

## How to use VARCHART XGantt in Visual Studio 2022

The difference between Visual Studio 2022 and older versions of Visual Studio is that now the form designer is a x64 application whereas it used to be x86 in older versions.

## In any case, you must do this:

- 1. In the folder where you have installed VARCHART XGantt there is a subfolder *x64* containing the 64bit DLLs of XGantt. Copy your license file *NETRONIC.XGantt.VcGantt.lic* into that folder.
- 2. Run the setup *vcredist\_vs2015-2022\_x64.exe* that can be found in the *ReDist* subfolder. This setup installs the necessary C++ runtime libraries.

## If you want to create a new solution for the Solution Platform x64 in Visual Studio 2022:

Add the 64bit DLL of XGantt (x64\NETRONIC.XGantt.dll) to Visual Studio's toolbox. Then you can drag VARCHART XGantt from the toolbox on a form and open its property pages as you were used to before.

## If you have already a solution with Solution Platform x86 that was created in an older version of Visual Studio:

- 1. Open your solution in the old Visual Studio version, export your current configuration via the *Export* button on XGantt's *General* property page and close the Form Designer.
- 2. Close and re-open your solution in Visual Studio 2022. Do not re-open the Form Designer!
- 3. Replace the x86 reference *NETRONIC.XGantt* with the x64 reference of the same name.
- 4. Now you can open the Form Designer and work on the form.
- 5. If you then want to build your application for the Solution Platform x86, you can do this in 2 ways:
  - a. Close the Form Designer and replace the x64 reference *NETRONIC.XGantt* again with the x86 reference of the same name. This should make the build work without errors, but you cannot open the Form Designer anymore.
  - b. Build the application with the x64 reference. This will cause an error message to appear saying that your application and the XGantt DLL do not match each other. However, if you now replace the x64 XGantt DLL with the x86 variant in the *bin* folder of your solution, your application should be able to run.