



Using ClearImage within .NET on 64 bit Windows

Introduction

This note describes configuration settings for using ClearImage server with .NET applications on 64 bit Windows.

Build your application to be used in WOW64 subsystem

ClearImage COM is a 32 bit COM object. ClearImageNet is a 32 bit .NET Assembly, which relies on ClearImage COM for its core functionality. 32 bit COM components in 64 bit windows must be used within a 32 bit application, running within a WoW64 (Windows-on-Windows 64 bit) subsystem.

Visual Studio builds Windows .NET Applications with the default target of **Any CPU**. Such applications, when they run on 64 bit Windows, can not create 32 bit COM object and produce various errors (shown below). To run these applications on 64 bit Windows, build them with the target of **x86** (see Solution)

Symptoms

If the application that uses ClearImage is built as **Any CPU** and is then executed on 64 bit system the following runtime error messages may be displayed when the ClearImage components are instantiated:

1. Retrieving the COM class factory for component with CLSID {D836E300-A317-4C7E-BE61-D650CE242589} failed due to the following error: 80040154.
2. Inlite.ClearImageNet.ClearImageException: ClearImage COM Server is not registered.

Solution

Build your .NET application, specifying **x86** as a target platform.

To change the target platform to **x86**, follow the "Targeting a Platform" instruction in:

- Visual Studio 2005:
[http://msdn.microsoft.com/en-us/library/ms165408\(VS.80\).aspx](http://msdn.microsoft.com/en-us/library/ms165408(VS.80).aspx)
 - Visual Studio 2008:
<http://msdn.microsoft.com/en-us/library/ms165408.aspx>
1. In the Build menu, click on the Configuration Manager.
 2. In the Active Solution Platform box, select **x86** as the target, or select **<New>** to create a new platform.
 3. For information on using the New Solution Platform dialog box, see the [New Solution Platform Dialog Box](#).

4. Visual Studio will compile your application to target the platform that you specified as the active platform in the Configuration Manager dialog box.

NOTE: The x86 target output files will be located in the **bin\x86** directory.