

INFO: Workaround for a License Compiler Exception When Targeting x64 in .NET Framework 4.0 and up

We have found that there is a bug in Visual Studio when it comes to building a 64-bit application on a 64-bit system. Visual Studio will use the 32-bit version of license compiler (LC.exe) when the build configuration is set to x64.

Please note, this article refers to the .NET Framework 4.0 and up ... for correct information regarding the .NET framework 2.0, 3.0 and 3.5, please refer to [Q10288 - INFO: Workaround for a license compiler exception when targeting x64 in .NET framework 2.0, 3.0, or 3.5](#)

To workaround this issue you will need to modify your application project file in a text editor. Add the highlighted line shown below to all of your 64-bit build configurations:

```
PropertyGroup Condition=" '$(Configuration)|$(Platform)' == 'Debug|x64' ">
<DebugSymbols>>true</DebugSymbols>
<OutputPath>bin\x64\Debug\</OutputPath>
<DefineConstants>DEBUG;TRACE</DefineConstants>
<DebugType>full</DebugType>
<PlatformTarget>x64</PlatformTarget>
<CodeAnalysisUseTypeNameInSuppression>>true</CodeAnalysisUseTypeNameInSuppression>
<CodeAnalysisModuleSuppressionsFile>GlobalSuppressions.cs</CodeAnalysisModuleSuppressionsFile>
<ErrorReport>prompt</ErrorReport>
<LCToolPath>C:\Program Files (x86)\Microsoft SDKs\Windows\v7.0A\bin\NETFX 4.0
Tools\x64\LCToolPath>
</PropertyGroup>
<PropertyGroup Condition=" '$(Configuration)|$(Platform)' == 'Release|x64' ">
<OutputPath>bin\x64\Release\</OutputPath>
<DefineConstants>TRACE</DefineConstants>
<Optimize>>true</Optimize>
<DebugType>pdbonly</DebugType>
<PlatformTarget>x64</PlatformTarget>
<CodeAnalysisUseTypeNameInSuppression>>true</CodeAnalysisUseTypeNameInSuppression>
<CodeAnalysisModuleSuppressionsFile>GlobalSuppressions.cs</CodeAnalysisModuleSuppressionsFile>
<ErrorReport>prompt</ErrorReport>
```

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```
<LCToolPath>C:\Program Files (x86)\Microsoft SDKs\Windows\v7.0A\bin\NETFX 4.0  
Tools\x64</LCToolPath>  
  
</PropertyGroup>
```

This will tell Visual Studio where to get the license compiler during a build.

For more information, please see:

[INFO: Bitness Roundup Whitepaper: x86, x64, AnyCPU](#)

Original Article:

Q10341 - INFO: Workaround for a license compiler exception when targeting x64 in .NET framework 4.0 and up

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