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Thread: [Error With Resources And Codedom - Resources is not a member of My](#)

FatBurrito - May 17, 2013, 4:42 pm

I am using some Ethernals Codeom Compiling class and there is an option for me to add a resource to the program that is being compiled. When I try to write the resource file onto the disk I get the following error:

```
Code Resources is not a member of My
This is the code that I am using to write the file:
Code File.WriteAllBytes("C:\Plugin.dll", My.Resources.Plugins)
```

tweety - May 17, 2013, 5:01 pm

You need to reference the library Microsoft.VisualBasic.dll. But I wouldn't really do that, just write your own resource function to extract resource data by name. It's actually pretty easy, do a little searching and you can find it.

FatBurrito - May 17, 2013, 5:08 pm

(May 17, 2013 05:01 PM)Tweety. Wrote: [\[CITE\]](#) You need to reference the library Microsoft.VisualBasic.dll. But I wouldn't really do that, just write your own resource function to extract resource data by name. It's actually pretty easy, do a little searching and you can find it. I am using Ethernals compiler class and I added this:
Code Compiler.References = {"Microsoft.VisualBasic.dll"}
Am I doing it wrong because I am getting the same error.

tweety - May 17, 2013, 5:19 pm

(May 17, 2013 05:08 PM)FatBurrito Wrote: [\[CITE\]](#) I am using Ethernals compiler class and I added this:
Code Compiler.References = {"Microsoft.VisualBasic.dll"}
Am I doing it wrong because I am getting the same error.
I think you need to add something on the Compiler options as well, I'm not familiar with dealing with the My Namespace using CodeDOM. It will be better if you just write your own function to return a resource instead. You won't have the bulky My Namespace.

Calderno - May 26, 2013, 5:45 pm

OP, have you fixed the issue? I am having the same problem right now.

Support. - May 26, 2013, 6:08 pm

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