ThriftUsageCSharp

Getting started

The C# code generated by Thrift uses the `Thrift` namespace. To be able to use the code generated by Thrift you need to reference `Thrift.dll` in your project to gain access to the `Thrift` namespace. This is required for the Thrift generated C# code to compile.

Building Thrift.dll using Visual Studio

1. If you haven't done so already [download a snapshot](#) of the Thrift source code and extract it. - [Direct link to the snapshot](#)
2. Open the `Thrift.sln` solution file under `thrift/lib/csharp/src`
3. Build Solution by pressing *F7*

You should now have the required Thrift.dll located under `thrift/lib/csharp/src/bin/Debug/Thrift.dll`

Reference Thrift.dll in your application (in Visual Studio)

1. Open up your application solution in Visual Studio.
2. Under the *Project* menu, click `Add Reference`
3. Browse to and select the freshly built Thrift.dll

You can now use the Thrift namespace in your source code:

```
using Thrift;
using Thrift.Protocol;
using Thrift.Server;
```