HOWTO:License a .NET 8+ Application (embedding license in an exe)

IMPORTANT NOTE for DotImage 2026.2 (and up)

DotImage 2026.2 drops support for .NET 6 thru .NET 9, so you must target .NET 10 with it. DotImage 11.5.0.10 is the last version that supports .NET 8 / .NET 9

IMPORTANT NOTE for .NET 8 (and up) Before 11.5.0.7

In 11.5.0.7, we have removed our dependency on BinaryFormatter - the following applies to 11.5.0-11.5.0.6. The recommended course of action is to move to 11.5.0.7 or later.

Microsoft deprecated BinaryFormatter. In .NET 8. If you target .NET 8, you may receive warnings (which you can safely ignore). However, NET 9 absolutely refuses to allow BinaryFormatter. Here, the only fix is to move to 11.5.0.7 or later.

NOTE:

This article refers to .NET 8 using 11.5 and newer and our .NET 6 DLLs. It does not apply to .NET Framework apps as MS Visual Studio automatically provides the needed lc.exe steps - see HOWTO: License an EXE for Deployment (.NET Framework)

Licensing for .NET 8+

We're updating the article for .NET 8 as .NET 5/6/7 are all end of life. Please note that some screenshots may show the older version. For .NET 5 or later, the License Compiler is not supported. Instead, use the Atalasoft License Compiler (AtalasoftLicenseCompiler.exe) provided via a NuGet package to transform and embed the license binary resource. Just like the License Compiler, the Atalasoft License Compiler takes the licenses.licx file that was generated or updated by Windows Form Designer or added manually, transforms the file into a .licenses binary resource, and embeds it into the project output.

The Atalasoft License Compiler can be run separately, and it uses the same command-line arguments as the License Compiler, as in this example:

```
talasoftLicenseCompiler.exe/complist:<licenses.licx_path>/outdir:<result_folder_path>
/target:<application_name>/i:"<refassembly1>;<refassembly2>;<refassembly3>;..;<refassemblyN>"
```

HOWTO:License a .NET 8+ Application (embedding license in an exe)

But to embed licensing, you need to install the Atalasoft.dotImage.AtalasoftLicenseCompiler.x86 or Atalasoft.dotImage.AtalasoftLicenseCompiler.x64 NuGet package for .NET 6 project. The NuGet package includes AtalasoftLicenseCompiler.exe and the appropriate targets and instructions for *.licenses generation. Targets are added to the .csproj file during compilation.

To use the Atalasoft License Compiler, follow these steps:

1. Install the NuGet package, either

   Atalasoft.dotImage.AtalasoftLicenseCompiler.x86

   or

   Atalasoft.dotImage.AtalasoftLicenseCompiler.x64.
2. Create or add the licenses.licx file.

   If you create the file, make sure it is in <project folder>/Properties/. If you add it, follow the instructions in HOWTO: License an EXE for Deployment (.NET Framework) on the Atalasoft website.
3. Build the project.

   During compilation, the following takes place:
   a. The AtalasoftLicenseComplier.exe utility and necessary assemblies are copied to the lib directory.
   b. The .licenses file is generated and embedded into the resulting application file.
4. Check the build log file for any errors.
5. Most common errors include "unable to find Atalasoft.dotImage.lic in the following locations" followed by a list of 3 locations - the default and preferred location should be

   c:\users\YOUR_USERNAME\AppData\Local\Atalasoft\DotImage 11.5\

   (for version 11.5.x.x.xxxx etc...)

   Other errors related to "invalid license signature" or "License version out of date" have specific meanings - in cases such as this please create a support case with Atalasoft and provide the full exception message / log output message - as text - please copy / paste from the error output and / or exception message and stack trace - do not provide it as a screenshot.

If the license is not found for the assembly, an error message is added to the build

log, but the build does not fail.

This means that upon successful build you should test your embedded license exe**.**

HOWTO:Verify That You Have Successfully Embedded Licensing in EXE

AtalasoftLicenseCompiler.exe is for .NET 6 AND UP...

It has recently come to our attention that some customers have been misled by some confusing wording on the Atalasoft.dotImage.AtalasoftLicenseCompiler.exe.x64 and Atalasoft.dotImage.AtalasoftLicenseCompiler.exe.x86 packages which the description says:

AtalasoftLicenseCompiler.exe utility is created to support licensing mechanism based on *.licx and *licenses files only for .Net 6 and up.

The wording may lead some to believe this is ONLY .NET 6, but the intent was to explain that this is needed for .NET 6 and up (for .NET 8, for instance) but not for any .NET Framework as .NET Framework has a built in lc.exe from Microsoft which handles that automatically

AtalasoftLicenseCompiler.exe is absolutely intended for use in .NET 6 and .NET 8.

Troubleshooting

If you get an error regarding "Code access security is not supported on this platform" this is most likely that you accidentally are targeting our .NET Framework 4.6.2 dlls.

For DotImage 11.5 you want to be targeting our DLLs from the 6.0 branch, For 11.4, it's 5.0

Last Update

2026-09-22 - TD - (Minor Spelling)

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Atalasoft Knowledge Base
https://www.atalasoft.com/kb2/KB/50414/HOWTOLicense-a-NET-8-Application-emb...