

Load Assembly Dynamically

In order to Copy NuGet dependencies to the output folder add this to classlibrary.csproj:

```
<CopyLocalLockFileAssemblies>true</CopyLocalLockFileAssemblies>
```

Set the Output directory with

```
<BaseOutputPath>$(SolutionDir)AppName\bin</BaseOutputPath>
```

To load Assembly the best approach is to use

```
Assembly module = Assembly.LoadFrom(filePath);
```

To check if type A can be assigned to a variable with type B:

```
B.IsAssignableFrom(A)
```

Revision #1

Created 2024-04-16 13:01:39 UTC by Admin

Updated 2024-08-30 11:20:50 UTC by Admin