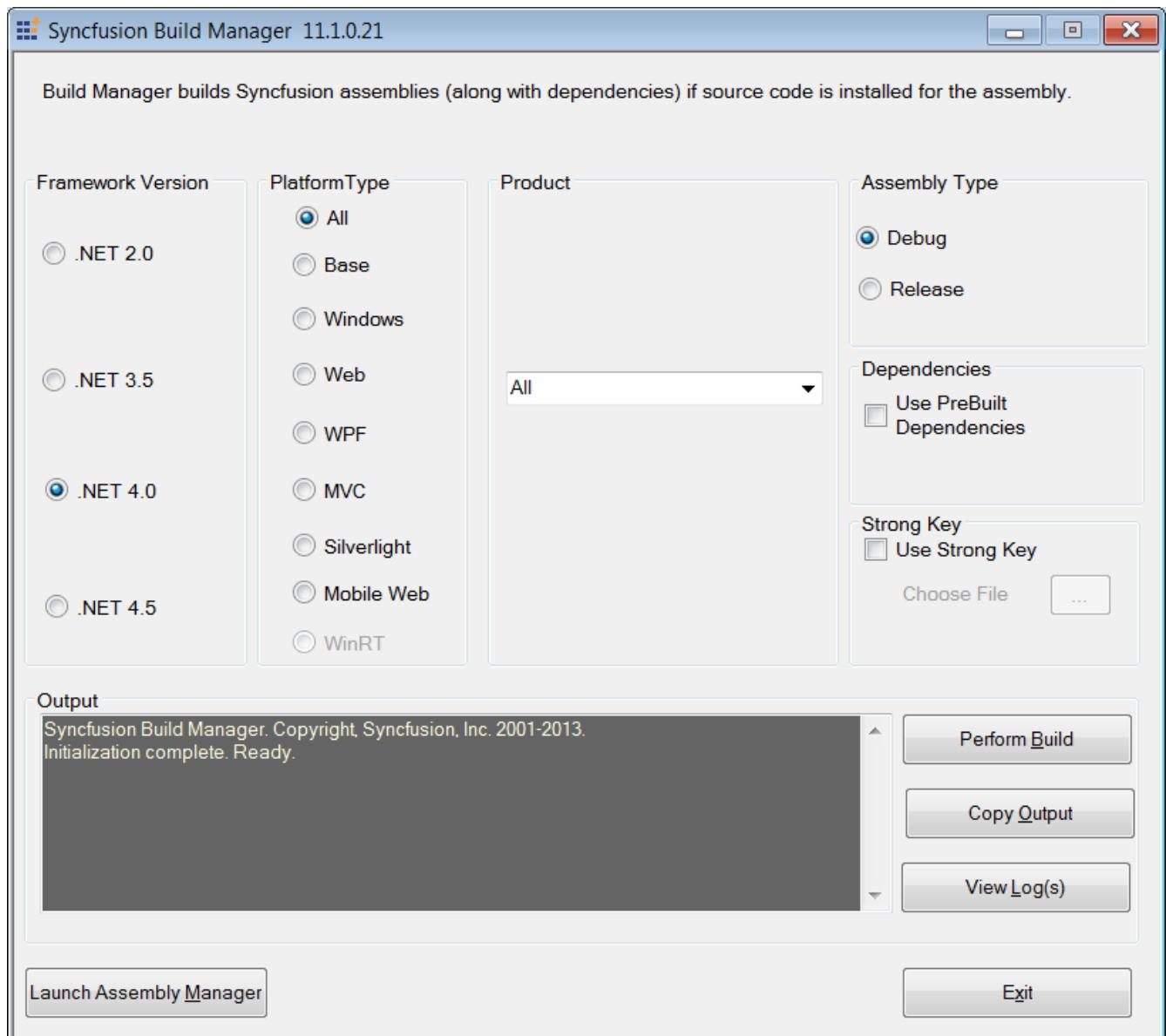


Figure 78: Syncfusion Essential Studio Build Manager

5. Select the required setting in the **Syncfusion Build Manager x.x.x.x** window.

Build Manager Settings

This window contains seven sections.

6. Framework Version

The **Framework Version** group box has four option buttons: .NET 2.0, .NET 3.5, .NET 4.0, and .Net 4.5. If Visual Studio 2012 is not installed in your system, the .NET 4.0 option is selected by default. If Visual Studio 2010 is not installed in your system, .NET 3.5 options is selected by default. If Visual Studio 2008 is not installed in your system, .NET 2.0 options is selected by default. You can change the default option by clicking the other option button. The version of the .NET Framework that the assemblies should be built with is specified here and will be automatically used to rebuild the assemblies.

7. Product

The **Product** group box has a drop-down list box. By default, **All** is selected. You can change the default option by selecting one of the products in the drop-down list box.

8. Platform Type

Syncfusion products typically have a common base library, which forms the basis for the Windows and Web variant. The library category to be built is specified using the **Product Type**. This frame has eight option buttons. **All** is selected by default. You can click the required product's option button to perform the build operation.



Note: *For assemblies that are not built and pre-compiled assemblies that ship with the product will automatically be used.*

9. Assembly Type

This frame has two option buttons-Debug and Release. **Debug** is selected by default. To choose a release mode for assembly, select **Release**.

Here, the user can switch between the Debug and Release mode of product configurations. Building the debug version of the assemblies allows you to step into the Syncfusion assemblies when debugging applications.

10. Dependencies

This enables you to specify whether the dependent assemblies of the product have to be used or not. If the **Use PreBuilt Dependencies** check box is selected, the dependent assemblies of the product under the selected Product frame will be taken from the **Pre-Compiled Assemblies** folder, which exists under the installed location. Rebuilding Assemblies can be restricted to specific assemblies by enabling the pre-built dependencies, in which case the other assemblies would be just precompiled variants installed with the product.

11. Strong Key

This enables you to install the compiled assemblies in GAC. Select the **Use Strong Key** check box and choose a **.snk** file to achieve this.

12. Output

This frame shows the output, i.e., the status of the build operation, in a text area.

After selecting the required options in the above-mentioned frames, click **Perform Build** inside the output frame.



Note: The build operation is performed and the status is updated in the text area, inside the output frame. On completion of a build operation, a dialog box is displayed stating that the "Build operation has been completed. Please review build output and log files for additional information".

1.13.4 License Manager

The **License Manager** helps you manage license key information, such as the validity of a Syncfusion key used on your system.

Launching License Manager

Follow the steps below to launch the License Manager from the Dashboard:

1. Open the **Syncfusion Dashboard**.
2. Click **License Management**.
3. Click the **Launch** button for **License Manager**. The **Syncfusion License Manager** dialog box opens.

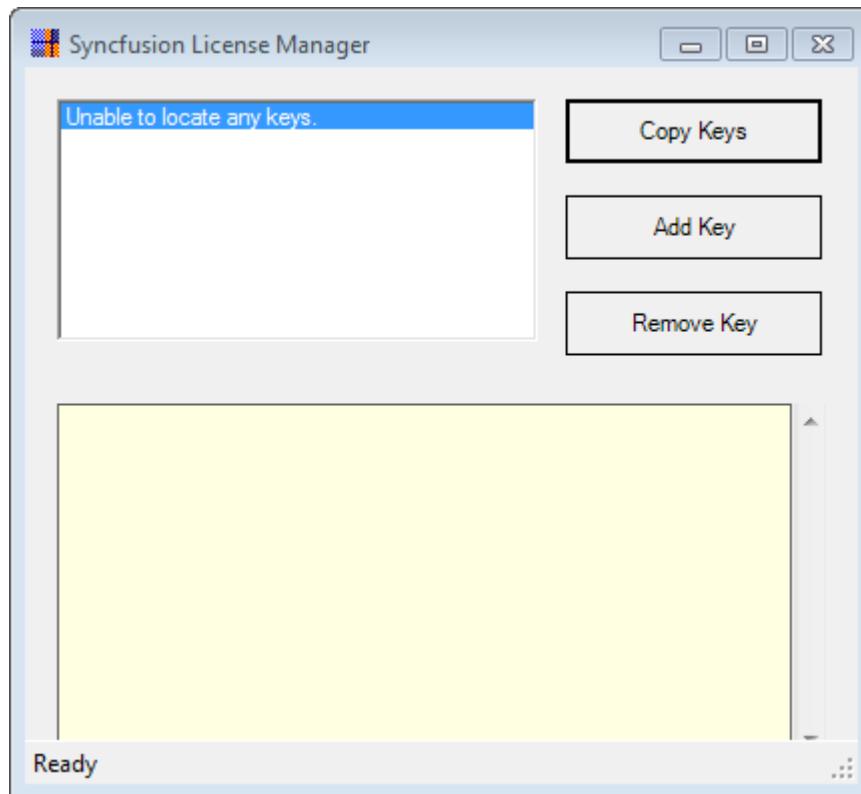


Figure 79: Syncfusion License Manager

Adding a Product Key

The following are the steps to add a product key:

1. Open the **Syncfusion License Manager** dialog.

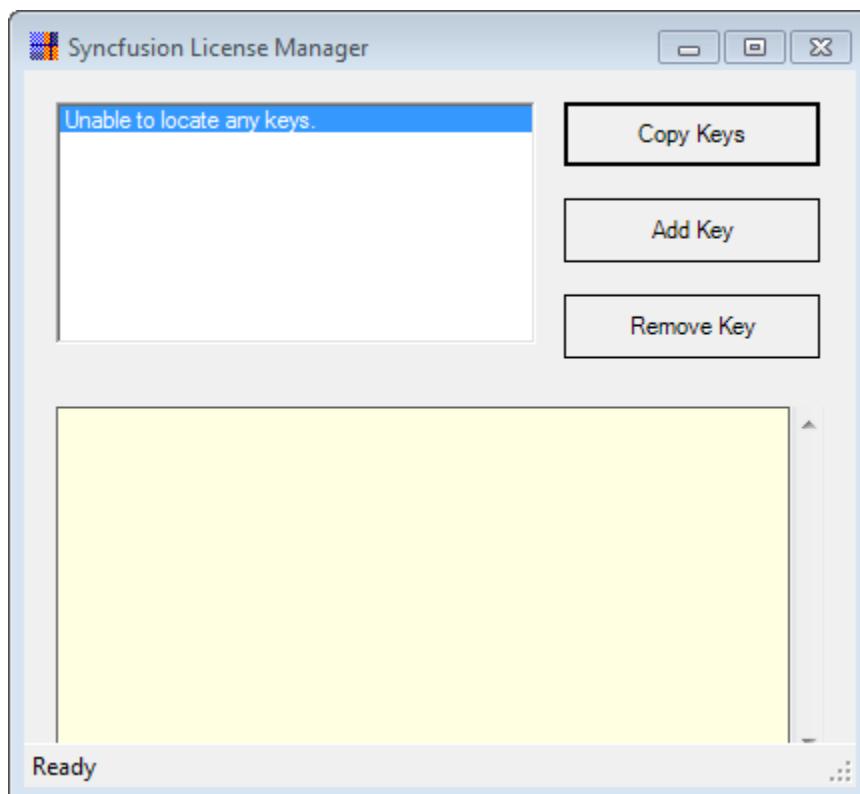


Figure 80: Syncfusion License Manager dialog.

2. Click **Add Key**. The following dialog will open:



Figure 81: Key Manager

3. Enter the product license key in the space provided.

4. Click **OK**. The entered key will be displayed in the log.

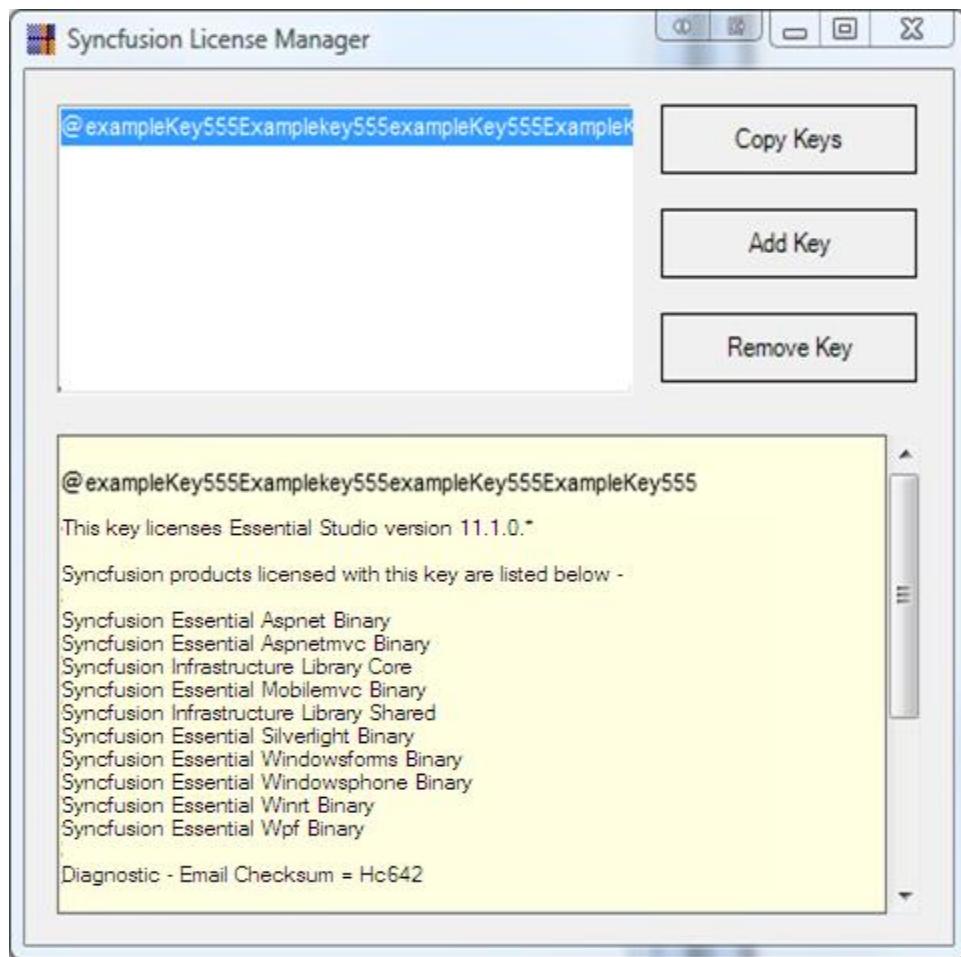


Figure 82: Key Added

By adding an additional product key, you can also:

- Extend evaluation period (applicable for evaluation versions of Essential Studio).
- Unlock additional products.

Removing a Product Key

This option allows you to remove a product key from the License Manager window. It allows you to remove an incorrectly added or old license key.

The following are the steps to remove a license key:

4. Open the **Syncfusion License Manager** dialog.
5. Select the key to be removed. The selected key will be highlighted.

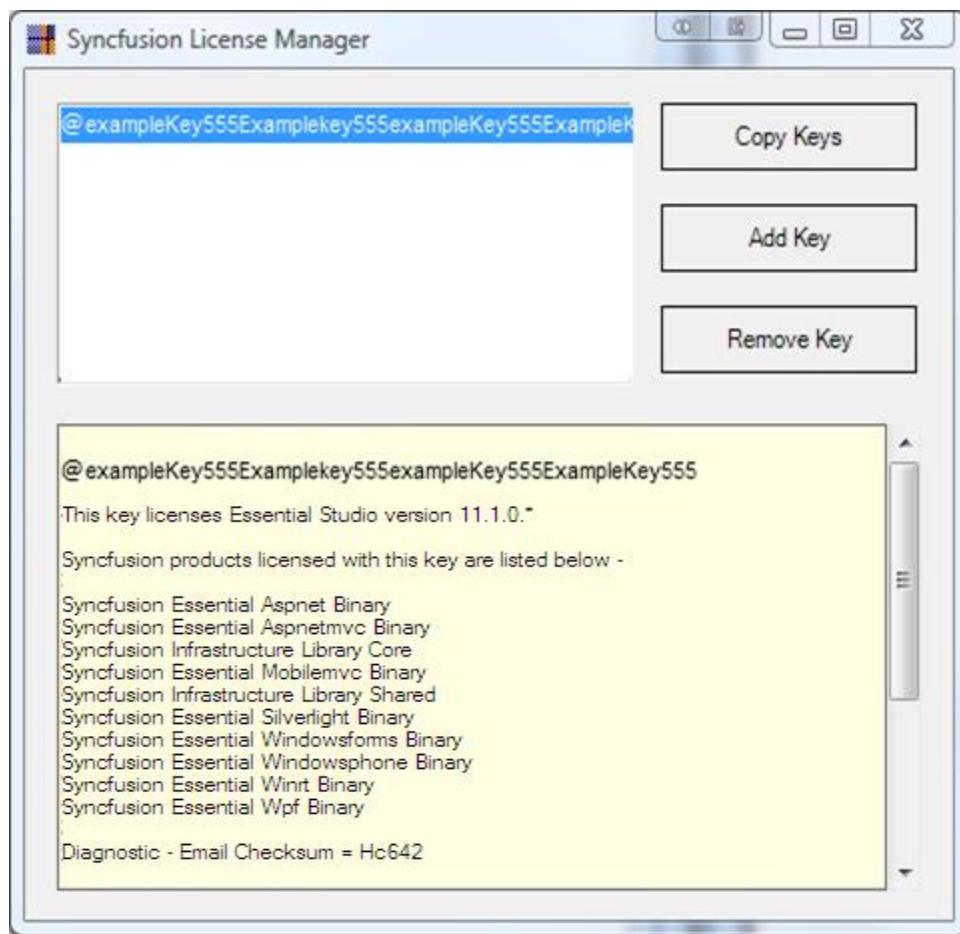


Figure 83: Remove Key

6. Click **Remove Key**. The selected key will be removed.



Note: The removal is reflected in the log if the product key was already added.

Copying a Product Key

You can copy the product key from the License Manager window to the clipboard. The following are the steps to copy the license key:

7. Open the Syncfusion License Manager dialog.
8. Select the required key to be removed. The selected key will be highlighted.

Click **Copy Key**. The selected key is copied. You can paste the key in the required place.

1.13.5 Toolbox Configuration

The Syncfusion Toolbox Installer adds the Syncfusion controls into the Visual Studio .NET toolbox. This utility is currently shipped as a console application.

Configuring Toolbox

1. Open the Syncfusion Dashboard.
2. Click Utilities > Toolbox Configuration.

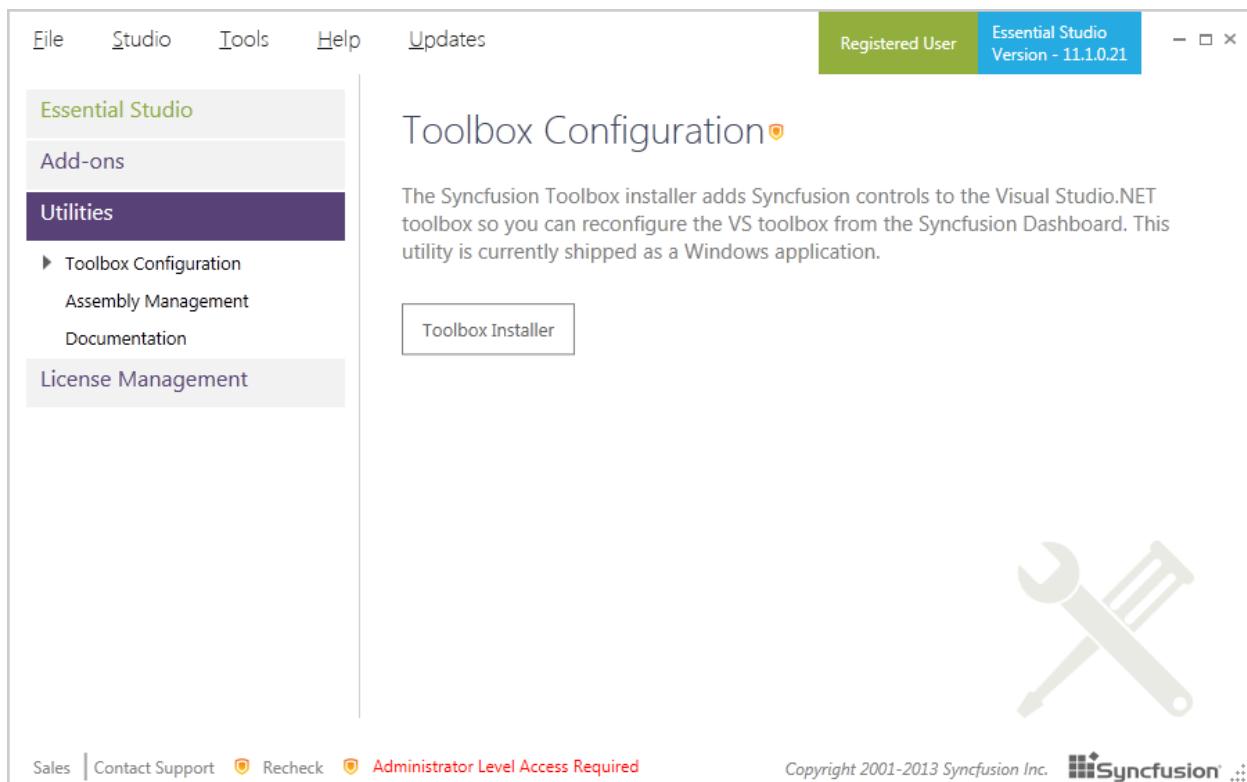


Figure 84: Toolbox Configuration

3. Select the Toolbox Installer.

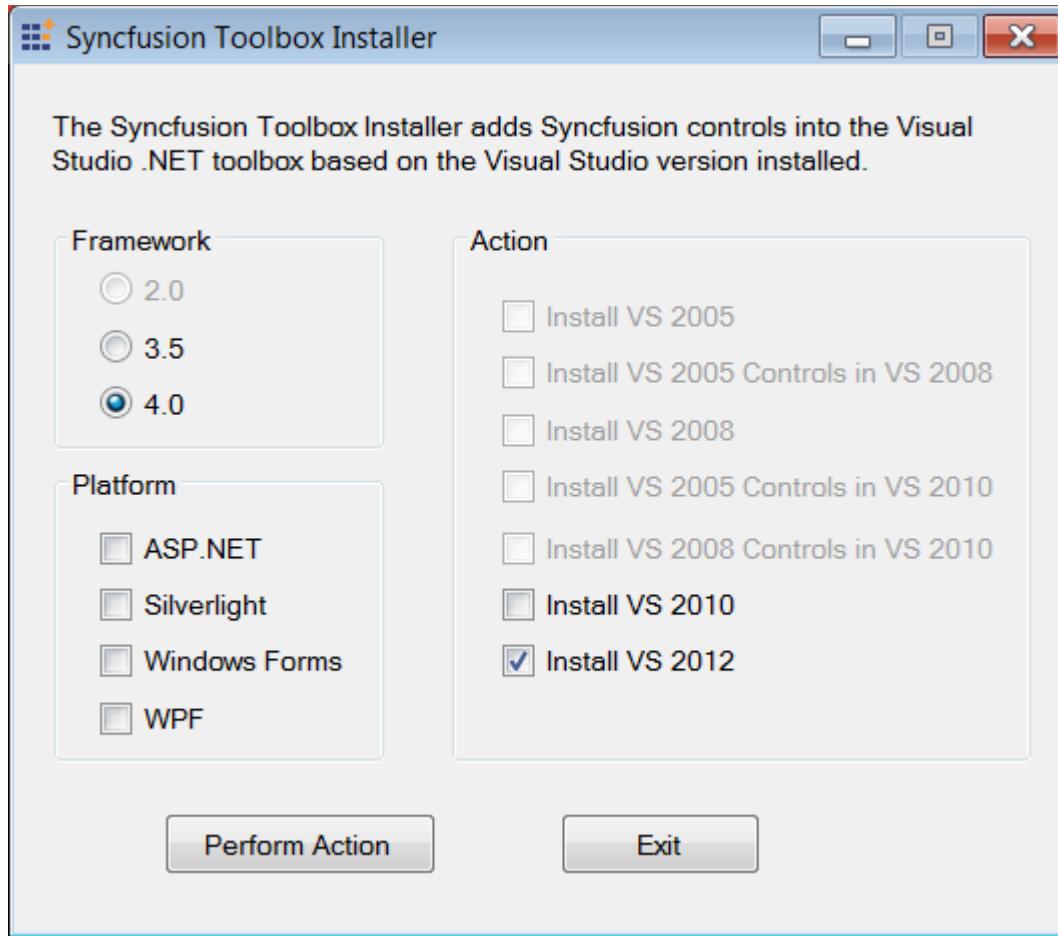


Figure 85: Toolbox Installer

The following options are available in Toolbox Configuration:

- Install VS2005 – Configures Framework 2.0 Syncfusion controls in VS 2005 toolbox.
- Install VS2008 – Configures Framework 3.5 Syncfusion controls in VS 2008 toolbox.
- Install VS2010 – Configures Framework 4.0 Syncfusion controls in VS 2010 toolbox.
- Install VS2012 – Configures Framework 4.0 Syncfusion controls in VS 2012 toolbox.
- Install VS2005 Controls in VS2008 – Configures Framework 2.0 Syncfusion controls in VS 2008 toolbox.
- Install VS2005 Controls in VS2010 – Configures Framework 2.0 Syncfusion controls in VS 2010 toolbox.
- Install VS2008 Controls in VS2010 – Configures Framework 3.5 Syncfusion controls in VS 2010 toolbox.

