

## INFO: Workaround for a license compiler exception when targeting x64 in .NET framework 2.0, 3.0, or 3.5

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 Visual Studio 2008/2010 and .NET framework 2.0, 3.0, and 3.5 ... for correct information regarding x64 and .NET framework 4.0 and up, please refer to [INFO: Workaround for a license compiler exception when targeting x64 in .NET framework 4.0 and up](#)**

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\v6.0A\bin\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>
<LCToolPath>C:\Program Files (x86)\Microsoft SDKs\Windows\v6.0A\bin\x64</LCToolPath>
</PropertyGroup>
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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:

Q10288 - INFO: Workaround for a license compiler exception when targeting x64 in .NET framework 2.0, 3.0, or 3.5

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