

# Update CefSharp to 64 bit (when we want to do it)

When updating the build of this application, you must change the version number in the Assembly Information of the UtopiaDesktopClientApplication AND the UtopiaWindowsDesktopClientSetup version.

Most of this should build and run out of the box. However, there are some CefSharp caveats, first and foremost, CefSharp cares about x86 vs x64. Everything is currently targeting x86, but if and when the day comes that we do a x64 version, here are some of the changes needed (May want to consider making x86 and x64 versions with a shared project, same with installer):

1. Change the targeting to x64 in the configuration manager.
  2. You may have to change the references in the UtopiaWindowsDesktopClient project to target the x64 versions of the cefsharp dlls (CefSharp, CefSharp.Core, CefSharp.Wpf)
  3. The following files directly referenced in the setup project will need to be pointed at the x64 versions:
    - a. CefSharp.BrowserSubprocess.Core.dll
    - b. CefSharp.BrowserSubprocess.exe
    - c. cef.pak
    - d. cef\_100\_percent.pak
    - e. cef\_200\_percent.pak
    - f. cef\_extensions.pak
    - g. chrome\_elf.dll
    - h. d3dcompiler\_47.dll
    - i. icudtl.dat
    - j. libcef.dll
    - k. libEGL.dll
    - l. libGLESv2.dll
    - m. natives\_blob.bin
    - n. snapshot\_blob.bin
    - o. v8\_context\_snapshot.bin
- use their current reference paths as a starting location, then change with the corresponding x64 paths.  
----- IF YOU UPDATE CEFSHARP-----  
Update the above files to point at the new version's file paths.

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