4. The **Information** dialog will open. Click **OK**.

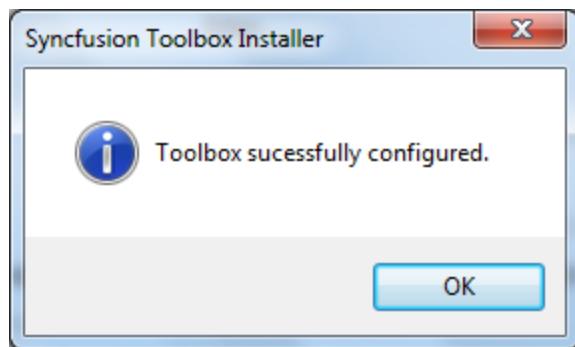


Figure 86: Information



- You need to reset the toolbox if the installed controls are not reflected properly in the Toolbox.
- This tool will configure only the controls which are located under Installed Location\Assemblies\ (Framework version).

1.13.6 Multi-Target Manager

MultiTarget Manager helps in managing multiple .NET frameworks in your Visual Studio 2008 project, i.e. switching between multiple frameworks.



Note: This is not essential for VS 2010 because Common Language Runtime (CLR) is differs for both the 3.5 and 4.0 frameworks. VS 2010 selects the required .NET framework assembly for the corresponding projects. 3.5 and 4.0 are the only frameworks configured; the MultiTarget Manager utility allows you to work on framework 2.0 with VS 2010.

When to Use Multi-Target Manager?

When Essential Studio is installed in a machine comprising both 2.0 and 3.5 frameworks, then by default the target framework is set to 3.5 and the following registry entry AssemblyFoldersEx is also set to 3.5 assemblies. You can use the **Multi-Target Manager** to change the target framework to 2.0.

HKLM\Software\Microsoft\NetFramework\v2.0.50727\AssemblyFoldersEx\Syncfusion Essential Studio 3.5

Launching MultiTarget Manager

1. Open the Syncfusion Dashboard.
2. Click Utilities > Assembly Management.
3. Click the **Launch** button for Multi-Target Manager.

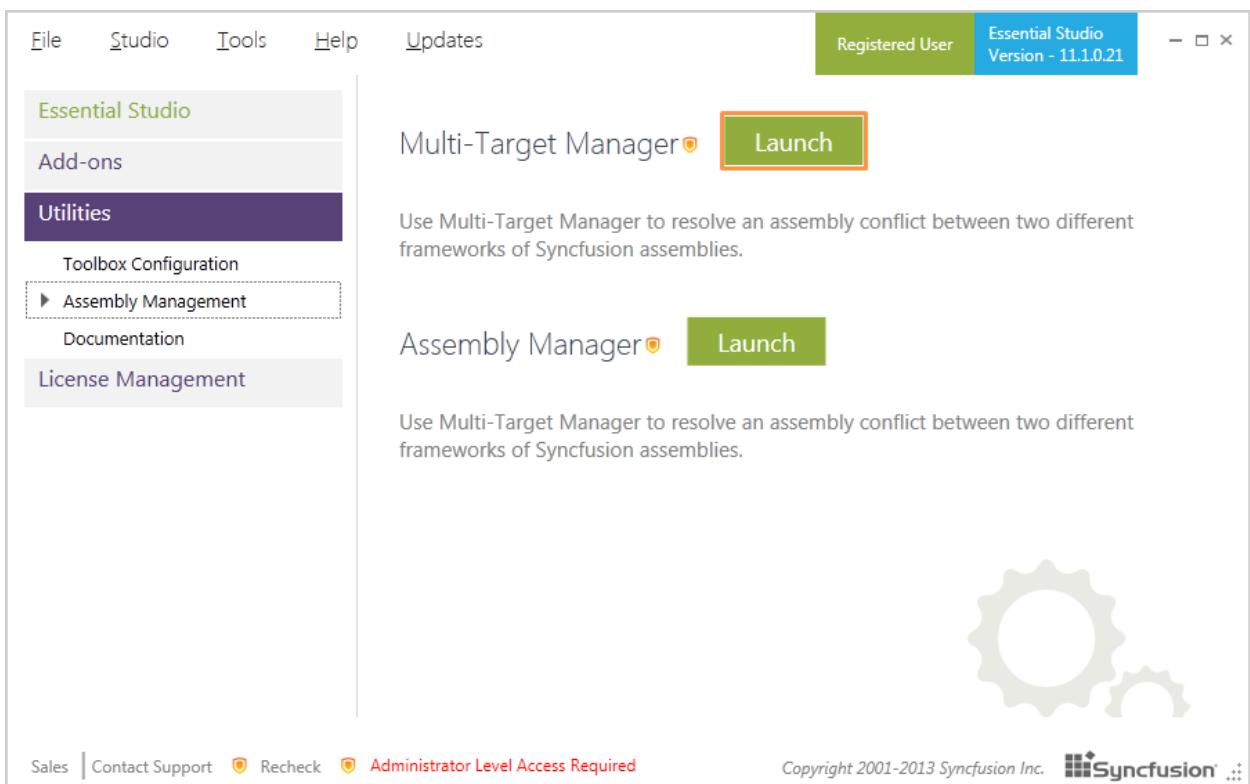


Figure 87: Assembly Management



Note: You can also open the Multi-Target Manager from the following location:

(Installed location)\Syncfusion\Essential Studio\x.x.x\Utilities\MultiTargetManager
MultiTargetManager.exe

4. The Essential Studio MultiTarget Manager x.x.x dialog box opens.

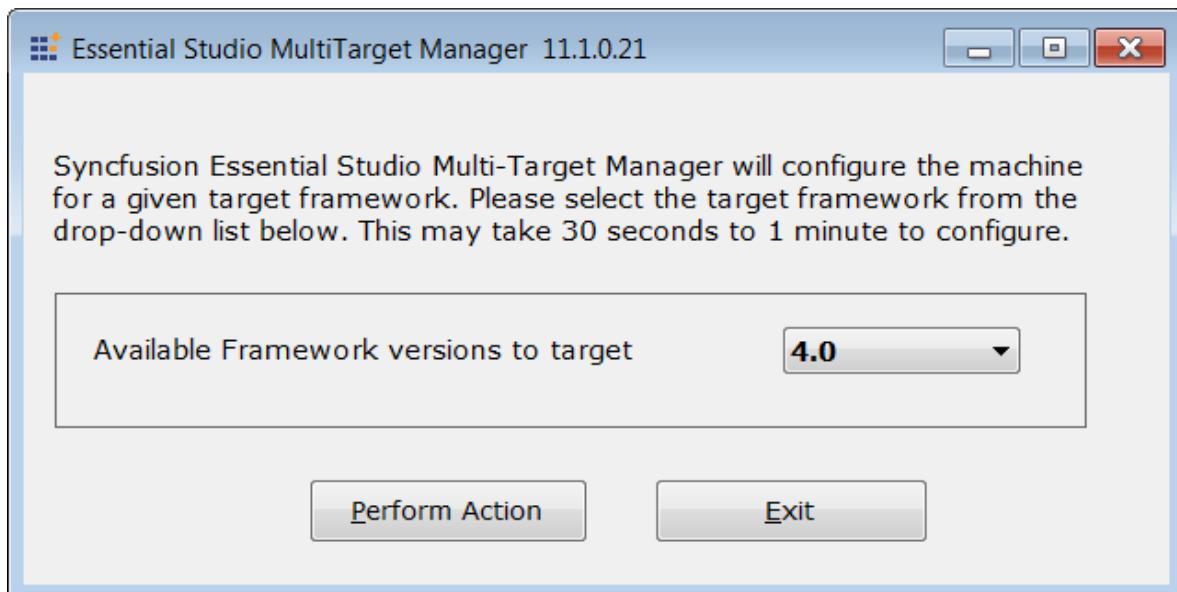


Figure 88: Essential Studio MultiTarget Manager x.x.x.x Dialog

5. Select the required version from the drop-down list. The **Multitarget Manager** dialog will open.

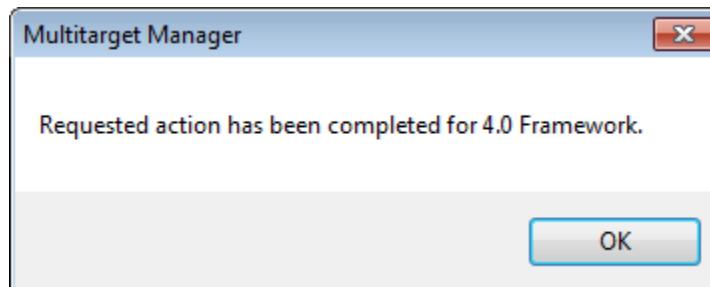


Figure 89: Multitarget Manager

6. Click **OK**.
7. Open an application.
8. Refresh the application before building.



Note: The target value and the registry value will be changed to the selected framework version.

1.13.7 Project Migration

The project migration tool enables you to move the project files to the given Syncfusion Essential Studio Version.

The following steps illustrate how to migrate a project.

1. You can open the **Project Migration Tool** from the following location: **(Installed location)\Syncfusion\Essential Studio\x.x.x\Utilities\Project Migration\ProjectMigrationWindows.exe**.

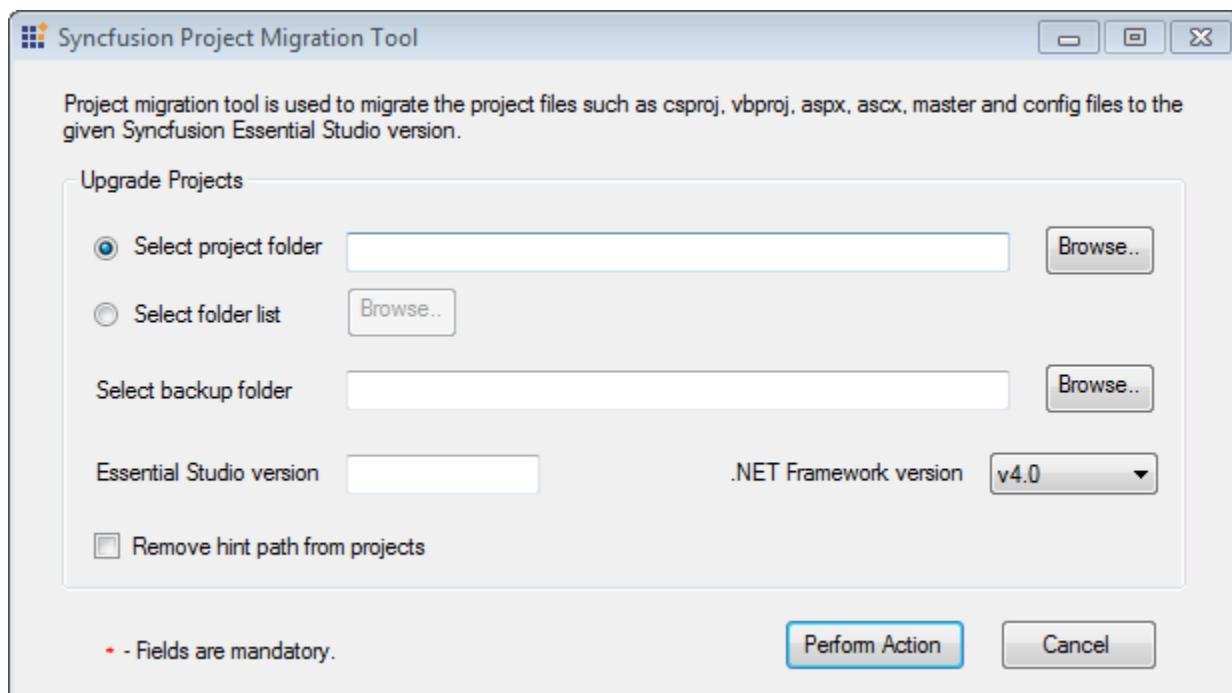


Figure 90: Syncfusion Project Migration

2. Select the project to be upgraded in the **Select project folder** field.



Note:

- You can also select multiple projects using the **Select folder list** option.
- The **ASP.NET MVC** project type is not supported by the Project Migration Tool.

3. Select a folder to store a backup in the **Select backup folder** field.
4. Enter the Essential Studio version number in the **Essential Studio version** field (for example, 11.2.0.25).
5. Select the required .NET version from the **.NET Framework version** drop-down list.
6. Select the **Remove hint path from project** check box, if you want to remove the hint from the project.
7. Click **Perform Action**. The utility will upgrade the selected projects to the newer versions.

1.13.7.1 Command Line

The following steps illustrate how to run the Project Migration tool through command line.

1. Open the command prompt in administrator mode and navigate to the following location:

{Installed Drive}\{ProgramFiles Folder}\Syncfusion\Essential Studio\{version}\Utilities\Project Migration\

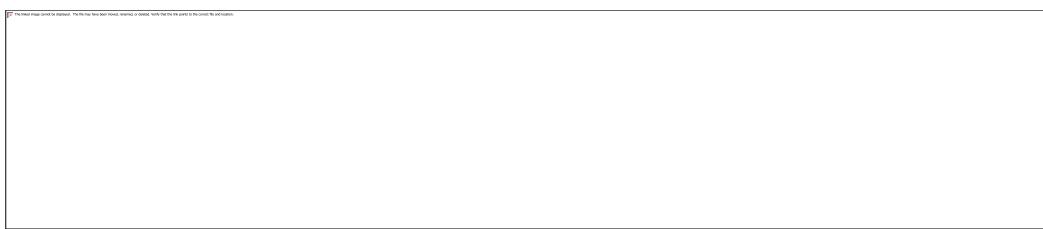
Eg: C:\Program Files (x86)\Syncfusion\Essential Studio\11.3.0.30\Utilities\Project Migration\

2. Run the 'ProjectMigrationConsole.exe' with the following arguments:

```
/source:"sourcepath" /studio:"Essential Studio version" /framework:"[v3.5] /[v2.0] / [v4.0] / [v4.5]"  
/backup:"Backupfolderpath" /hintpath:"[False] / [True]"
```

Eg: /source:"C:\Users\Vadivel\Documents\Visual Studio
2012\Projects\WindowsFormsApplication3" /studio:"11.2.0.25" /framework:"v4.0"
/backup:"E:\ProjectMigrationBackup\WindowsFormsApplication3" /hintpath:"False"

The following screen shot illustrates this.



1.13.8 Project Templates

Syncfusion provides **Project Templates** for the ASP.NET MVC platform to automatically refer the necessary reference and resource files in an application. However, this is not applicable to other platforms. In the other platforms (such as Windows Forms, WPF, Silverlight, and ASP.NET), the Syncfusion controls will be automatically configured in the Microsoft Visual Studio Toolbox after the setup has been installed, and the controls can be used in the application by simply dragging them from the toolbox.

2 Orubase Studio

2.1 Overview

Orubase is Syncfusion's framework for developing mobile enterprise applications using a common ASP.NET MVC code base. Orubase helps build apps for mobile devices running Apple iOS, Google Android, and Microsoft Windows Phone.

2.2 Step-by-Step installation

The following procedure illustrates how to install the **Orubase studio** Setup:

1. Double-click the **Syncfusion Orubase Setup** file. The **Self-Extractor** wizard opens and extracts the package automatically.

