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Thread: [\[C#\] Mono - How do I delete resource file\(s\)](#)

Grooty - October 16, 2020, 11:59 am

How to delete resource from name?

```
Code public static void RemoveResource(AssemblyDefinition asmDefinition)
{
    foreach (var v in asmDefinition.MainModule.Resources.OfType<EmbeddedResource>()) // result:
Mono.Cecil.EmbeddedResource
    {
        Console.WriteLine(v);

        int index = asmDefinition.MainModule.Resources.IndexOf(v); // result: 0 1
        Console.WriteLine(index);
        asmDefinition.MainModule.Resources.RemoveAt(index); // Delete
    }
}
```

1 - Doesn't delete all resources by index.

2 - How to delete resource files by resource file name?

The resources contain files:

FileText.txt, MusicList.wav

I need to delete resources by name namely: FileText and MusicList

Lookdadon - August 18, 2024, 6:15 pm

Well i didnt understand your couples of first lines but what you want to do is using txt file and wav file and then delete them after?

its sample but tricky:

be sure to dispose correctly these resources:

you can use IDisposable interface and implementing a Dispose function or in the case of files you can use them inside a using block

Code using(StreamReader sr = new StreamReader(path/to/your/txtfile.txt)

```
{
    var x = sr.ReadToEnd();
}i prefer using a using block because once code jump out of the using the resource is automatically disposed
```

or

Code StreamReader sr = new StreamReader(path/to/your/txtfile.txt)

var x = sr.ReadToEnd();

sr.Close();there is alot of way to dispose

then

Code if(File.Exists(path/to/your/file)

```
{
    File.Delete(path/to/your/file);
```

}