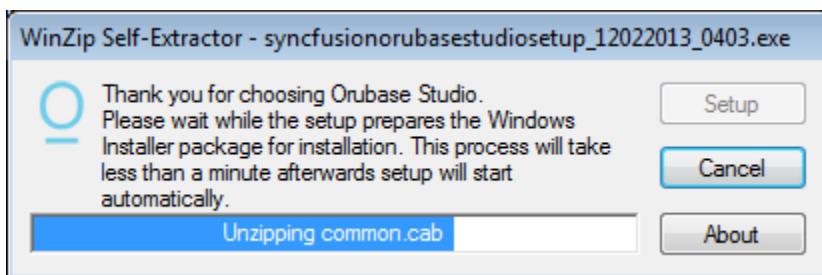


Figure 91: Extracting Setup

2. When the unzip operation is complete, the **Syncfusion Orubase Studio Setup** dialog box opens.

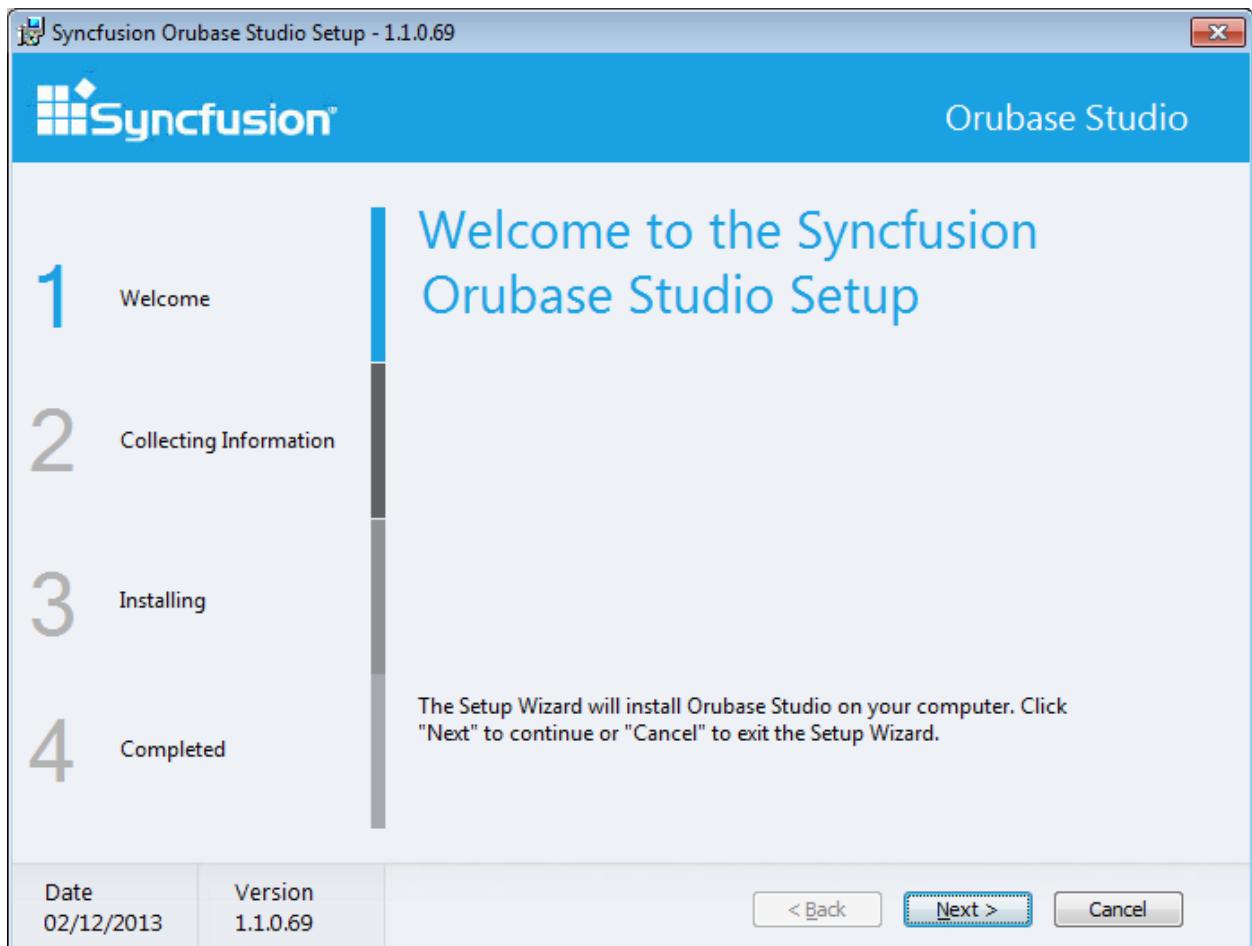


Figure 92: Welcome Screen

3. Click **Next**. The **User Information** screen opens.

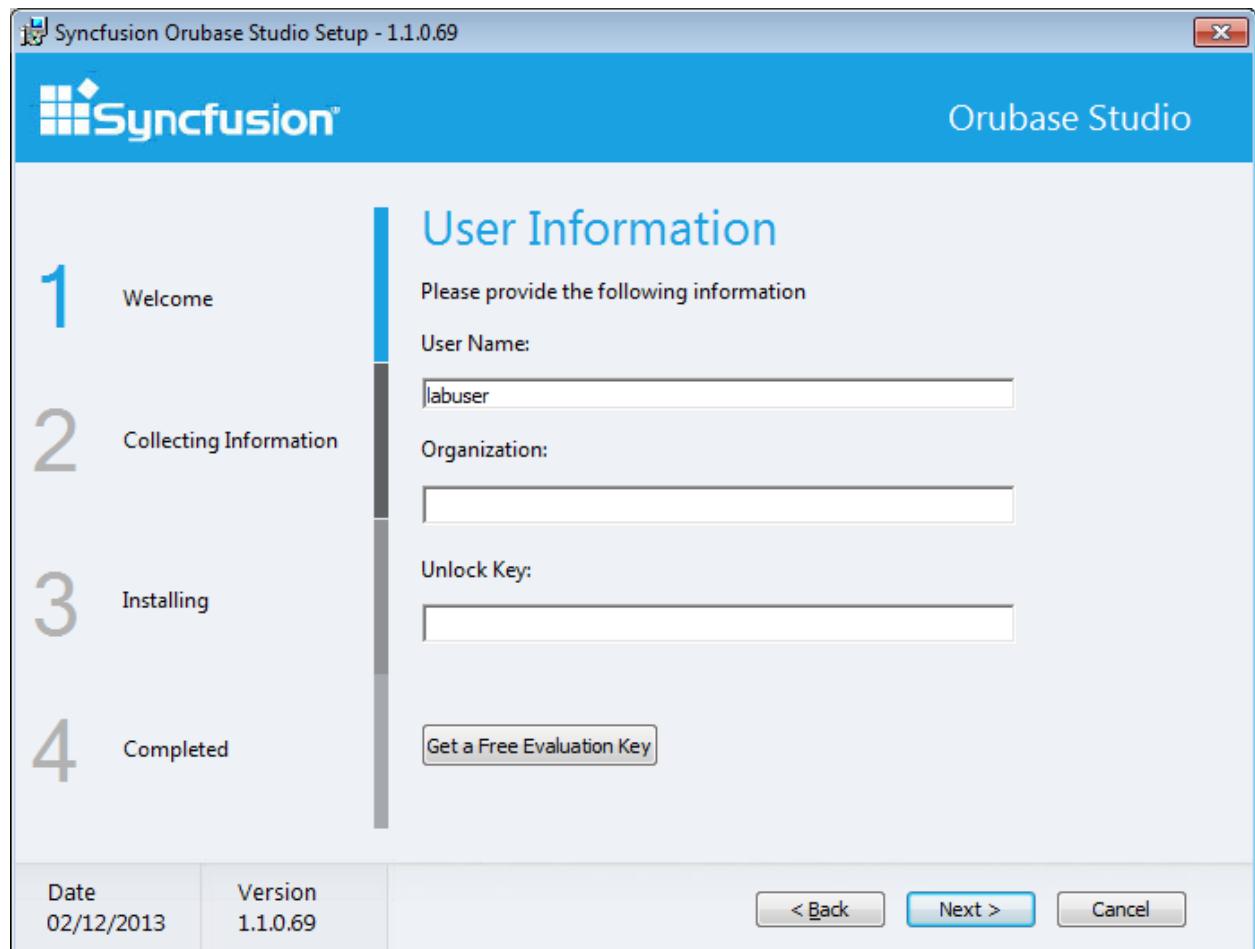


Figure 93: User Information screen

4. Enter **User Name**, **Organization** and **Unlock Key** in the corresponding text boxes provided.
5. Click **Next**.



Note: The unlock key is validated and the preceding License Agreement screen opens.

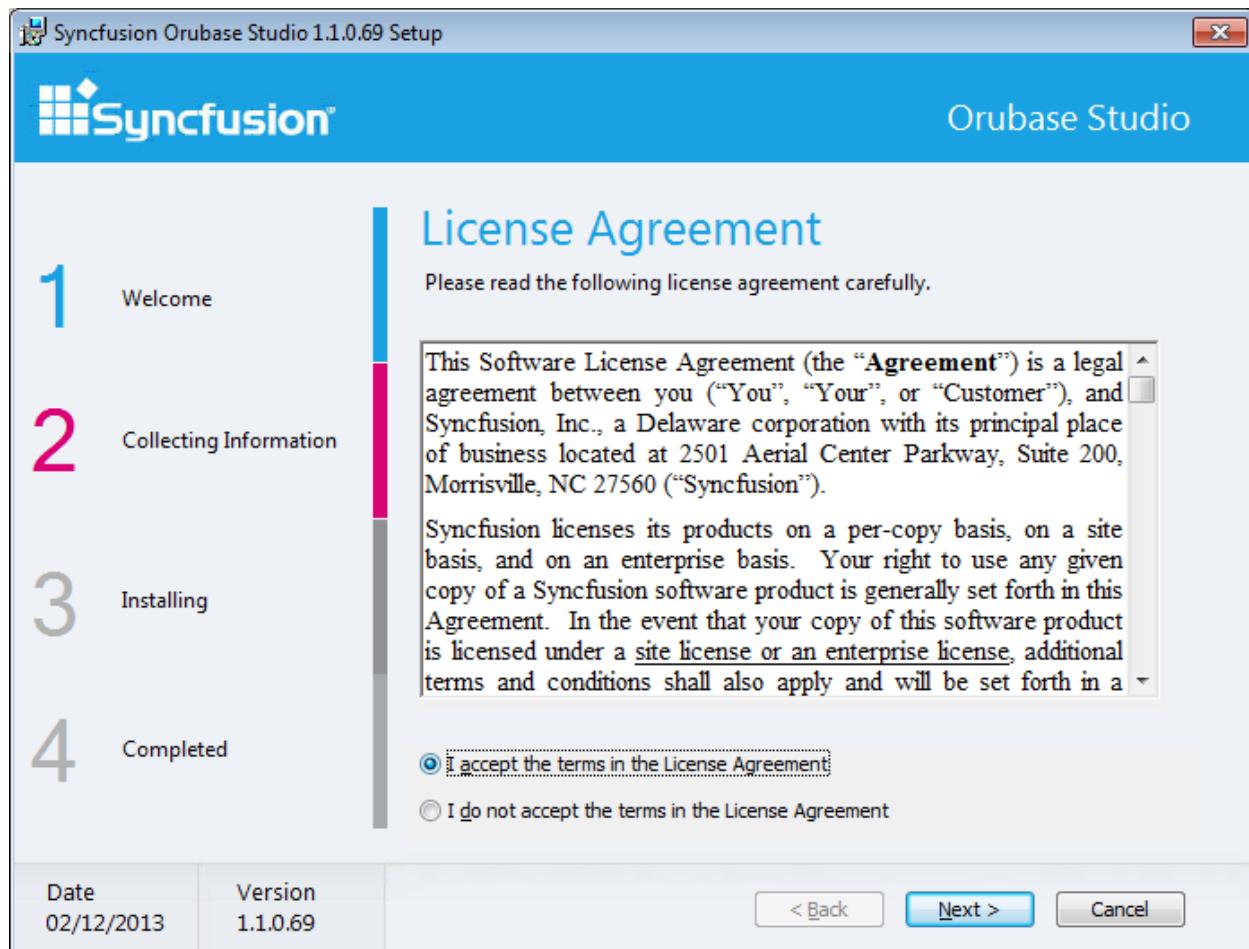


Figure 94: License Agreement screen

6. On accepting the terms, click the **I accept the terms in the License Agreement** option.
7. Click **Next**. The Select the Installation Folder screen opens.

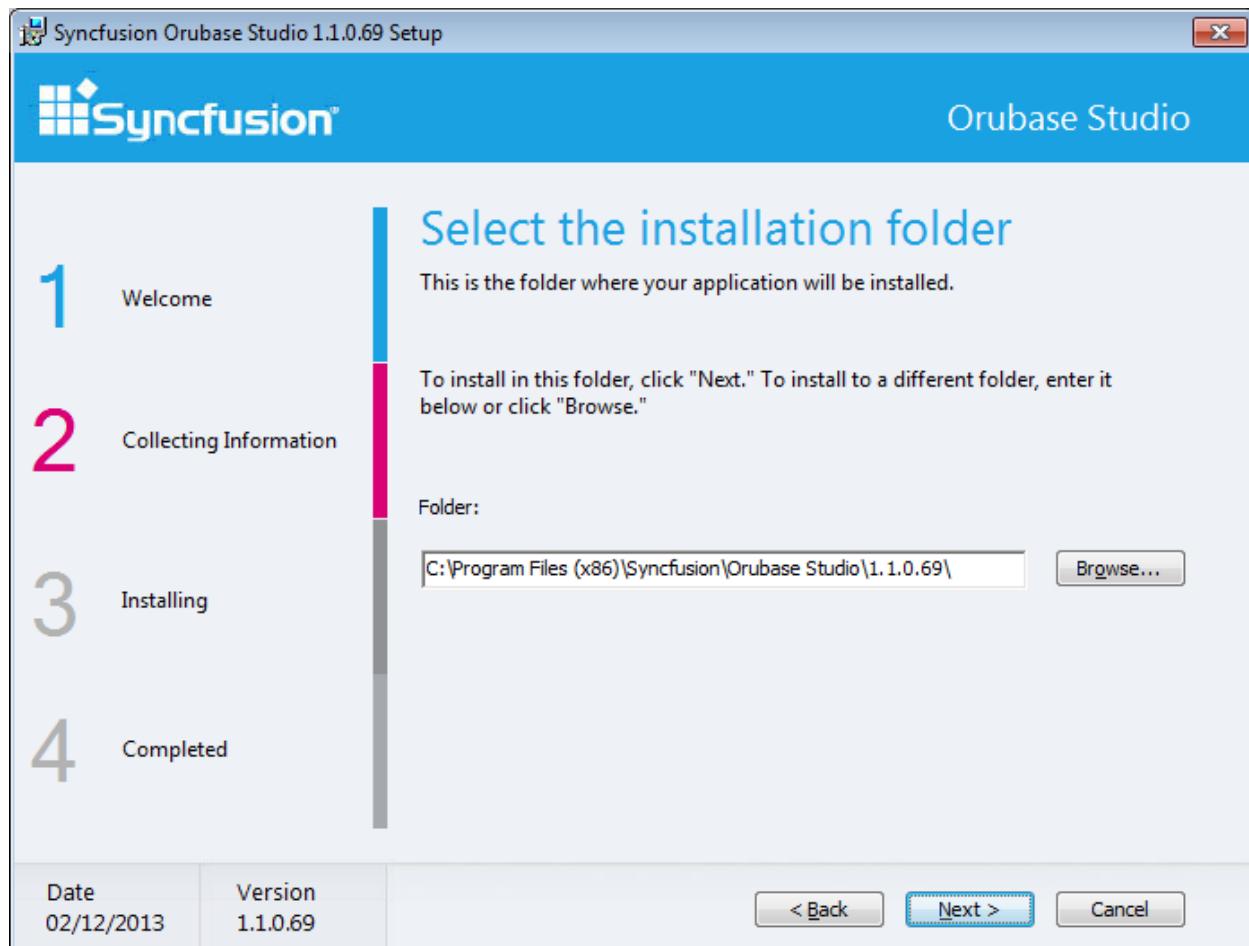


Figure 95: Select the Installation Folder screen

8. Click **Next**. The Select the Samples Folder screen opens.

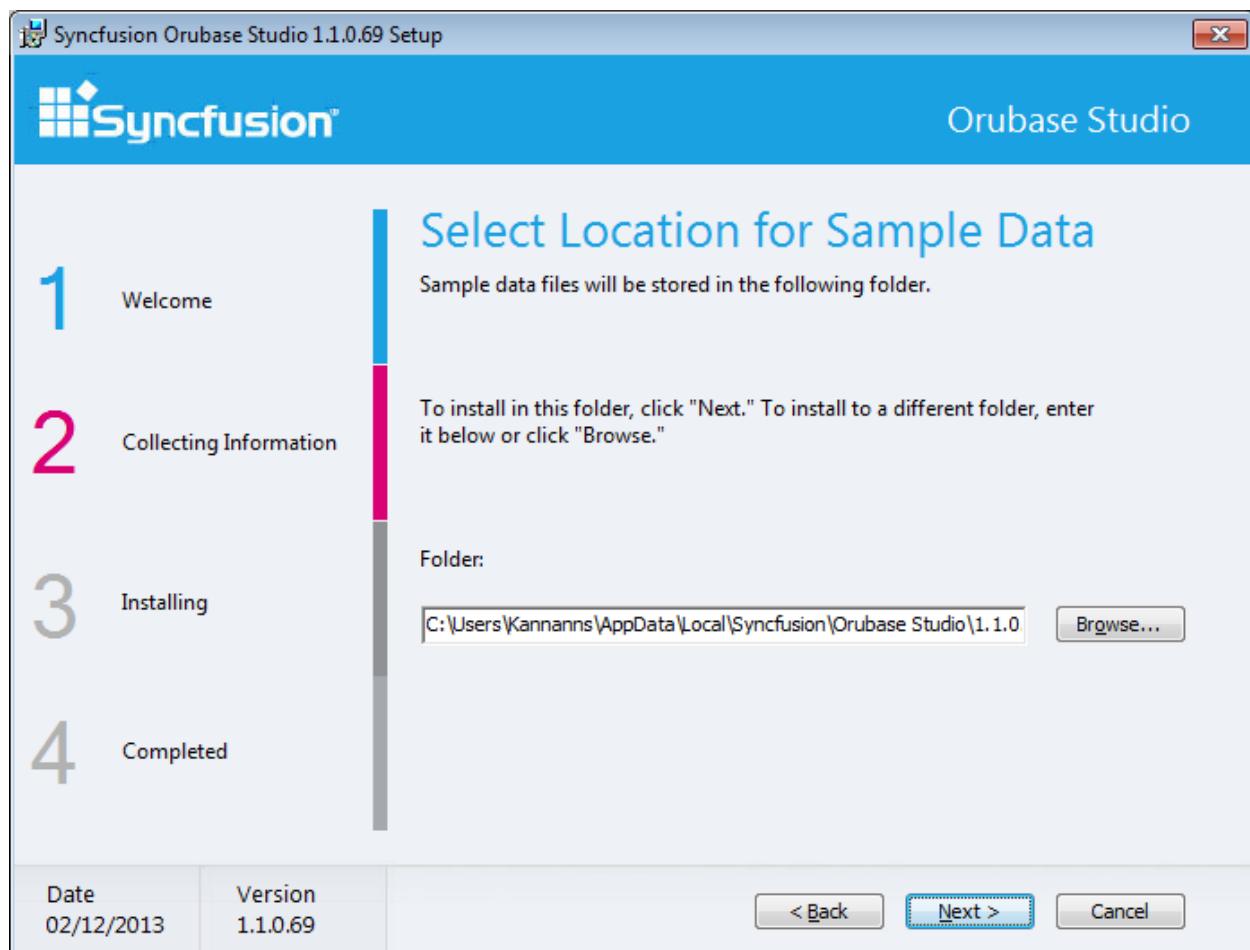


Figure 96: Select the Samples Folder screen



Note: You can also browse to choose a location clicking Browse.

9. Click **Next** to Install Ready dialog.

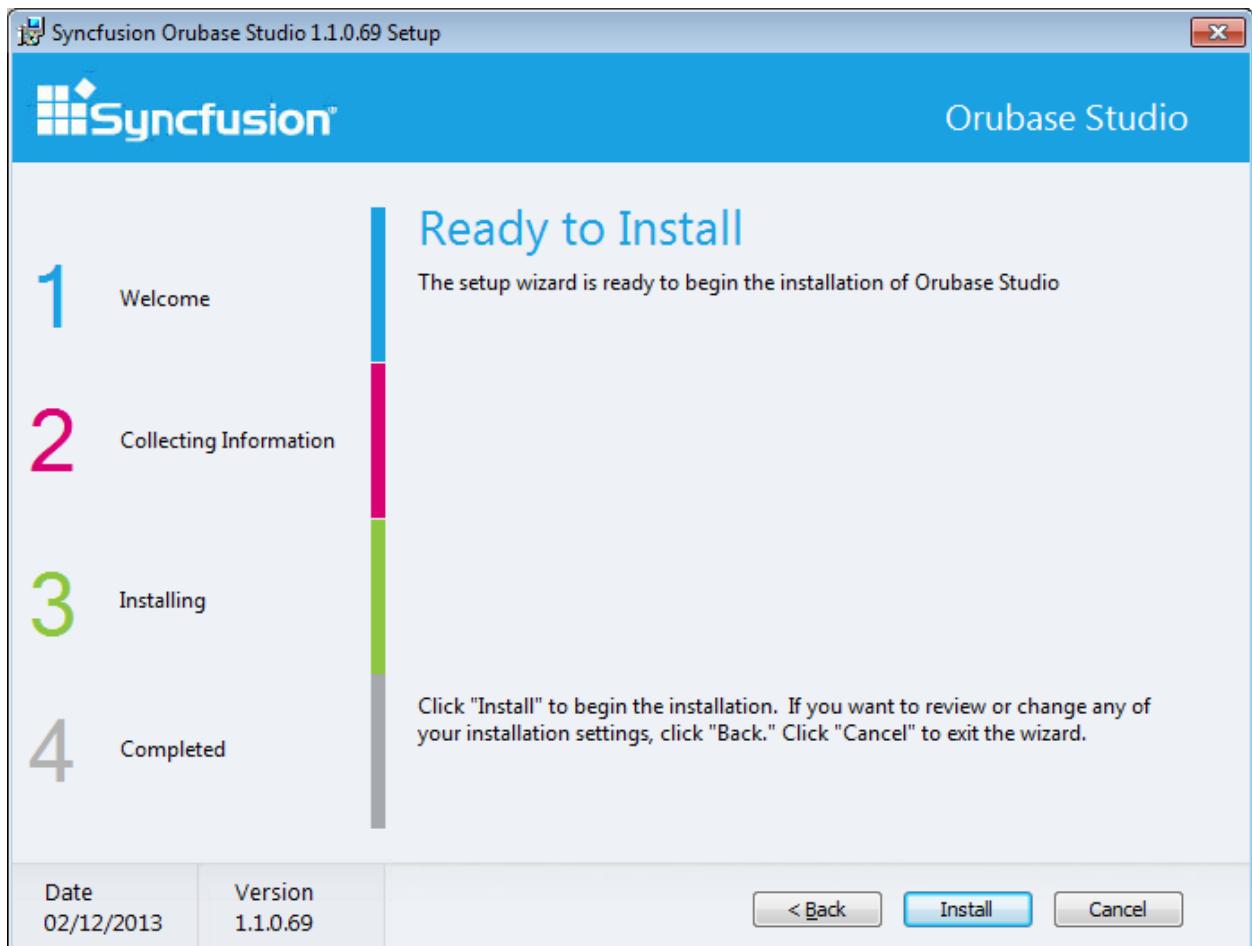


Figure 97: Ready to Install

10. Click **Install** to continue with the installation.



Figure 98: Installing



Note: The completed screen is displayed once the selected package is installed.

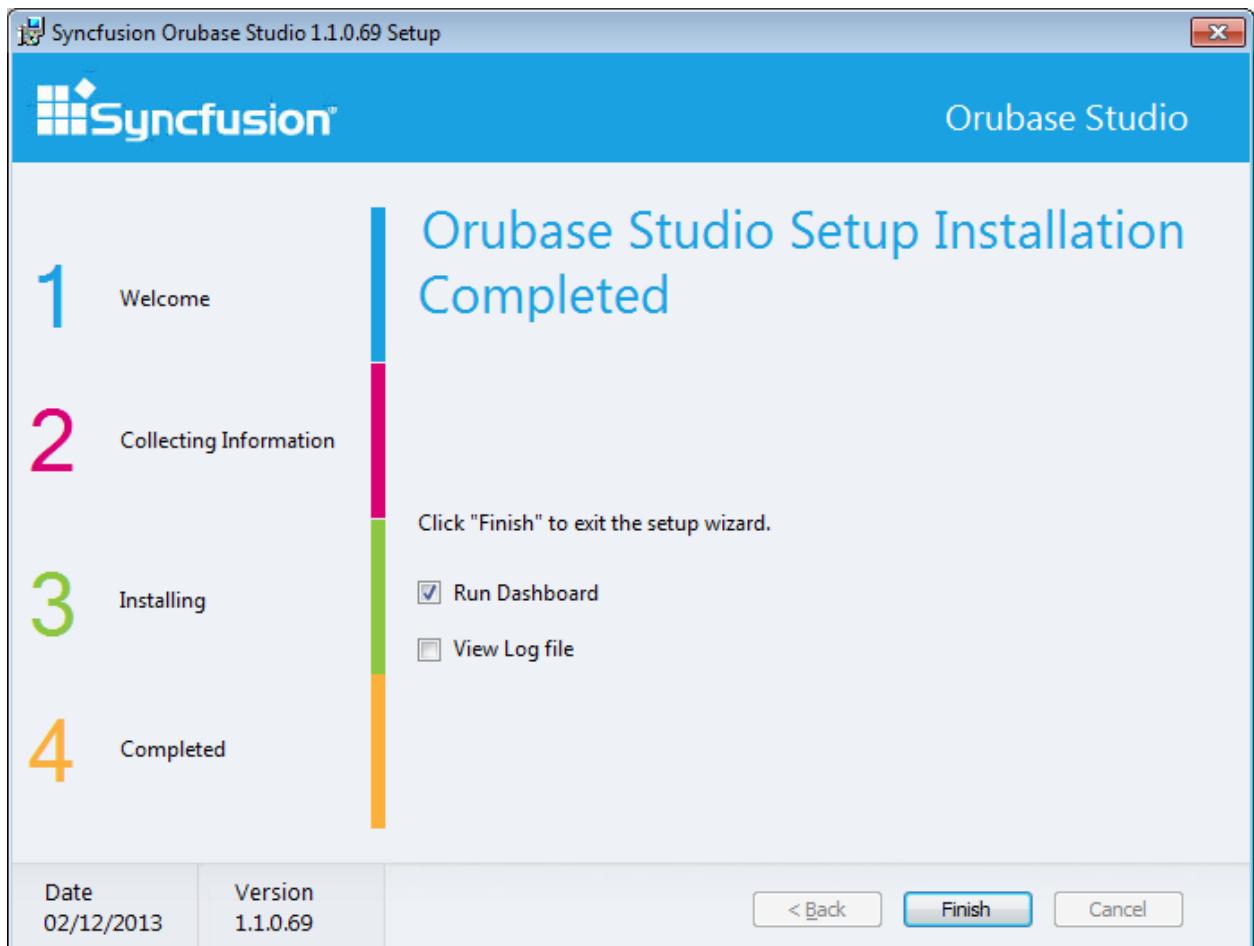


Figure 99: Installation Completed

11. Click **Finish** to exit the Setup Wizard. Open the **Orubase Dashboard** by selecting **Run Dashboard**.

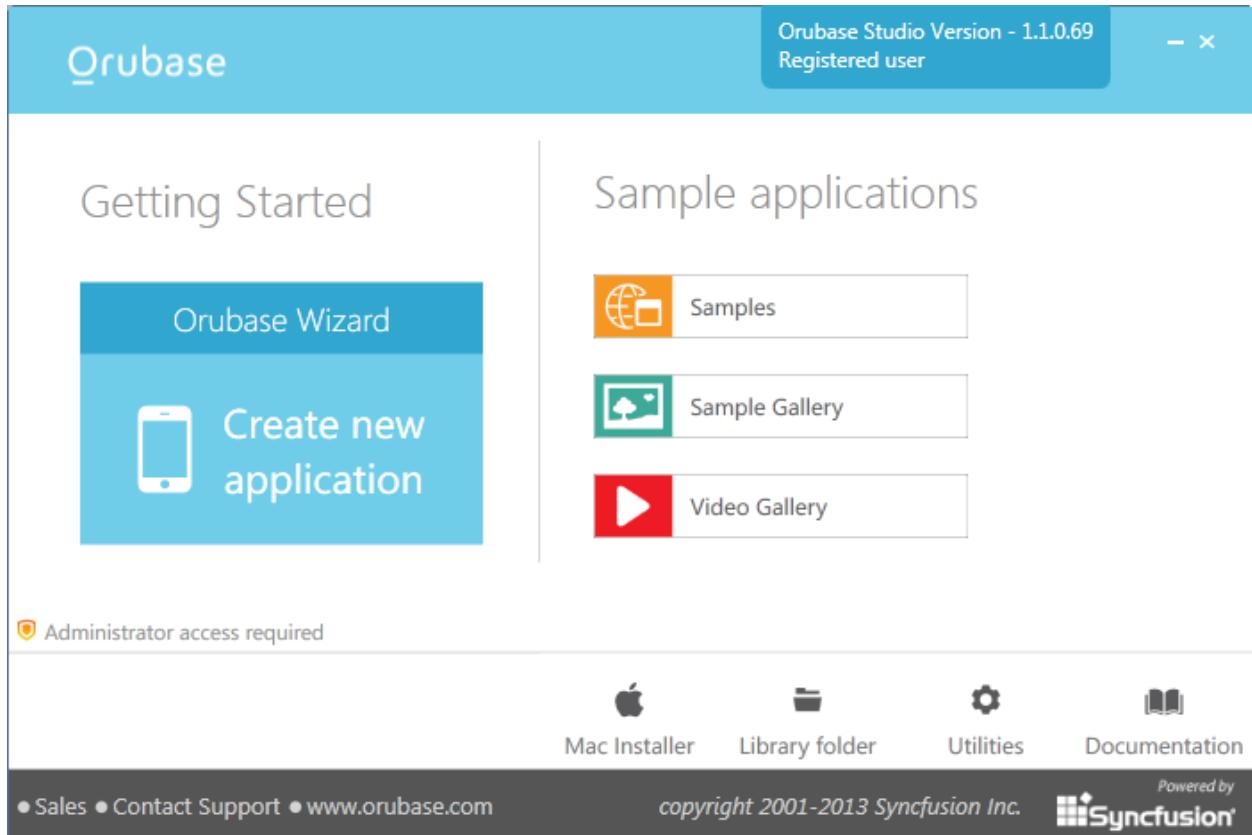


Figure 100: Orubase Dashboard

3 Metro Studio

3.1 Overview

Create attractive icons and path values with Syncfusion Metro Studio.

3.2 Step-by-Step Installation

The following are the steps to install the **Metro Studio Setup**.

1. Double-click the Syncfusion Metro Studio Installer Setup file. The Syncfusion Metro Studio Installer wizard opens.

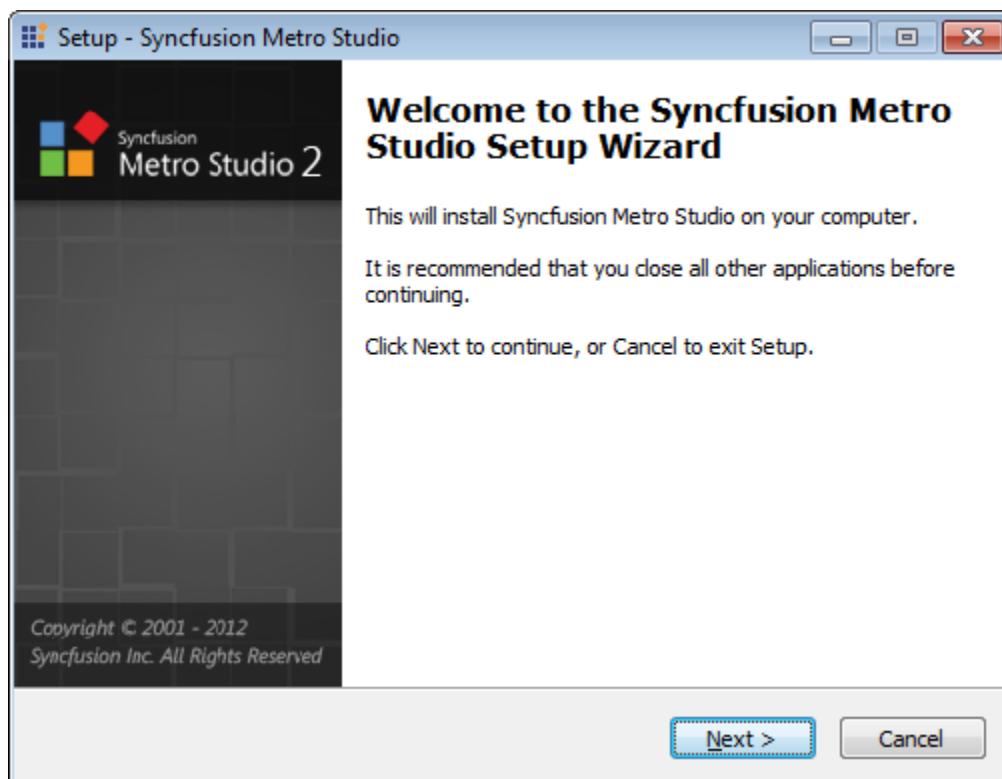


Figure 101: Unified Installer

2. Click **Next**.

 **Note:** Inno script extracts the syncfusionmetrostudiosetup.exe dialog, displaying the unzip operation of the package.

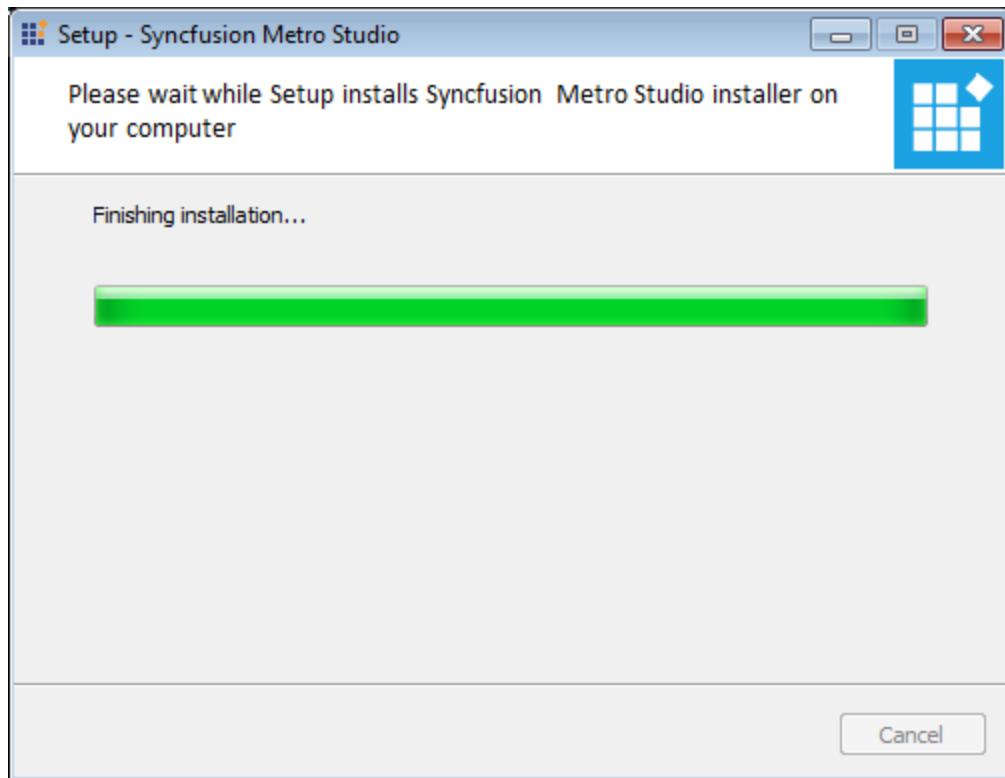


Figure 102: Unzip Operation

3. When the unzip operation is complete, the **Syncfusion Metro Studio Setup** dialog box opens.

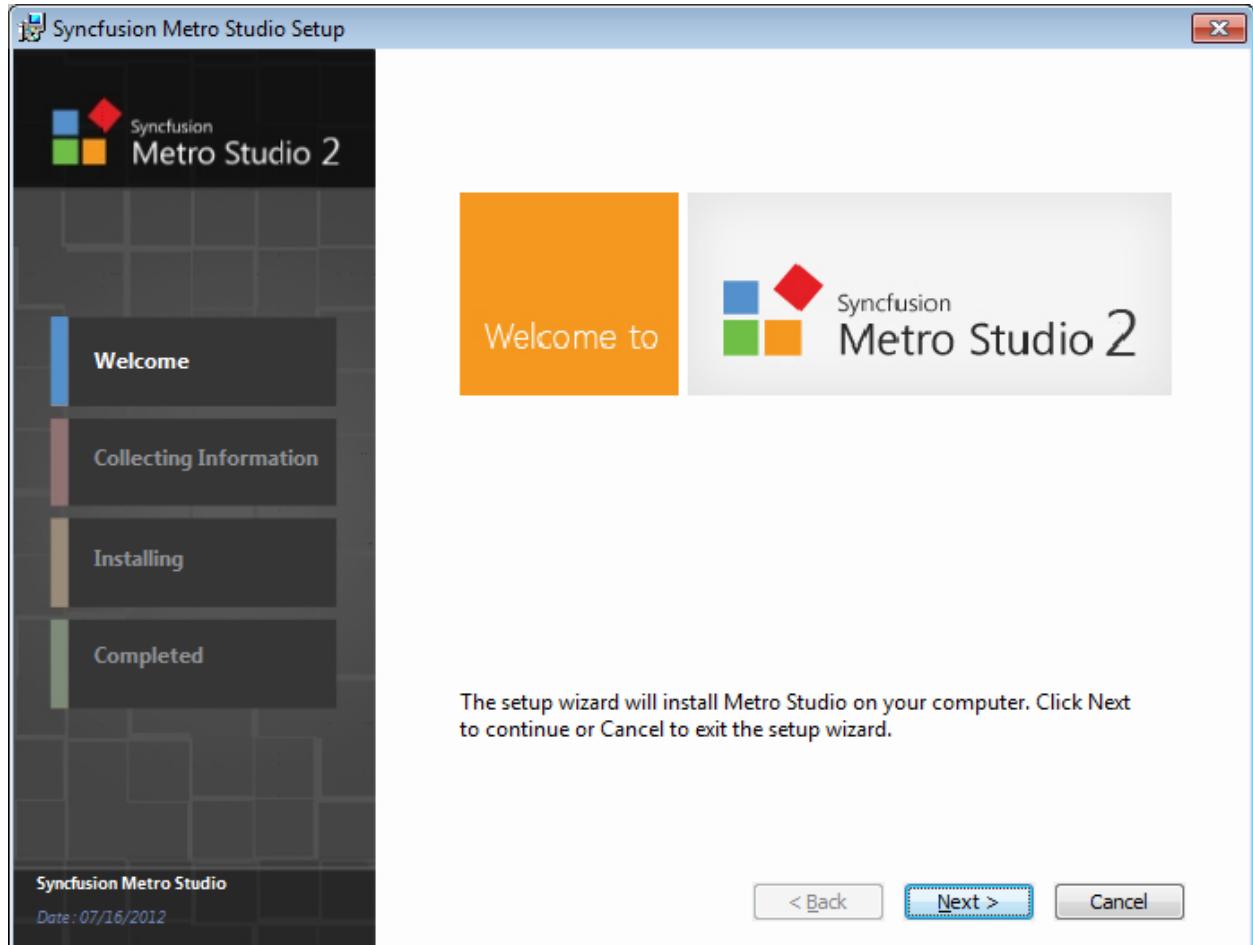


Figure 103: Setup Wizard

4. Click **Next**. The **User Information** screen opens.

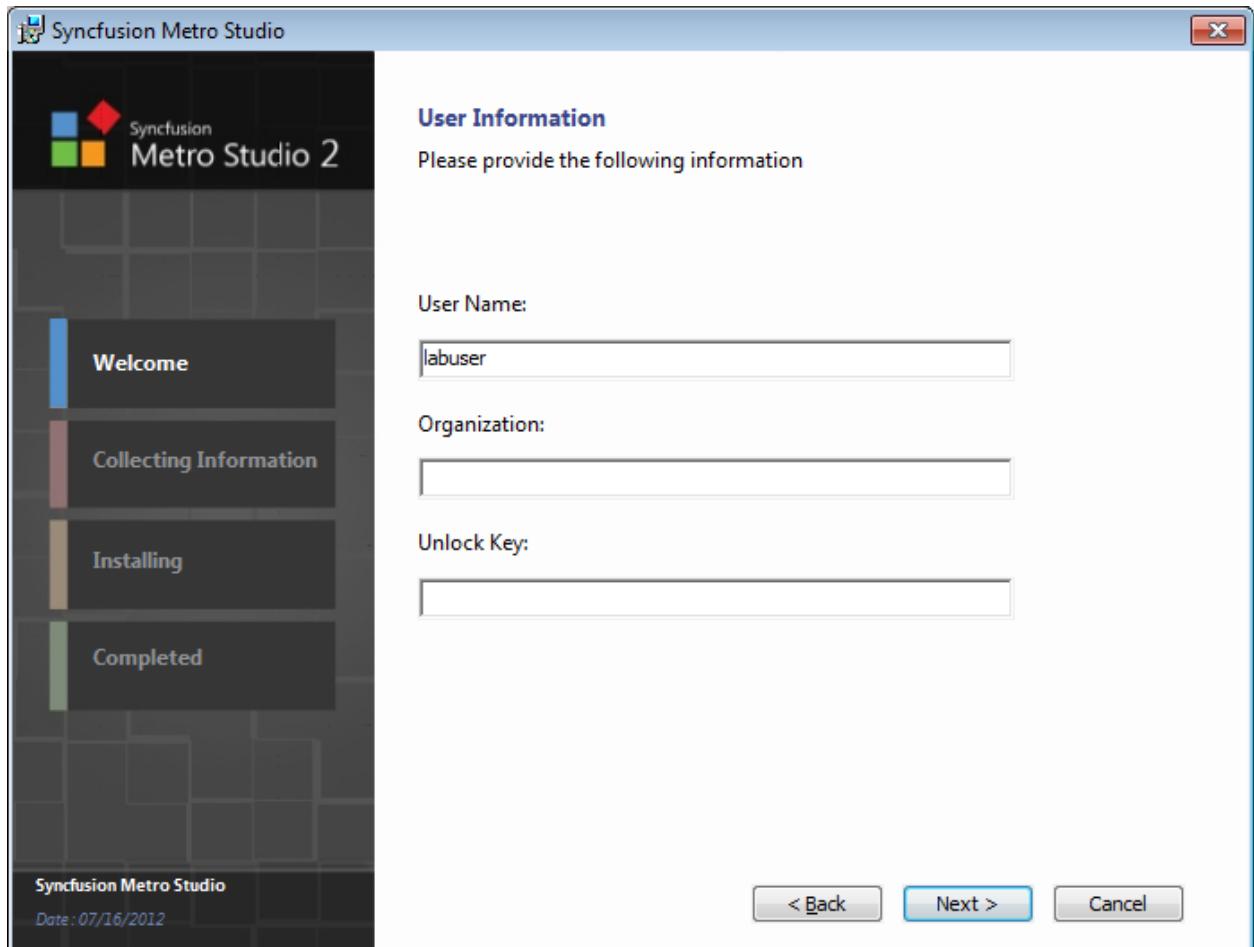


Figure 104: User Information

5. Enter your **User Name**, **Organization** and **Unlock Key** in the corresponding text boxes provided.
6. Click **Next**.



Note: The unlock key is validated and the preceding welcome screen opens.

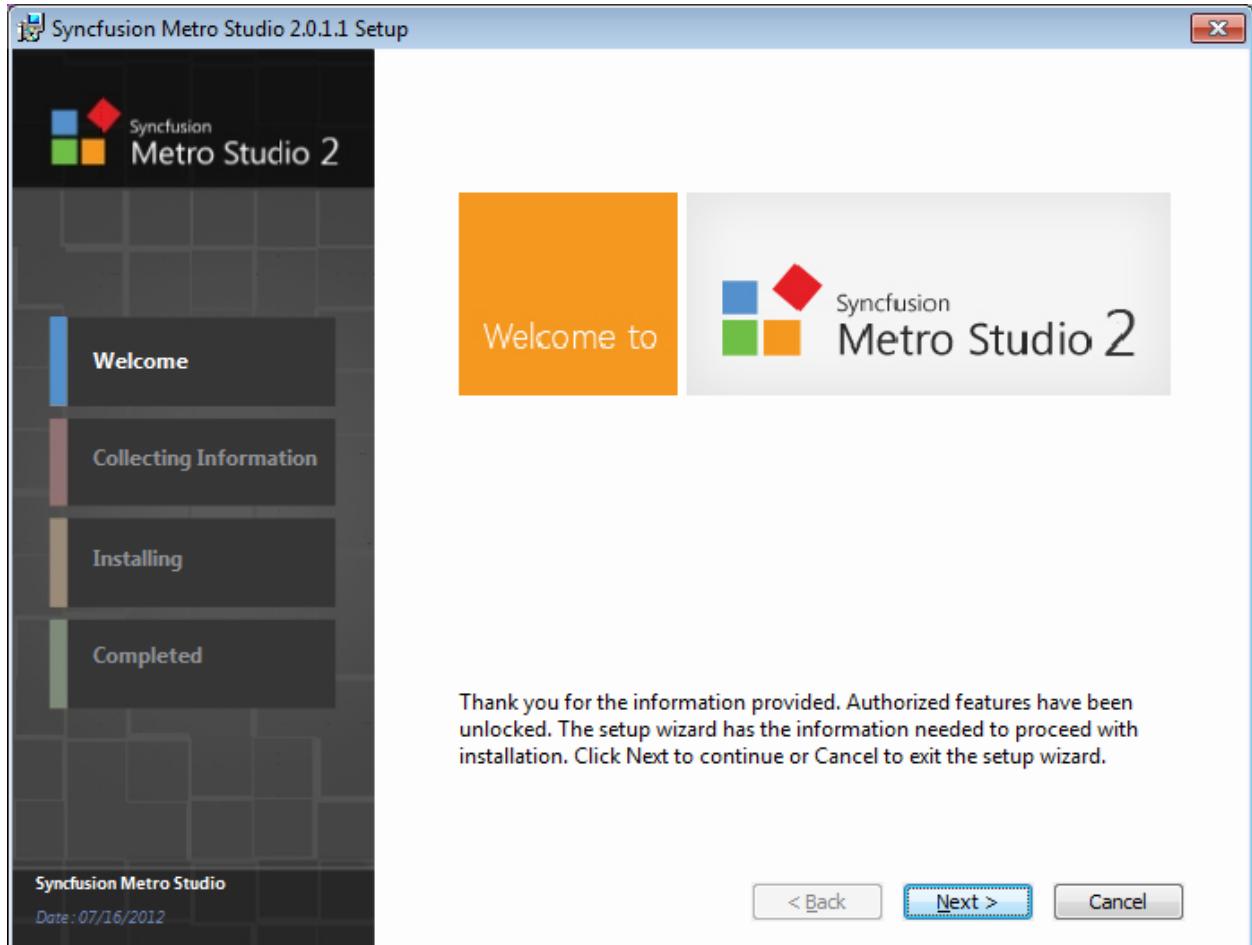


Figure 105: Setup

7. Click **Next**. The **License Agreement** screen opens.

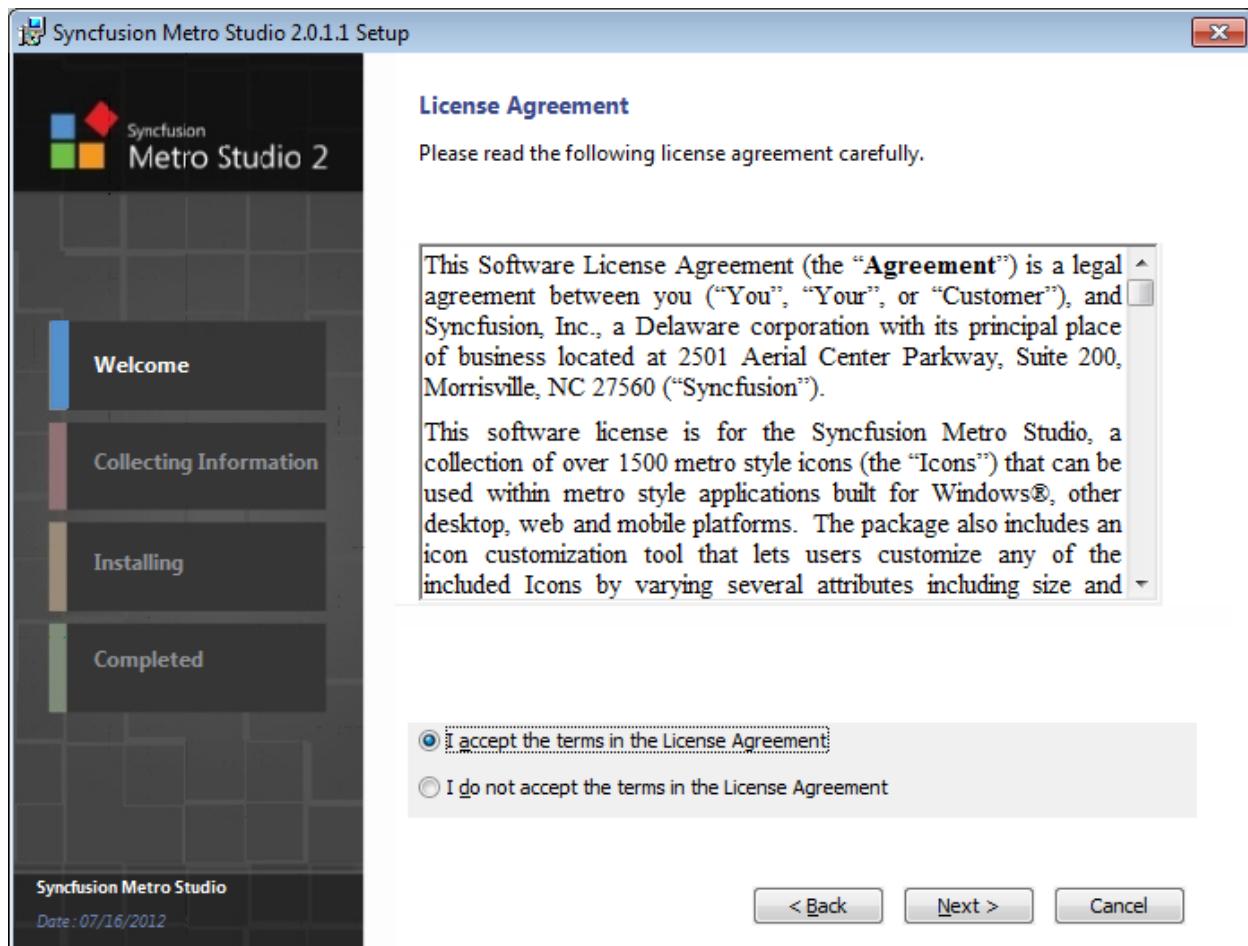


Figure 106: License Agreement

8. After reading the terms, click the **I accept the terms in the License Agreement** option.
9. Click **Next**. Then **Choose the Installation folder**.

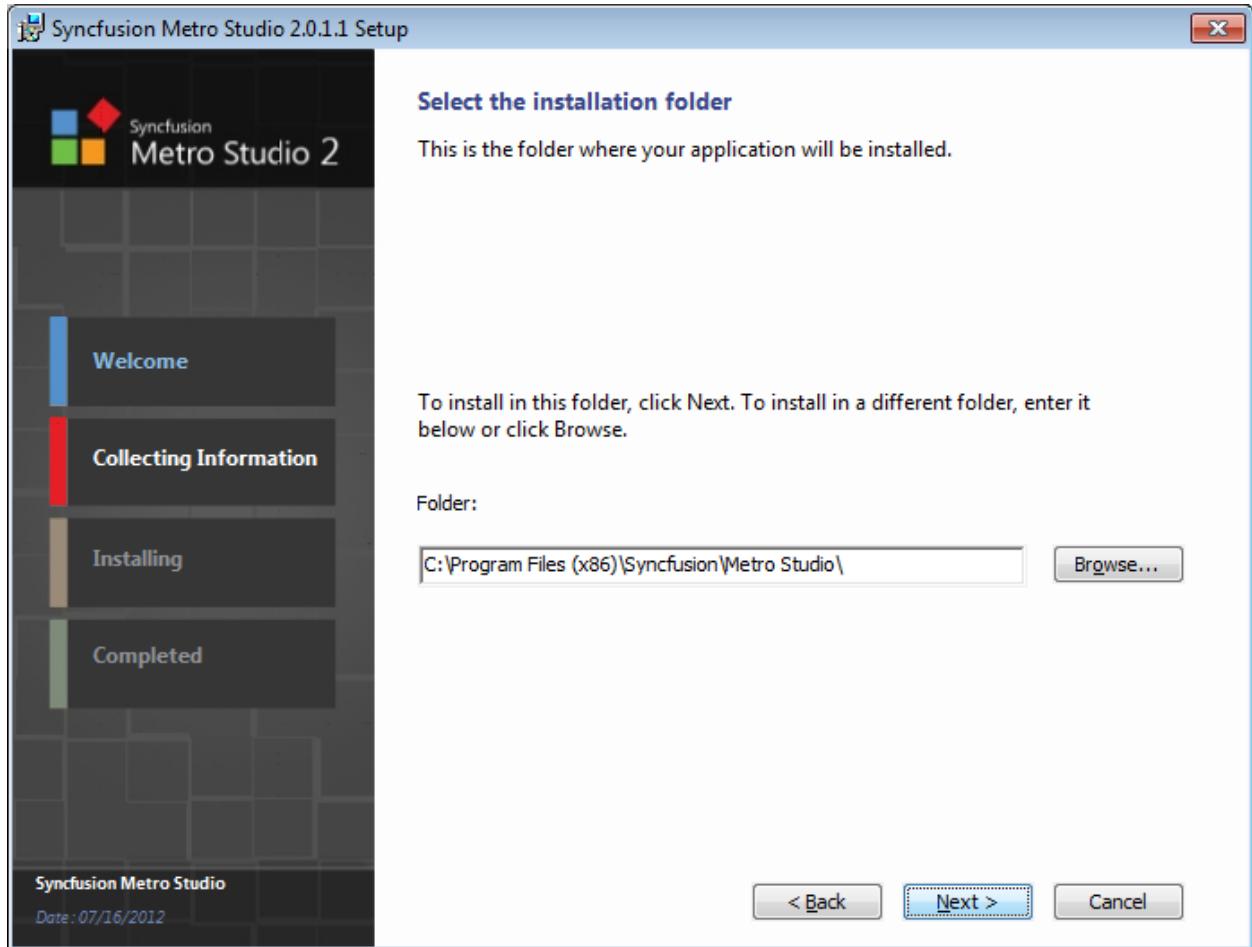


Figure 107: Setup Type

10. Click **Next**. The **Ready to Install** dialog opens.

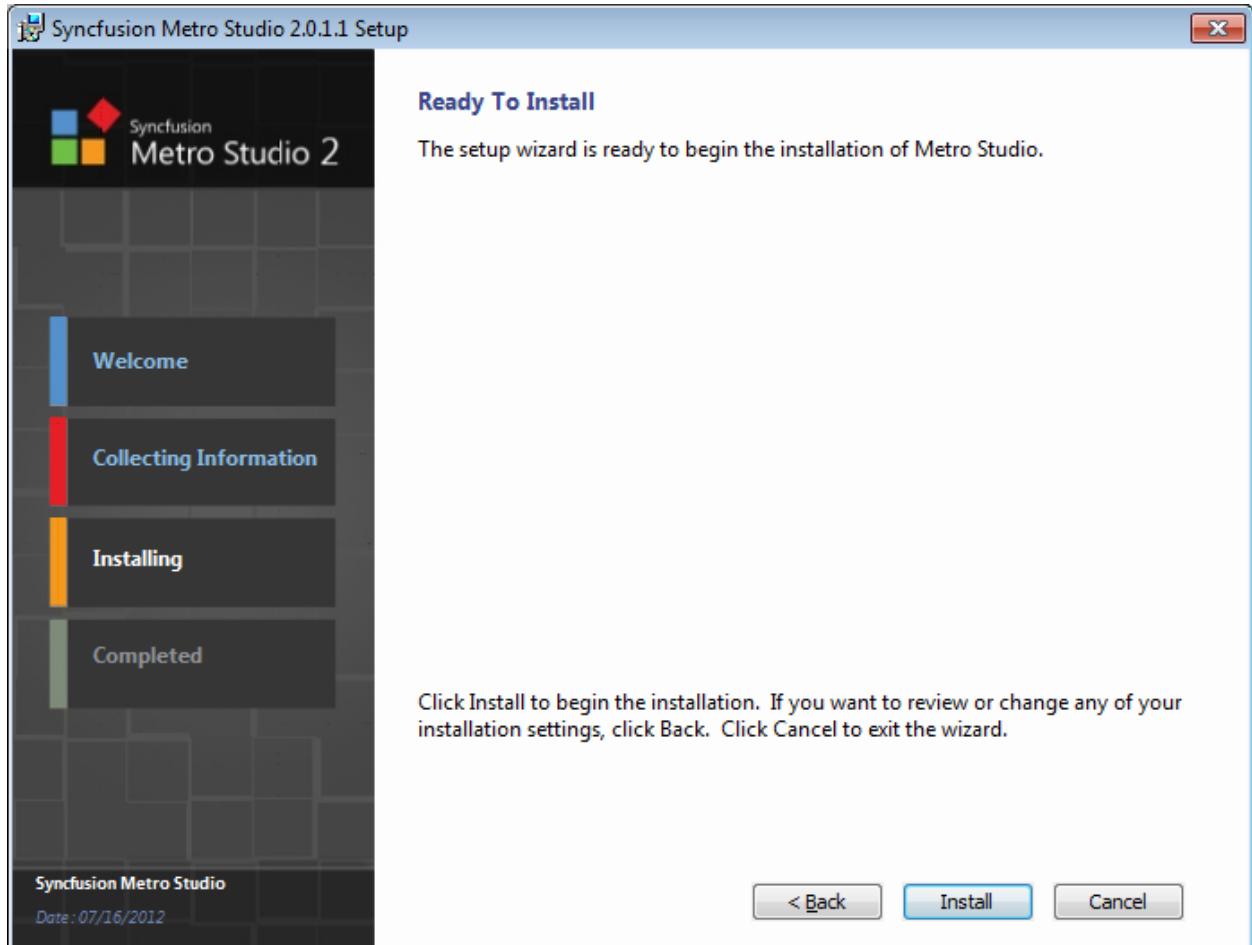


Figure 108: Setup-Installation

11. Click **Install** to continue with the installation.

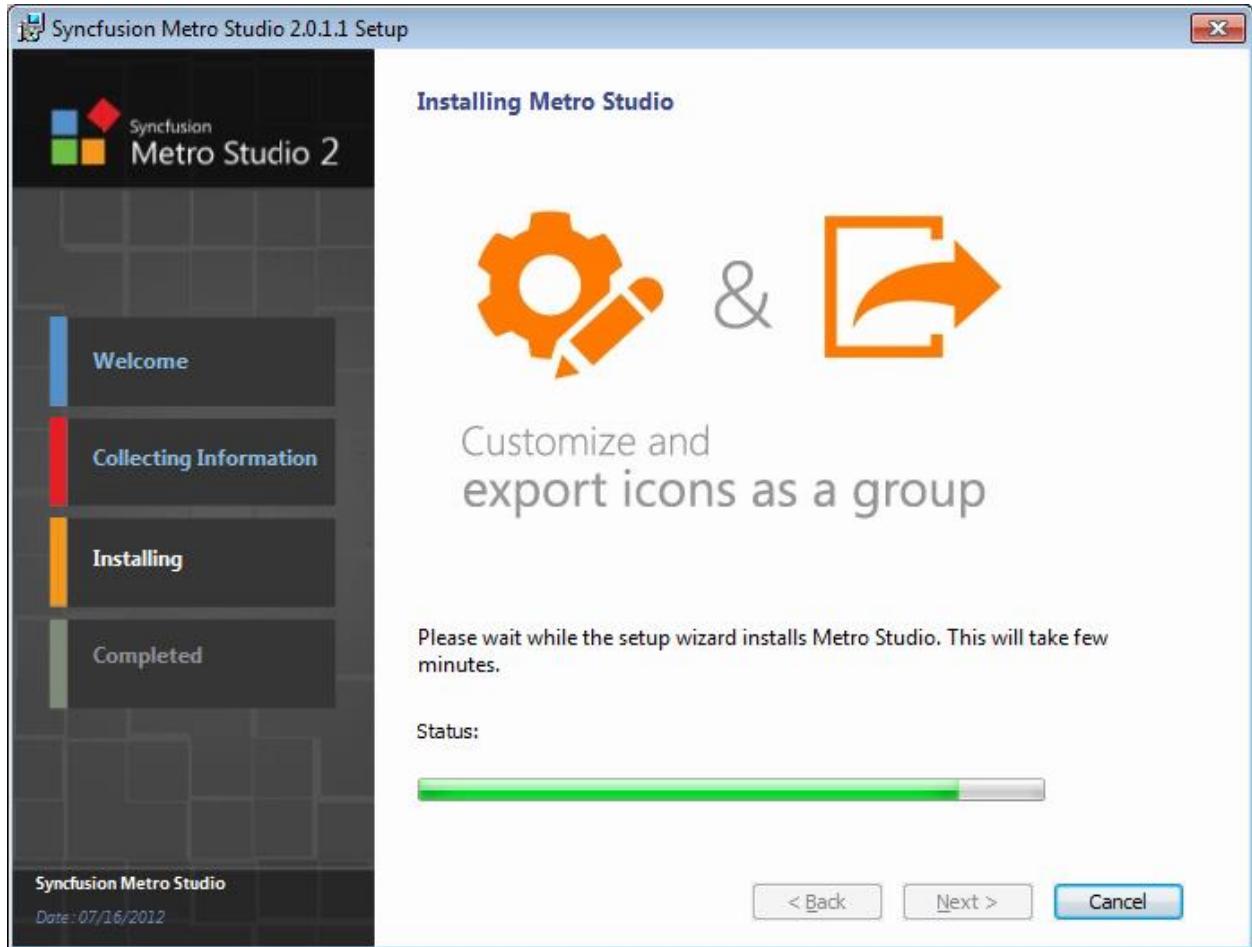


Figure 109: Installing Metro Studio



Note: The completed screen is displayed once the selected package is installed.

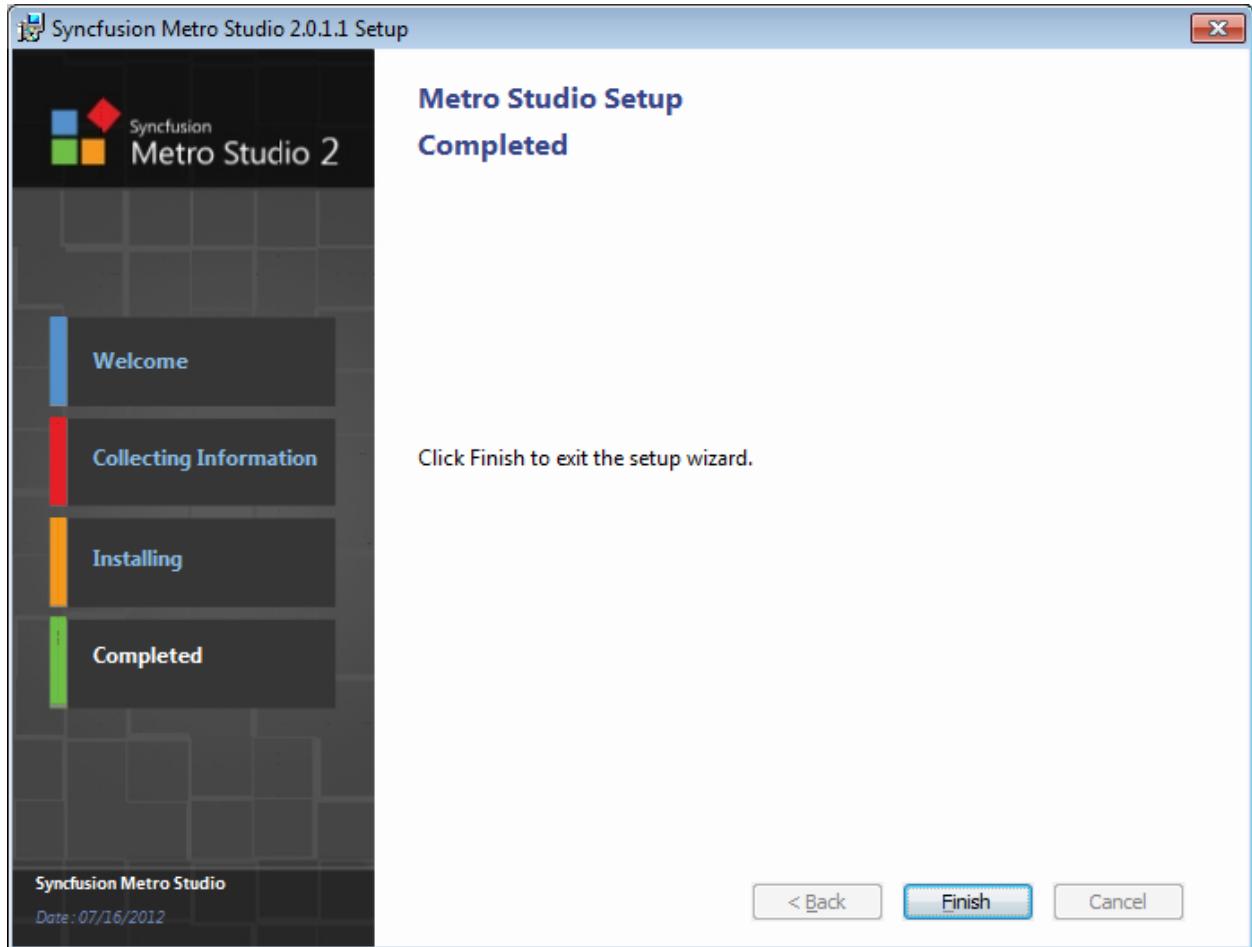


Figure 110: Installation Completed

12. Click **Finish** to exit the Setup Wizard. This will initiate the installation of the **Syncfusion Metro Studio Installer** on your computer.



Note: The Syncfusion Metro Studio Installer will be installed on your computer, and you will be informed with a dialog box when the installation is completed.

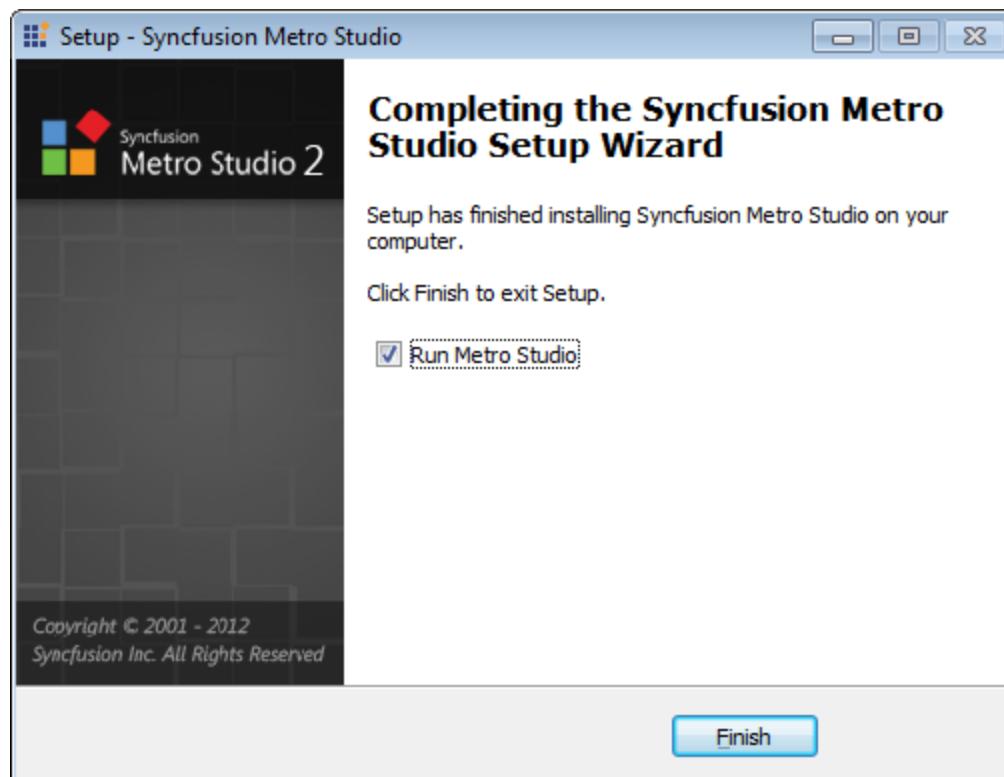


Figure 111: Installation Completed

Once the Metro Studio Source Code Add-on is installed, Metro Studio Dashboard provides the option to create icons.

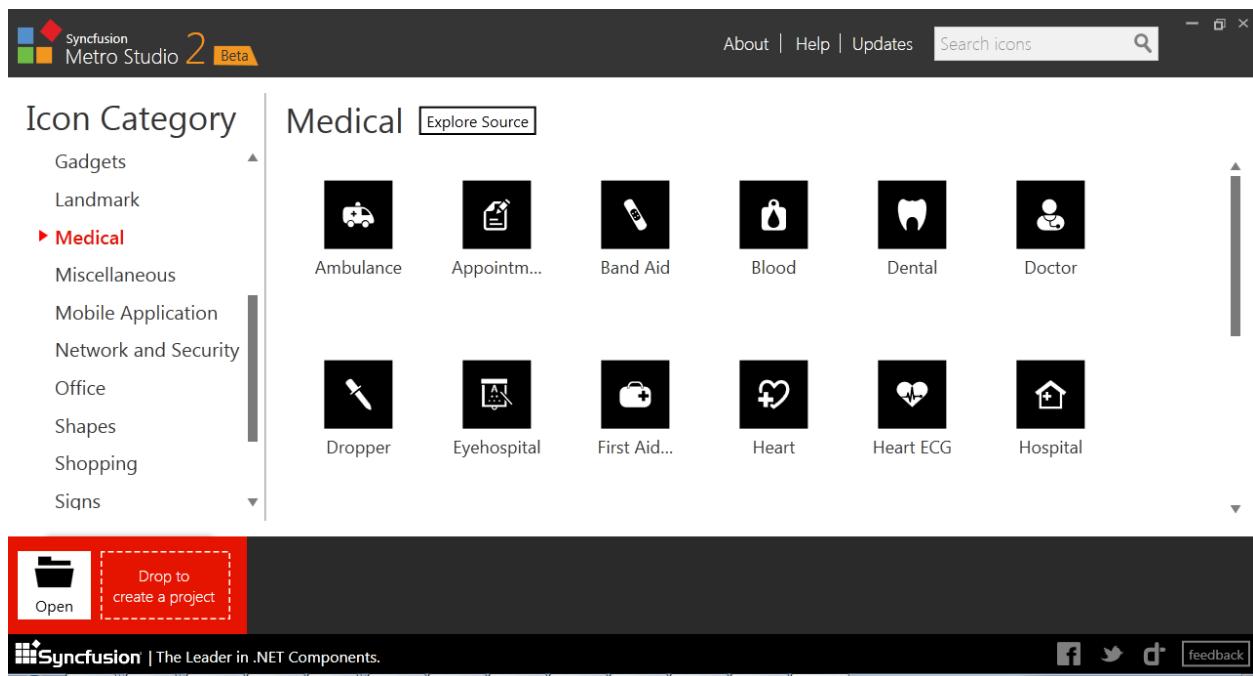


Figure 112: Metro Studio Dashboard

4 Frequently Asked Questions

This section covers frequently asked questions related to Essential Studio.

4.1 How to Configure the Toolbox of Visual Studio Manually

The following are the steps to load the Syncfusion controls in toolbox of visual studio by configuring the toolbox:

4.1.1 Toolbox Configuration Utility

To configure the toolbox using Toolbox Configuration Utility, refer to [Toolbox Configuration](#)

4.1.2 Manually Configuring VS Toolbox

The following are the steps to configure VS Toolbox manually for Syncfusion tools:

1. Close all Visual Studio running instances.
2. Remove the *.tbd files except the **toolbox.tbd** from the following location:

Windows XP:

C:\Documents and Settings\user name\Local Settings\Application Data\Microsoft\VisualStudio\10.0

Vista/Windows 7:

C:\Users\user name\AppData\Local\Microsoft\VisualStudio\10.0



Note: It will take some time to configure the toolbox and create tbd files when initially loading the toolbox in VS2010.

3. Re-open the Visual Studio environment. The VS toolbox will be configured.

Adding Syncfusion controls in the customized toolbox

The following are the steps to add the Syncfusion controls in the user customized toolbox:

1. Open Visual Studio and then create a new tab named **Syncfusion** in the toolbox.

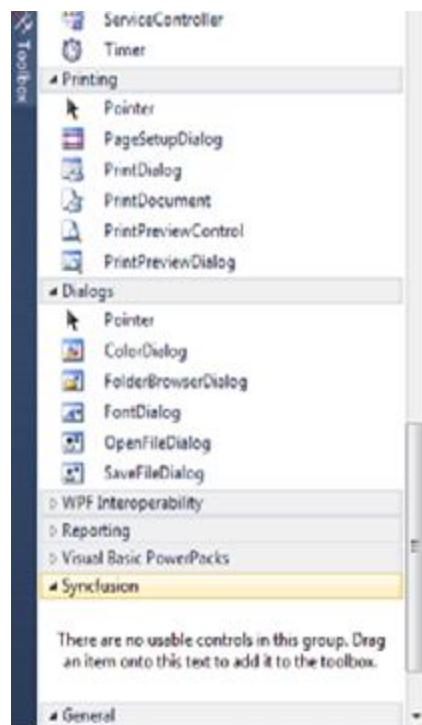


Figure 113: New tab in the toolbox

2. Right-click and then select **Choose Items...**.

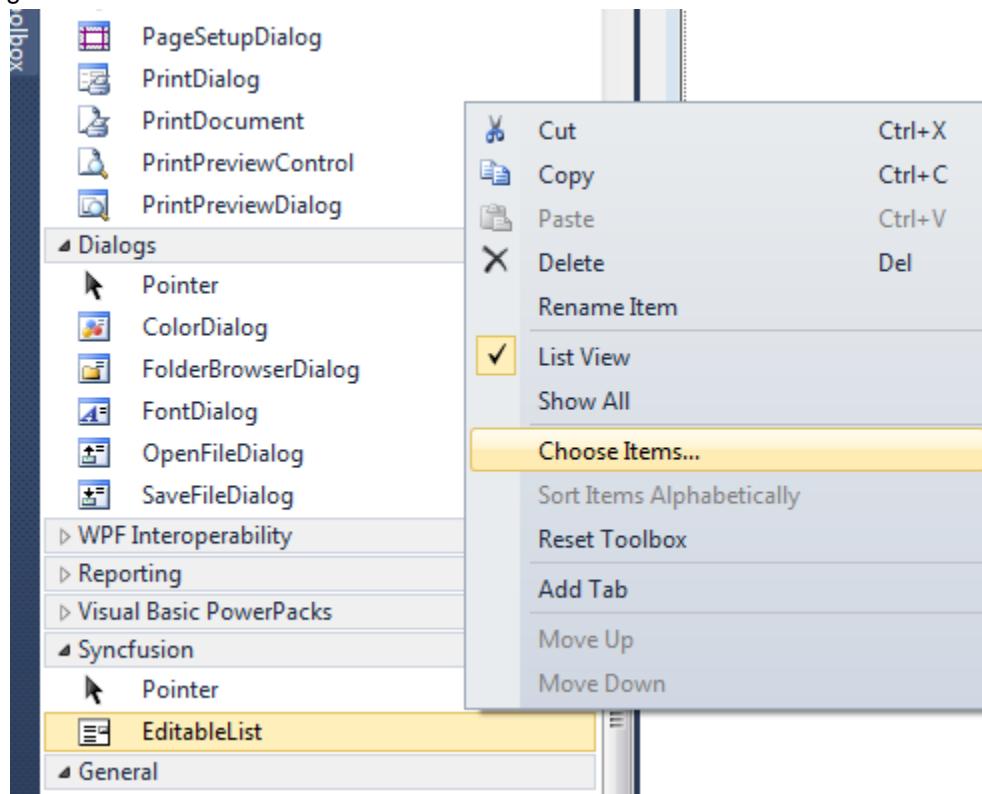


Figure 114: Choose Items

3. The **Choose Toolbox Items** window opens.

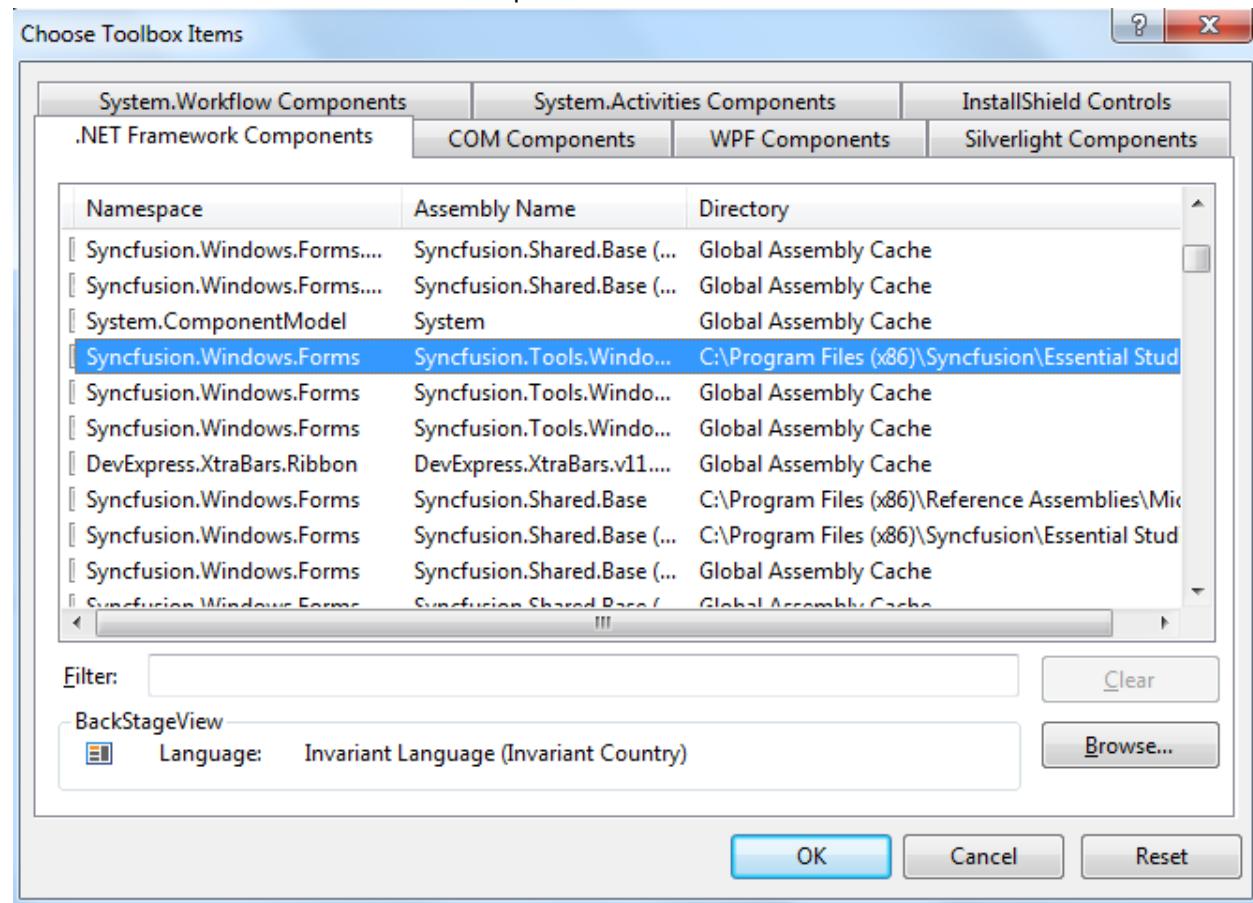


Figure 115: Choose Toolbox Items

4. Select all the Syncfusion assemblies and then click **OK**. Assemblies will be copied to the newly created Syncfusion toolbox tab.

4.2 How to remove the licensing error that pops up each time the application is run

Applicable to all the older Syncfusion versions (before 8.2.0.x):

The following information provides troubleshooting tips that will help configure the system for a specific version of Syncfusion Essential Studio, and to avoid common licensing issues due to version conflicts.

1. Open the project in any text editor and ensure that only one **Syncfusion.Core** entry is referenced. If more than one entry is available, remove it.

2. Reload the application and then remove the **bin** and **obj** folders.
3. Ensure that the assemblies referred in the project belong to the same version.
4. Recompile your project and run it.
5. In the Solution Explorer, click **Show All Files**.
6. A file called **licenses.licx** with the following entry will be available in the project tree.
 - Syncfusion.Core.Licensing.LicensedComponent
 - Syncfusion.Core.
7. Add the file to the project.
8. Open the properties of this file.
9. Set the **BuildAction** property to **Embedded Resource**.
10. Run the project.

Embedding the License.licx file

The following are the steps to embed the License.licx file as an embedded resource in the project:

1. Open the project.
2. In the **Solution Explorer**, right-click on the project node and then select **Add New Item**.
3. Choose the licenses.licx file from the following location:

(Installed Drive):\Program Files\Syncfusion\Essential Studio\version\Templates\licenses.licx file.

The file will be added.

4. In the Solution Explorer, click the license file node and then open the **Properties** window.
5. Set the **Build Action** property to **Embedded Resource**.

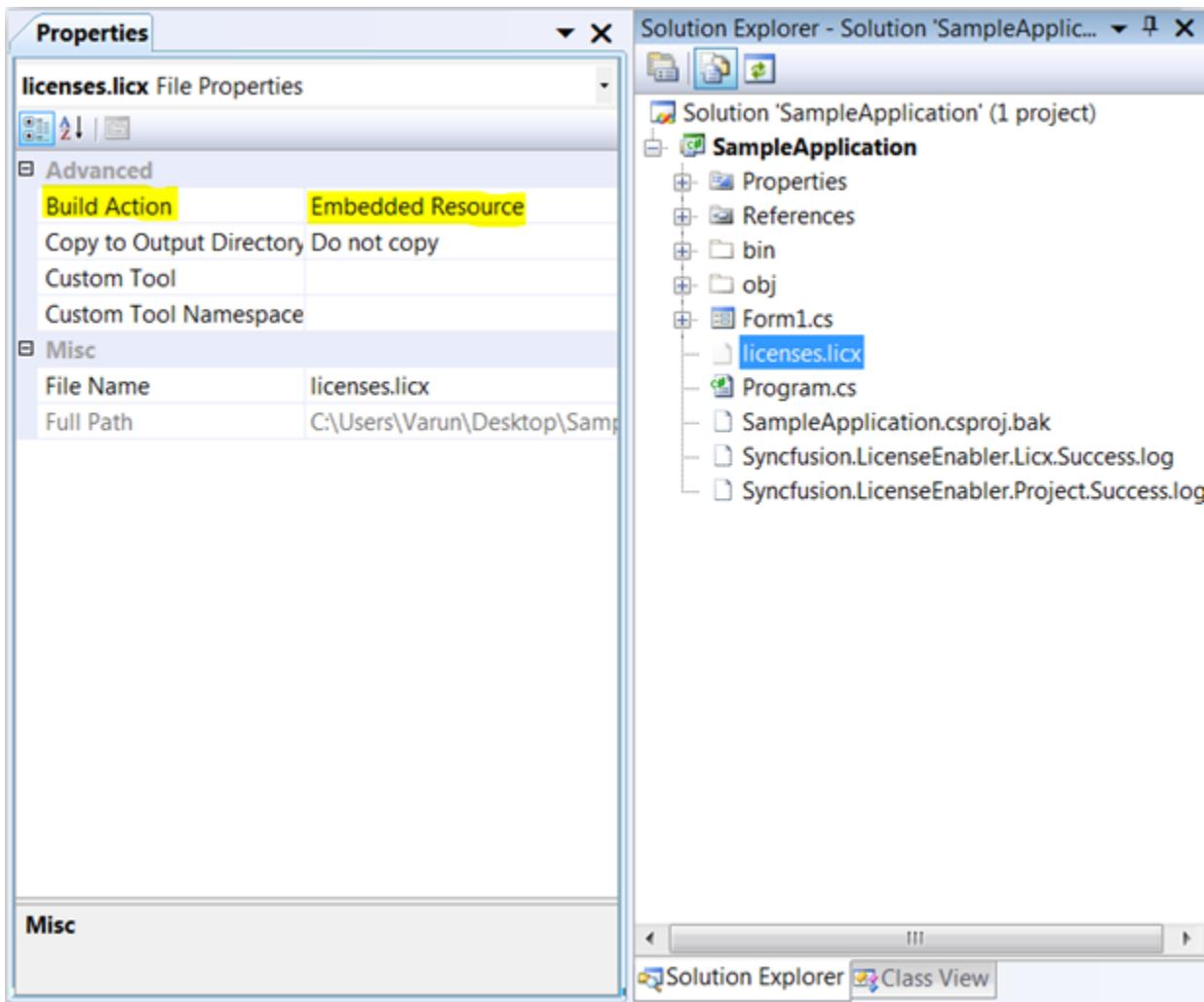


Figure 116: Property Window

6. A Licensing Error message will open.

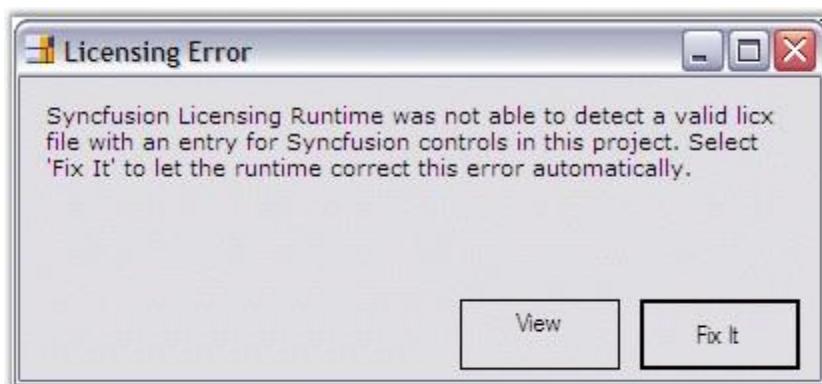


Figure 117: MultiTarget Manager

7. Click **Fix It**.
8. The Syncfusion Licensing Enabler dialog box opens.

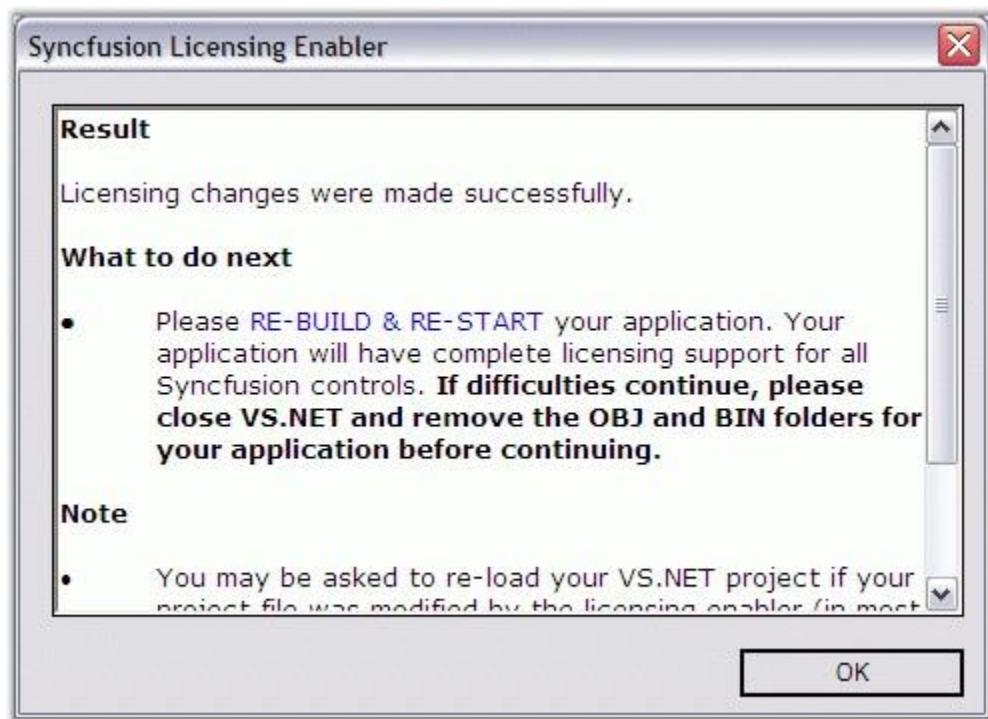


Figure 118: Syncfusion Licensing Enabler

9. Click **OK**.
10. The **File Modification Detected** dialog box opens.



Figure 119: File Modification Detected

11. Click **Reload**.

This message appears because the **.exe.licenses** file shown in the following screenshot has been modified to include the Syncfusion licensing information. To embed this information into the output exe, the user needs to rebuild the application. Verify whether this file has the Syncfusion version information for which the user has the license. If the file has information for any other version, the **Licensing Error message** will open every time the user runs the application.

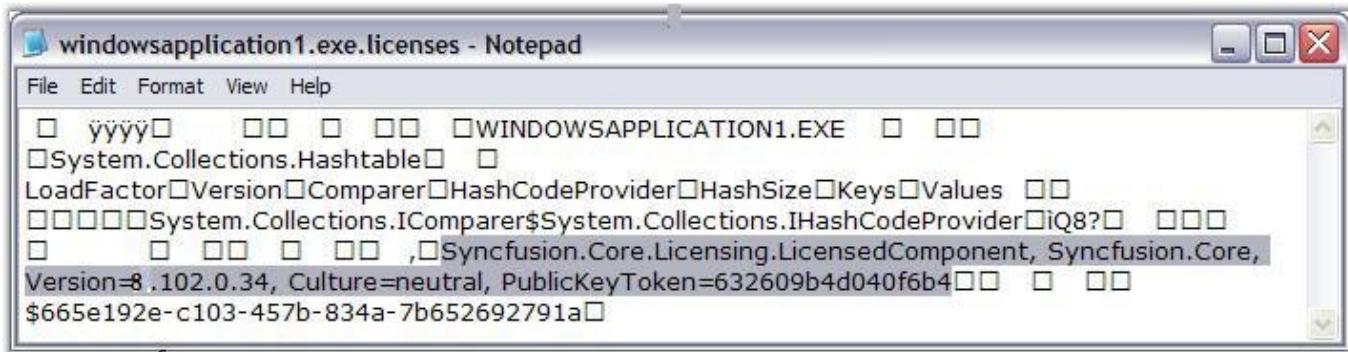


Figure 120: Licensing Error message

12. Rebuild and run the application again. The above mentioned messages should no longer be displayed.

Resolving the Licensing Issues for the latest Syncfusion versions (Applicable to all Syncfusion versions from 8.2.0.x):

Syncfusion had removed run-time licensing for all Essential Studio products from the version 8.2.0.x. so it is not required to embed the **license.licx** file in your project. Remove the **license.licx** file from the project if it was already added.

The following are the steps to resolve the Licensing Issues for the latest Syncfusion versions:

1. Ensure that the unlock key for the respective version has been properly installed in the registry using the License Manager utility from the dashboard.

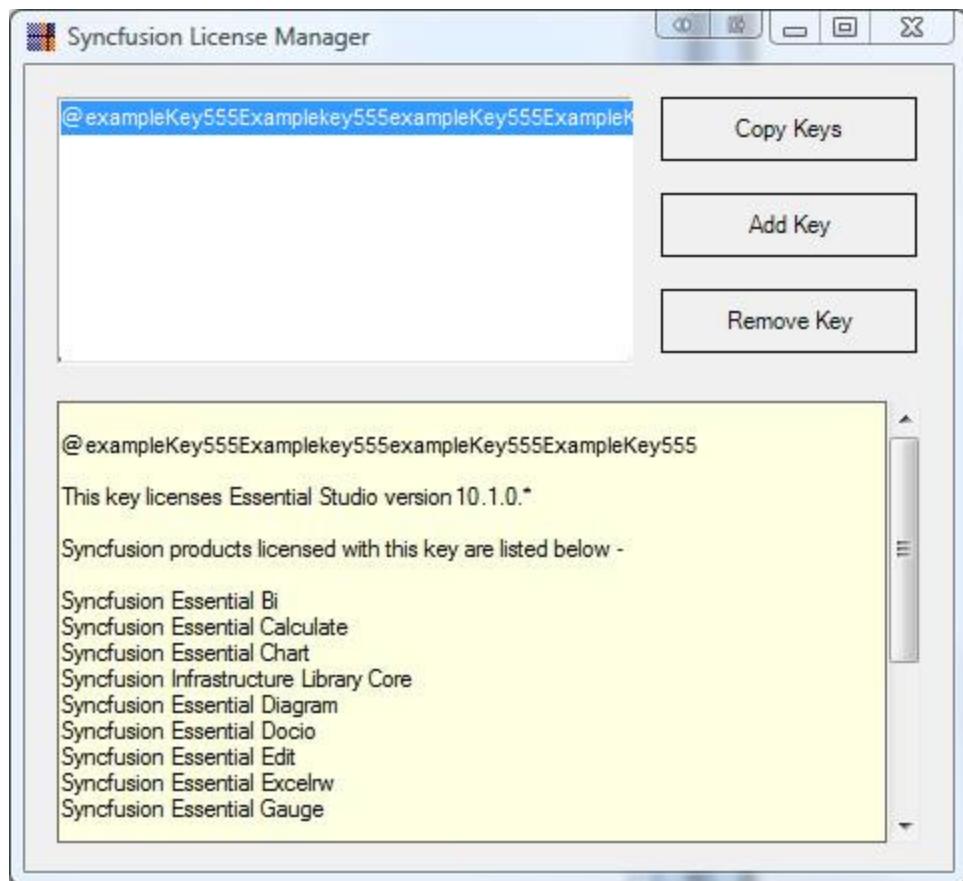
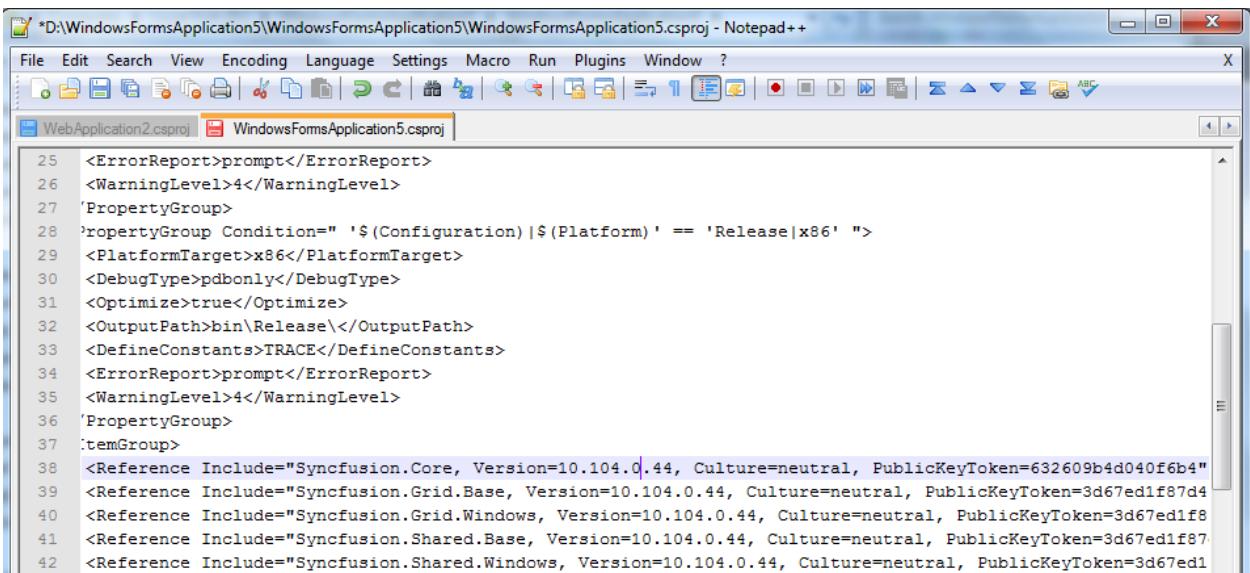


Figure 121: License Manager

2. Open your Visual Studio project file in a text editor and ensure that only one Syncfusion.Core reference entry exists in your project.



The screenshot shows a Notepad++ window with the title bar "D:\WindowsFormsApplication5\WindowsFormsApplication5\WindowsFormsApplication5.csproj - Notepad++". The menu bar includes File, Edit, Search, View, Encoding, Language, Settings, Macro, Run, Plugins, Window, and ?.

The toolbar contains various icons for file operations like Open, Save, Print, Find, Replace, and others.

The main editor area displays the XML code of the WindowsFormsApplication5.csproj project file. The code includes sections for ErrorReport, WarningLevel, PropertyGroup, PlatformTarget, DebugType, Optimize, OutputPath, DefineConstants, ErrorReport, and WarningLevel. It also lists several references to Syncfusion assemblies, such as Syncfusion.Core, Syncfusion.Grid.Base, Syncfusion.Grid.Windows, Syncfusion.Shared.Base, and Syncfusion.Shared.Windows, all with Version 10.104.0.44 and neutral culture.

```
25 <ErrorReport>prompt</ErrorReport>
26 <WarningLevel>4</WarningLevel>
27 'PropertyGroup
28 'ropertyGroup Condition="$(Configuration) | $(Platform) == 'Release|x86' "
29 <PlatformTarget>x86</PlatformTarget>
30 <DebugType>pdbsonly</DebugType>
31 <Optimize>true</Optimize>
32 <OutputPath>bin\Release\</OutputPath>
33 <DefineConstants>TRACE</DefineConstants>
34 <ErrorReport>prompt</ErrorReport>
35 <WarningLevel>4</WarningLevel>
36 'PropertyGroup
37 :itemGroup
38 <Reference Include="Syncfusion.Core, Version=10.104.0.44, Culture=neutral, PublicKeyToken=632609b4d040f6b4">
39 <Reference Include="Syncfusion.Grid.Base, Version=10.104.0.44, Culture=neutral, PublicKeyToken=3d67ed1f87d4">
40 <Reference Include="Syncfusion.Grid.Windows, Version=10.104.0.44, Culture=neutral, PublicKeyToken=3d67ed1f88">
41 <Reference Include="Syncfusion.Shared.Base, Version=10.104.0.44, Culture=neutral, PublicKeyToken=3d67ed1f87">
42 <Reference Include="Syncfusion.Shared.Windows, Version=10.104.0.44, Culture=neutral, PublicKeyToken=3d67ed1
```

Figure 122: Project in Text Editor

3. If more than one Syncfusion.Core entry exists in your project, remove those entries.
4. Reload your project in Visual Studio.
5. Set the **Copy Local** and **Specific Version** property set to **True** for all Syncfusion referenced assemblies.

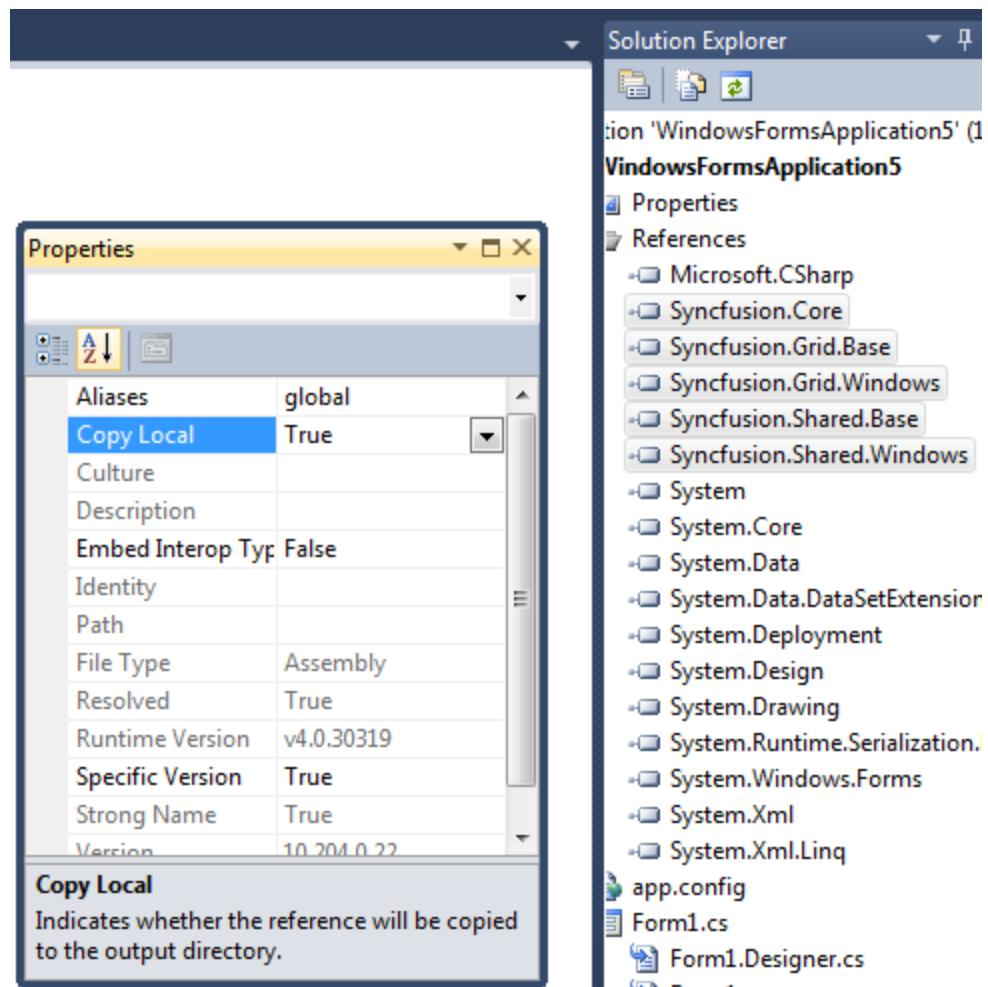


Figure 123: Property Window

6. Rebuild your application.

4.3 How to overcome Sample Browser Access Denied Error for a Non-Admin User

When an administrator installs our Essential Studio setup in a machine, a non-admin user cannot run the **Sample Browser** from the **Dashboard**, as this action will try to access the **Admin** folder where the samples are installed, and will display the following message box.

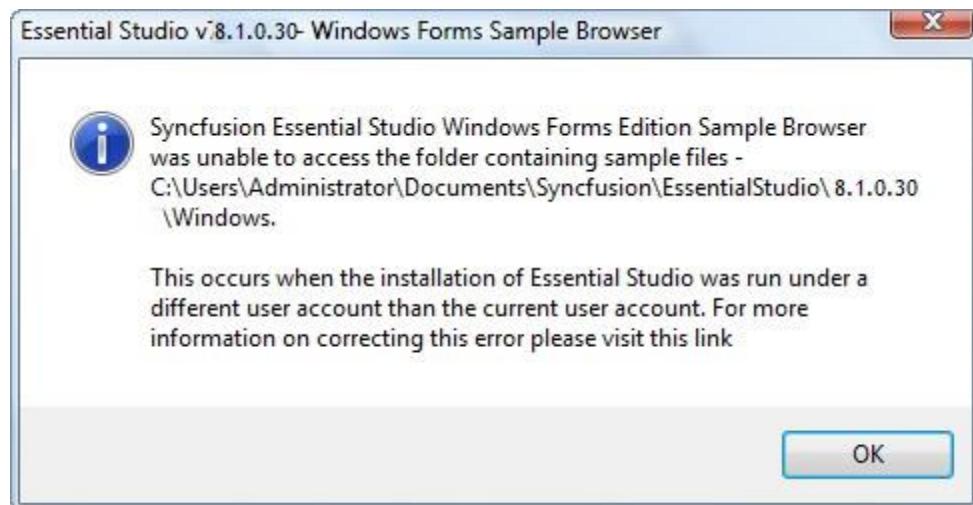


Figure 124: Access Denied Messeage

To overcome this error, the administrator should give access privileges to the folder path for the non-admin user.

4.4 How to uninstall the Syncfusion Setup manually

Sometimes installation may crash due to machine got switched off while installation or any other reason. In such case, uninstall utility will not be available. The following are the steps to uninstall the setup manually:

1. Download and install the Windows Installer cleanup utility from the following link:
[Windows Installer cleanup](#)
2. Remove the Syncfusion product-related installers (for the version you are trying to uninstall) using the **Windows Installer Cleanup** utility.

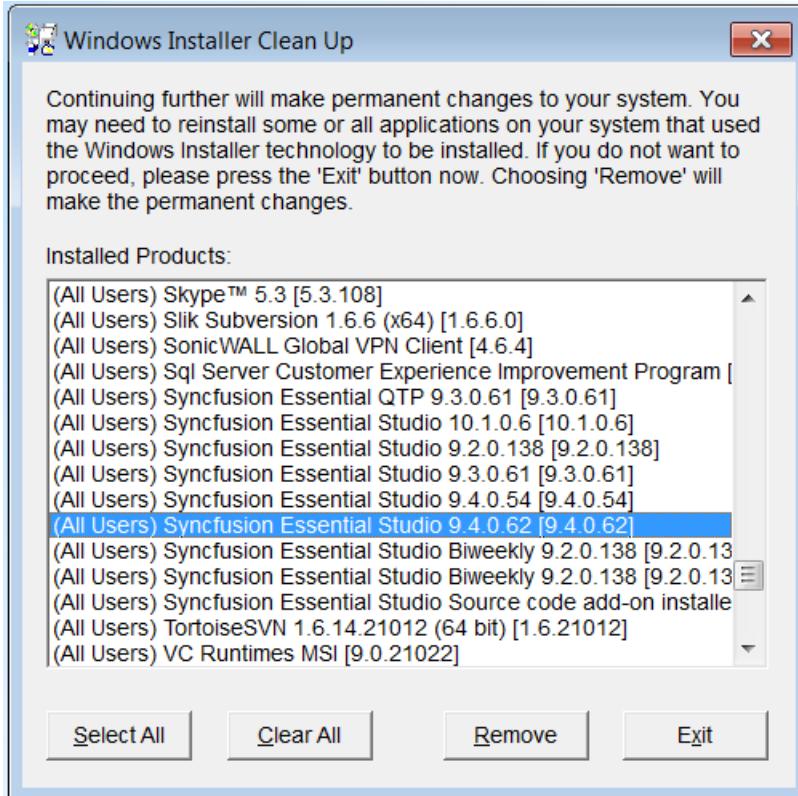


Figure 125: Windows Installer Cleanup

3. Manually remove or delete the Syncfusion installed files from the following location (if it exists).

Source (Windows XP, Windows Vista, Windows 7):

(Installed location)\ Syncfusion\Essential Studio\ (version)

Example: C:\Program Files\Syncfusion\Essential Studio\9.4.0.62

Samples (Windows XP):

C:\Syncfusion\version)

C:\Syncfusion\9.4.0.62

Samples (Windows Vista, Windows 7):

C:\Users\user name\AppData\Local\Syncfusion\EssentialStudio\ (version)

Example: C:\Users\user name\AppData\Local\Syncfusion\EssentialStudio\9.4.0.62



Note: Samples Location above mentioned is default for corresponding OS. If you are installed samples in any other location, Please remove it from that location.

The setup will be uninstalled. You can install it again.

4.5 How to upgrade the project into a new Syncfusion version

4.5.1 Upgrade the Project Using Project Migration Utility

To upgrade the project using the Project Migration Utility, refer to [Project Migration](#)

4.5.2 Upgrading the Projects Manually

You can upgrade the project in two methods based on the procedure used in your project to reference the Syncfusion assemblies. They are:

CopyLocal=True

1. Set the **SpecificVersion** to **False**.
2. Remove the **bin** and **obj** folders in your local project directory.
3. Replace the latest assemblies with the upgraded assemblies in the **local** folder of your project.
4. Recompile the project.

CopyLocal=False

1. Ensure that the old Syncfusion assemblies are removed from GAC.
 - For 2.0 and 3.5 assemblies:(C:\windows\assembly)
 - For 4.0 assemblies: (C:\Windows\Microsoft.NET\Assembly\GAC_MSIL)
2. Install the latest Syncfusion assemblies on your machine using the **Syncfusion Assembly Manager**.
3. Set the **SpecificVersion** to **False**.
4. Recompile your project; the latest assemblies from GAC will refer to your project automatically.

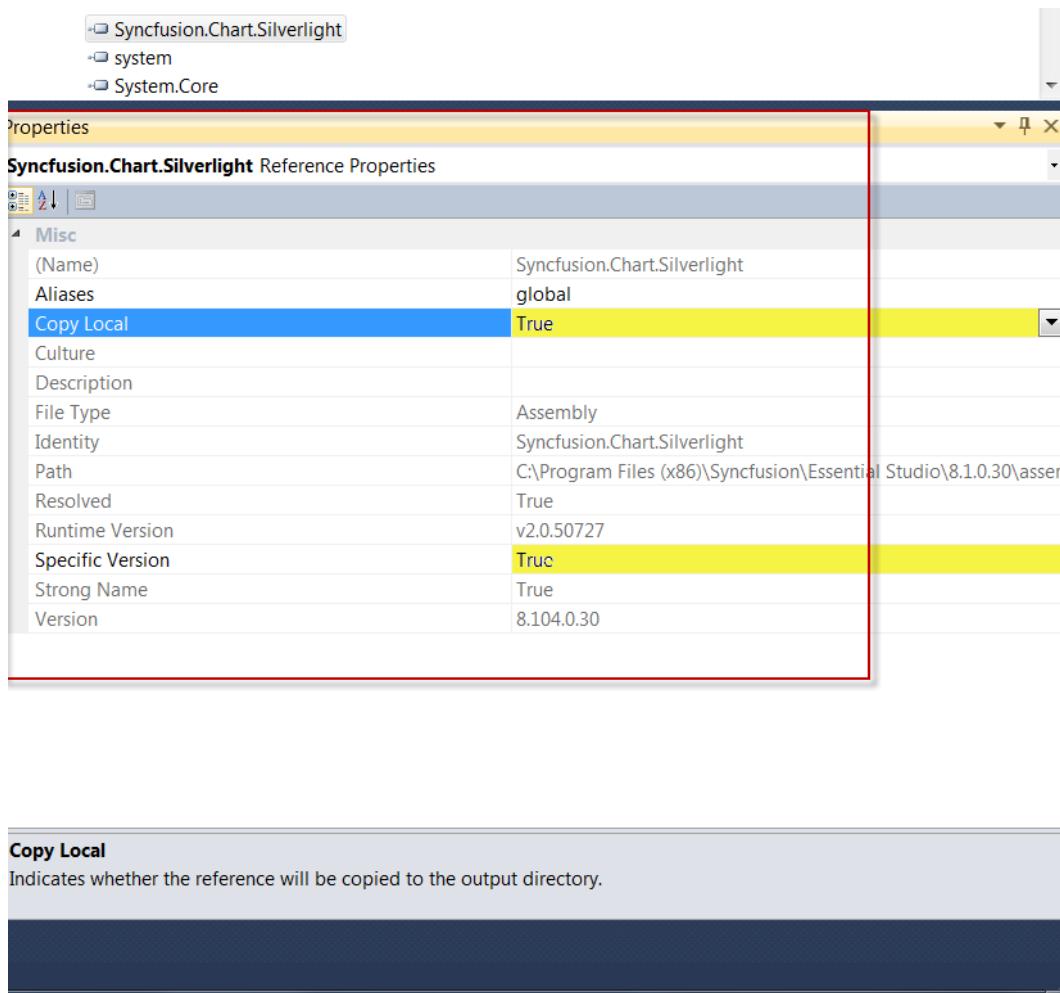


Figure 126: Properties Window

Switching the Framework Version While Upgrading the Project

If you want to switch the framework version while upgrading the project, use the **MultiTarget Manager** from the Syncfusion Dashboard.

After switching the framework version using **MultiTarget Manager**, remove the **bin** and **obj** folders from your local project directory, and then recompile your project.

For more details about MultiTarget Manager, refer to [Multi-Target Manager](#).

Migrating the Resource Files

Follow the below steps to move the resource files (.resx) of your project to the newer version:

1. Open **Start > Syncfusion > Essential Studio x.x.x.x > Utilities > Migration > ConvertResx(Framework 2.0,3.5 or 4.0)**.
2. Click the **Choose ResX Files** to convert.
3. Select the **Resx files** you wanted to convert.

4. Click **Start Converting Files**.
5. After the conversion, the new Resx files will have the same name as the original files. Copies of the original files will have the .old suffix added to their names.

4.6 Why is the unlock key displayed as invalid when installing the setup?

Unlock key can be validated as invalid for two reasons. They are:

- When you install a particular version setup with another version unlock key. Ensure that you enter the unlock key for that respective version.
- Some of the unlock key code has been altered or removed while copying the unlock key. Ensure that you copy the entire key without any spacing.

Earlier version of 11.1.*.*

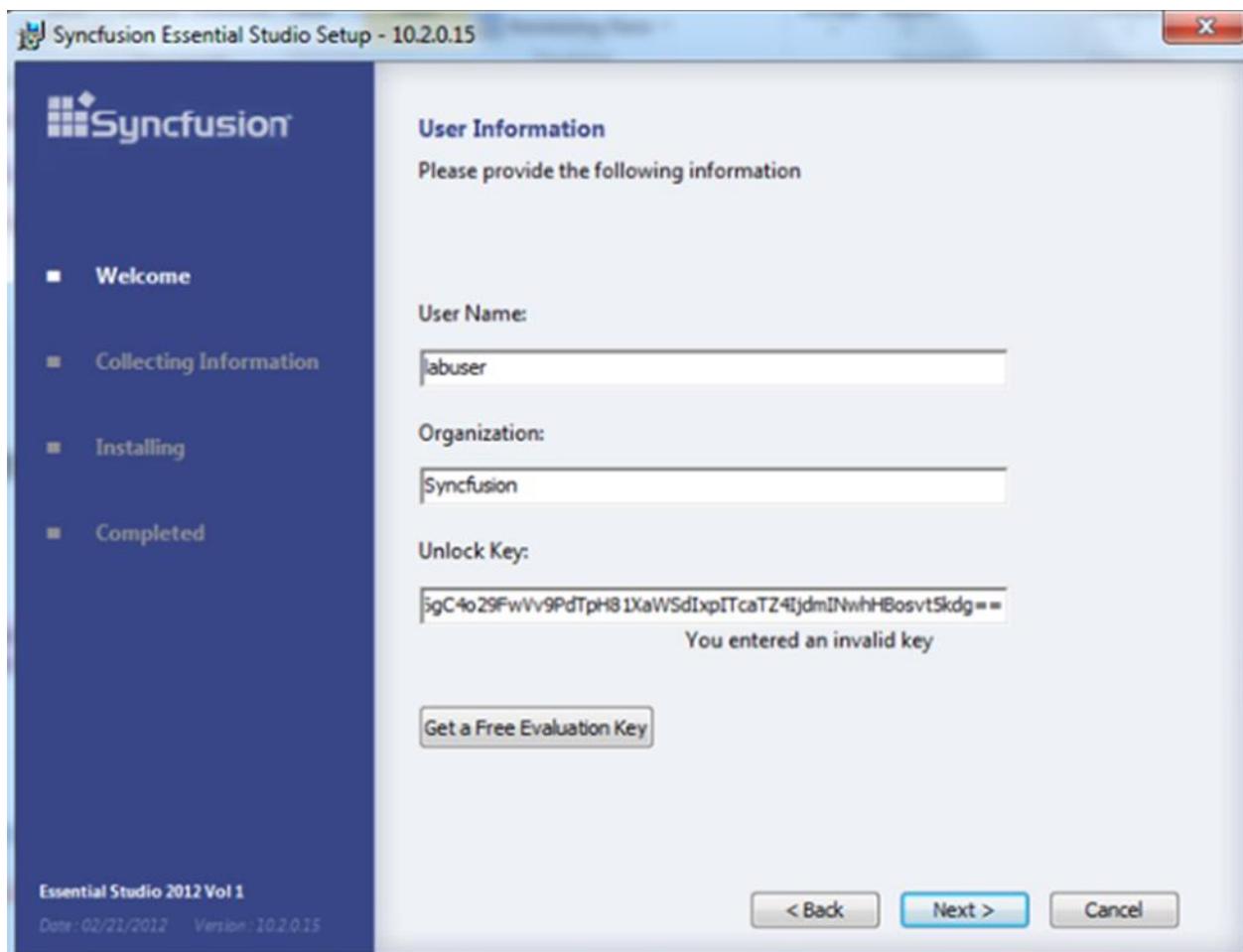


Figure 127: User registration dialog (earlier 11.1..*)*

Newer version of 10.4.*.*

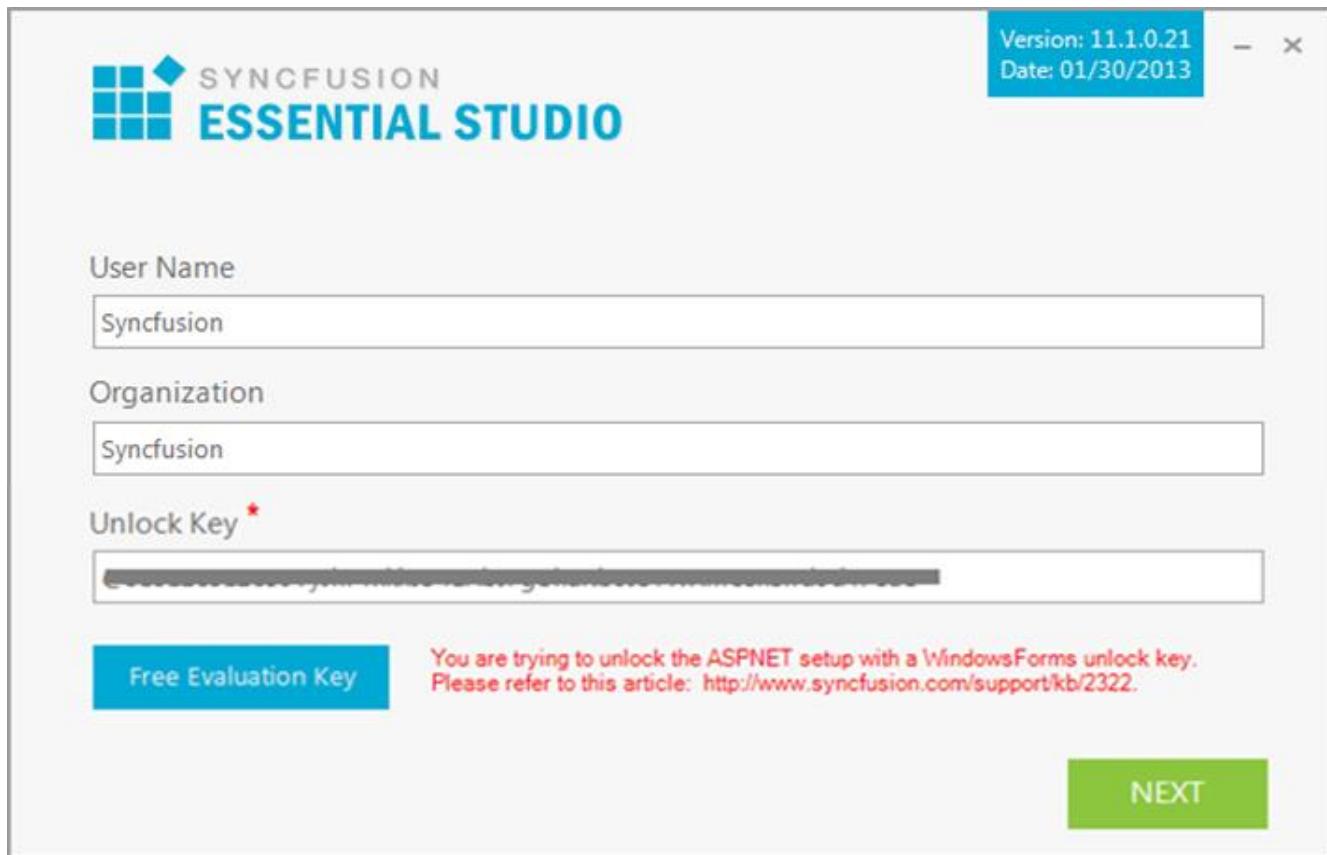


Figure 128: User registration dialog (Wrong platform)

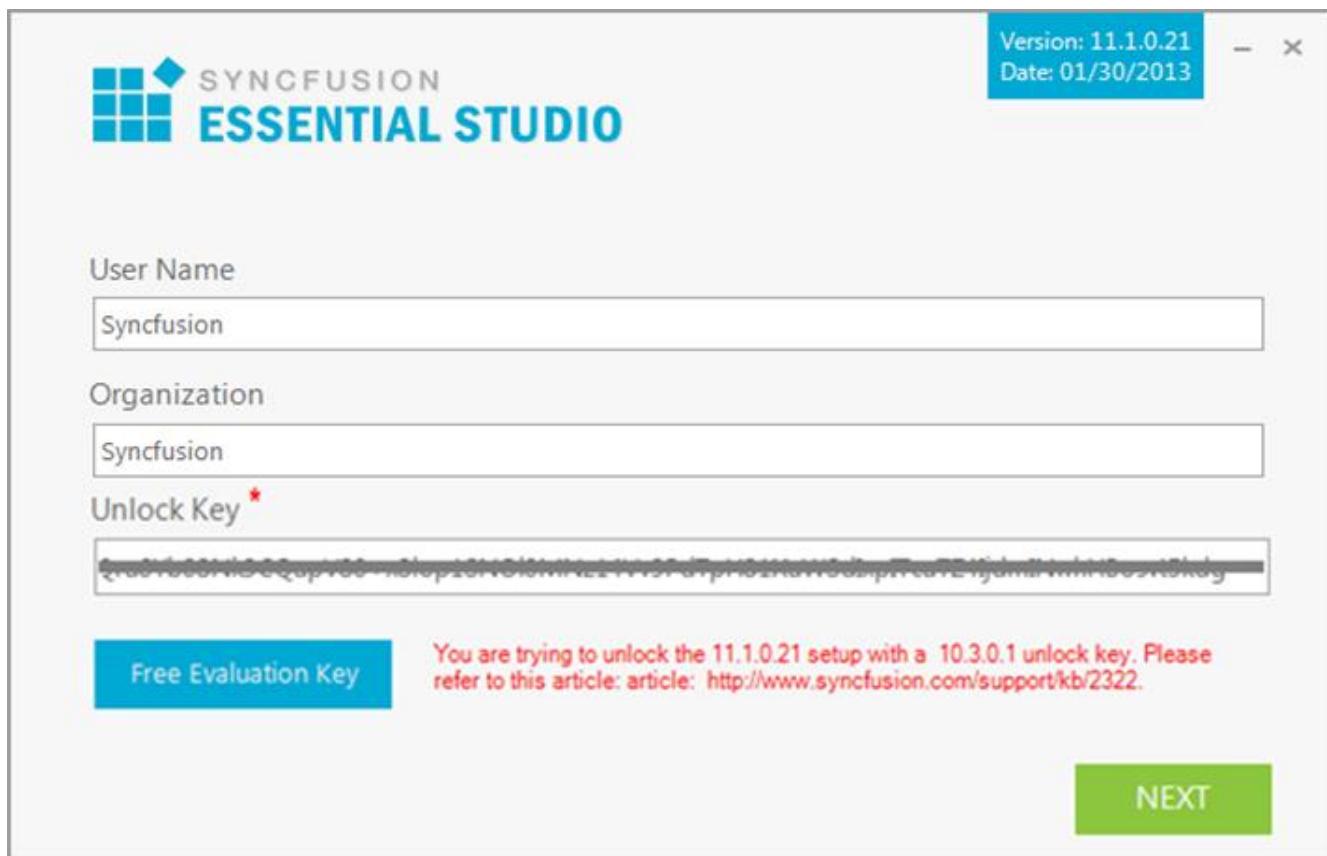


Figure 129: User registration dialog (Wrong Version)

If you get the above wrong key information, then you need to provide the specified version and platform key.

You can get licensed key by logging in to your support account in Direct-Trac and going to the **Product Downloads and Keys** page from the Direct-Trac customer dashboard. You will need to choose version x.x.x.x from the **Get Your Key Here** drop-down box so that you can get your key for this release.

4.7 How to implement Localization Support

Syncfusion Essential Studio products enable you to customize the application specific to the language and culture of a particular country or region.

4.7.1 WPF

You can use this satellite assembly to utilize the localization support for your culture. The following steps will help you to extract the resource strings to a **.csv** file using the **LocBaml.exe** file, as a major part of enabling localization.

The Syncfusion.Tools.WPF.Resources.dll is sufficient to generate the localization support for the Syncfusion controls. This assembly will be available in the following installation location:

(Installed_location)\Syncfusion\Essential Studio\<Version Number>\Assemblies\3.5

1. Download the **LocBaml.exe** file from the following location:

<http://files.syncfusion.com/support/Tools.WPF/UG/LocBaml.zip>

2. Copy the **exe** file and Syncfusion.Tools.WPF.Resources.dll to the following location:

<Your Application>\bin\Debug\en-US

3. Open the command prompt and navigate to the same directory.
4. Use the following command to generate the **.csv** file from the existing Syncfusion.Tools.WPF.Resources.dll:

(Your Application)\bin\Debug\en-US \LocBaml /parse Syncfusion.Tools.WPF.Resources.dll /out:resourceStrings.csv



Note: The **.csv** files can be edited via MS Excel or Notepad. This file contains our string resources with the default text in the English language.

5. Open the **.csv** file using MS Excel or Notepad, and change the texts based on your culture.

The following illustrates customization from English to French.

Syncfusion.Tools.system:String_1 None	TRUE	TRUE	S_show Quick Access Toolbar below the Ribbon
Syncfusion.Tools.system:String_1 None	TRUE	TRUE	_Add >>
Syncfusion.Tools.system:String_1 None	TRUE	TRUE	_Remove
Syncfusion.Tools.system:String_1 None	TRUE	TRUE	Re_set
Syncfusion.Tools.system:String_1 None	TRUE	TRUE	_Modify...
Syncfusion.Tools.system:String_1 None	TRUE	TRUE	_Choose commands from
Syncfusion.Tools.system:String_1 None	TRUE	TRUE	Quic_k Access Toolbar
Syncfusion.Tools.system:String_2 None	TRUE	TRUE	Remove from Quick Access ToolBar
Syncfusion.Tools.system:String_2 None	TRUE	TRUE	Calendrier
Syncfusion.Tools.system:String_2 None	TRUE	TRUE	Regarder
Syncfusion.Tools.system:String_2 None	TRUE	TRUE	aucun
Syncfusion.Tools.system:String_2 None	TRUE	TRUE	aujourd'hui
Syncfusion.Tools.AccessTodayTex Button	TRUE	TRUE	
Syncfusion.Tools.AccessTodayTex None	FALSE	TRUE	0
Syncfusion.Tools.AccessTodayTex None	FALSE	TRUE	40
Syncfusion.Tools.CustomizeQATT Text	TRUE	TRUE	
Syncfusion.Tools.CustomizeQATT None	FALSE	TRUE	3,0,0,0
Syncfusion.Tools.CustomizeQATT None	TRUE	TRUE	Bold
Syncfusion.Tools.CustomizeQATT None	FALSE	TRUE	Center

We have changed the language from English to French for Calendar control related texts alone.

Figure 130: ResourceStrings.csv

6. Generate the localized satellite assembly using the modified .csv file and install in the application.
7. Open command prompt, and navigate to the en-US directory.
8. Create another directory fr-CH under Bin\Debug folder using the md fr-CH command.



Note: Directory name should follow a proper culture name.

9. Generate your own culture-specific assembly using the following command from en-US folder:

```
LocBaml /generate /tran: resourceStrings.csv /out:../fr-CH /cul:fr-CH
Syncfusion.Tools.WPF.Resources.dll
```

Now you will be able to see the generated satellite assembly under the fr-CH folder.

10. Run your application with the CurrentUICulture as **fr-CH** in the **App.xaml** files as shown in the following code:

[C#]

```
public App()
{
```

```
Thread.CurrentThread.CurrentCulture = new  
System.Globalization.CultureInfo("fr-FR");  
Thread.CurrentThread.CurrentCulture = new  
System.Globalization.CultureInfo("fr-FR");  
)
```

At the end of this process, the application should contain the following to achieve localization:

- Your Application.exe file
- The en-US directory with Resources.dll
- The fr-FR directory with corresponding Resources.dll and Syncfusion Assemblies (if you have set **CopyLocal** to **True**).

Calendar control in French language

The image below illustrates a Calendar control in the French language.



Figure 131: Calendar control localized to French



Note:

- **Localized strings will not be displayed in your application until the created satellite assembly is signed. Send us your newly created assemblies for signing. We will sign your assemblies and send them immediately.**
- **It is not required to install satellite assemblies in the GAC or Assemblies folder.**
- **Your en-US directory should contain the default satellite assembly, which is available in the Precompiled Assemblies or Assemblies folder.**
- **Application culture change should be included before the InitializeComponent() method call in the application. It is better to include culture change in the App.xaml file.**

4.7.2 Silverlight

In Silverlight, the easiest way to accomplish localization is to use a Resource (.resx) file. For each culture you wish to target, you will need a separate set of resources that match that specific culture.

The following are the primary steps for Localizing the Syncfusion Ribbon Control:

- Add Resources for different cultures.
- Add supported cultures.
- Assign a Current UI Culture to the application.

Add Resources

To localize Syncfusion Silverlight controls, you need to create resource files for each culture.

The following steps illustrate this:

1. Add Resource (.resx) files in the Resources folder for different cultures. (Here, .resx files in a different culture or invariant culture should be placed in the **Resources** folder of your project).
2. Resource files should be named as **AssemblyName.CultureName.resx** and **AssemblyName.resx** for the invariant culture.

Where

- **AssemblyName** – Syncfusion Silverlight Control Assembly Name.
- **CultureName** – Culture Code of the resource that you want to show in the UI.

If your conversion is only for the invariant culture, the .resx file does not need to contain a culture suffix.

Example:

- Syncfusion.Ribbon.Silverlight.fr-FR.resx – French resource for Syncfusion.Ribbon.Silverlight assembly.
- Syncfusion.Ribbon.Silverlight.resx – Invariant Culture resource for Syncfusion.Ribbon.Silverlight assembly.

Add Supported Cultures

It is very important to add supported cultures in the sample application project before you run the application.

Follow the steps below to localize strings for your culture:

1. In the **Solution Explorer**, right-click your sample application project and choose **Unload Project**. The project will be unavailable.
2. Right-click the project again, and select the Edit **SampleProjectName.csproj** option.
3. In the **.csproj** file, find the **<SupportedCultures></SupportedCultures>** tags. By default, the tags will be empty. So, add the cultures that you want to be supported, separating each with a semicolon.
Example: **<SupportedCultures>fr-FR </SupportedCultures>**
4. Save the project and reload it by right-clicking the **SampleProjectName.csproj** and choosing **Reload SampleProjectName.csproj**.

Assign Current UI Culture to the Application

By default, the Current Culture will be en-US. You can change the CurrentUICulture. Here, CurrentUICulture should be set before the **InitializeComponent** in your **StartUp** page (here, MainPage.xaml.cs) or you can do it in App.xaml.cs in the Application_Startup event.

C# (MainPage.xaml.cs)

```
public MainPage()
{
    System.Threading.Thread.CurrentThread.CurrentCulture = new
    System.Globalization.CultureInfo("fr-FR");

    InitializeComponent();
}
```

Or

C# (App.xaml.cs)

```
private void Application_Startup(object sender, StartupEventArgs e)
{
    System.Threading.Thread.CurrentThread.CurrentCulture = new
    System.Globalization.CultureInfo("fr-FR");
    this.RootVisual = new MainPage();
}
```

The following screenshots illustrate the Ribbon Control with various culture options:

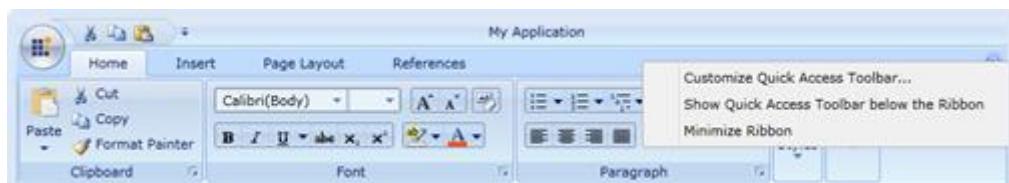


Figure 132: Ribbon Control for Invariant Culture



Figure 133: French Culture assigned as Current UI Culture



Figure 134: Customization Dialog for Invariant Culture



Figure 135: French Culture assigned as Current UI Culture for Customization Dialog

4.7.3 Windows and ASP.NET

The Windows and ASP.Net products have extended support for Localization. Samples and description is available in the following locations.

Product	Sample location
Tools[ASP.NET]	http://samples.syncfusion.com/ASPNET/8.4.0.10/Web/Tools.Web/samples/3.5/EditorsPackage/Spell%20Check/Localization/cs/SpellCheckWithContextMe

	nu.aspx?args=0 - http://samples.syncfusion.com/ASPNET/8.4.0.10/Web/Tools.Web/samples/3.5/EditorsPackage/RichTextEditor/Localization/cs/Localization.aspx?args=0
Chart[Windows]	(Installed Drive):\Syncfusion\EssentialStudio\version\Windows\Chart.Windows\Samples\2.0\Culture Localization\Localization Demo\cs
Diagram [Windows]	(Installed Drive):\Syncfusion\EssentialStudio\version\Windows\Diagram.Windows\Samples\2.0\Localizing Dialogs\Localization Demo\cs
Chart[ASP.NET]	Currently does not support localization.
Diagram[ASP.NET]	Currently does not support localization.
Windows Forms [Grid,Tools]	Samples are available in the machine installed with Essential Studio. (Installed Drive):\Syncfusion\EssentialStudio\8.4.0.8\Windows\Tools.Windows\Samples\2.0\Localization Demo\Localization Demo

4.8 How to redistribute an application on the client machine

Syncfusion provides support to redistribute an application which uses Syncfusion assemblies. For information on deploying an application on a client machine that uses Syncfusion controls, see [Application Deployment](#).



Note: Please ignore the licenses.licx file information provided in the shared link if you are using Syncfusion Essential Studio v8.4.x.x and later.

Index

1

1.3.2 Step-by-Step Installation 14

A

Assembly Manager 77

B

Build Manager 83

C

CAB Add-on 61

Class Reference 34

Command Line 12, 19, 96

Command line installation 12, 19

Command Line Uninstall Options 13, 20

D

Dashboard 70

Digitally Signed Assemblies Setup 44

Documentation setup 32

E

Essential Studio 4

Essential Studio Enterprise Installer 6

Essential Studio Installer for Individual Platforms
14

F

Frequently Asked Questions 120

H

How to Configure the Toolbox of Visual Studio
Manually 120

How to implement Localization Support 136

How to overcome Sample Browser Access Denied
Error for a Non-Admin User 129

How to redistribute an application on the client
machine 143

How to remove the licensing error that pops up
each time the application is run 122

How to uninstall the Syncfusion Setup manually
130

How to upgrade the project into a new Syncfusion
version 132

I

Installing a Patch Setup 53

L

License Manager 87

Link Install Setup 36

M

Manually Configuring VS Toolbox 120

Metro Studio 108

Minimum software requirements 5

Multi-Target Manager 93

O

Offline Samples 62

Online Samples 69

Orubase Studio 98

Overview 6, 14, 21, 98, 108

P

Patches 53

Project Migration 95

Project Templates 97

Q

QTP Add-on 60

R

Reverting a Patch 58

S

Samples 61

Silverlight 139

Source code 21

Step-by-Step Installation 6, 21, 98, 108

T

Terminology 4

Toolbox Configuration 91

Toolbox Configuration Utility 120

U

Upgrade the Project Using Project Migration Utility
132

Upgrading the Projects Manually 132

User Guide 32

Utilities 70

W

Why is the unlock key displayed as invalid when
installing the setup? 134

Windows and ASP.NET 142

WPF 136