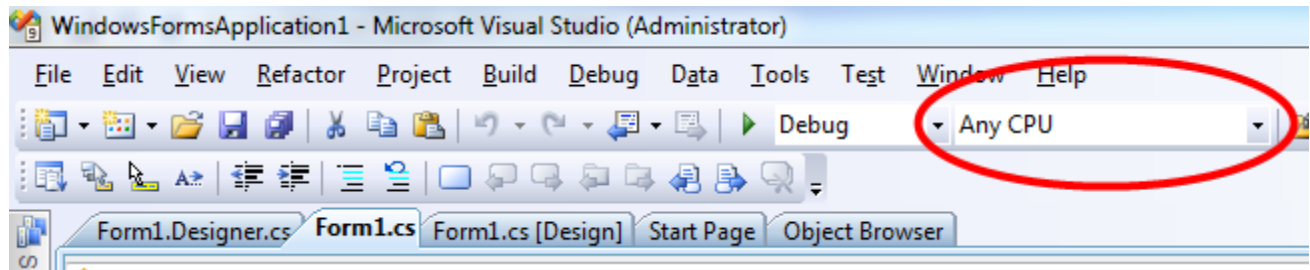


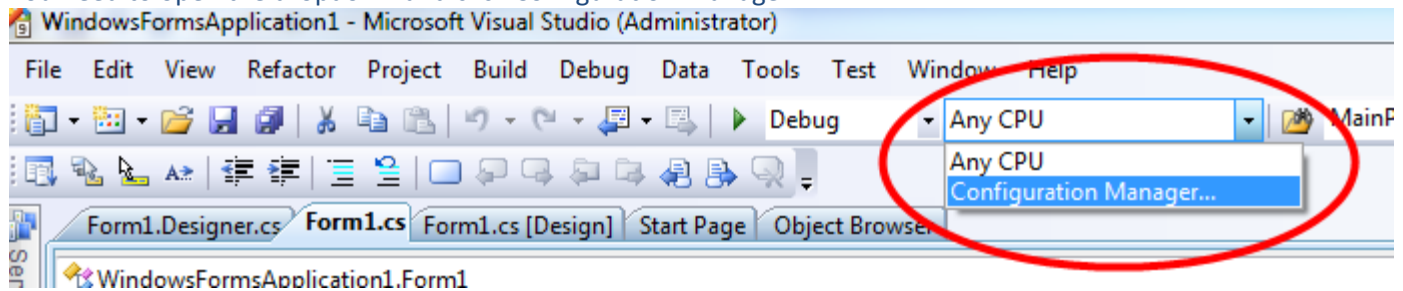
The underlying classes that the KMotion_dotNET.dll interacts with is a win32 MFC class library and any calling applications must be built against the x86 architecture.

The default build configuration for a new project is “Any CPU”.

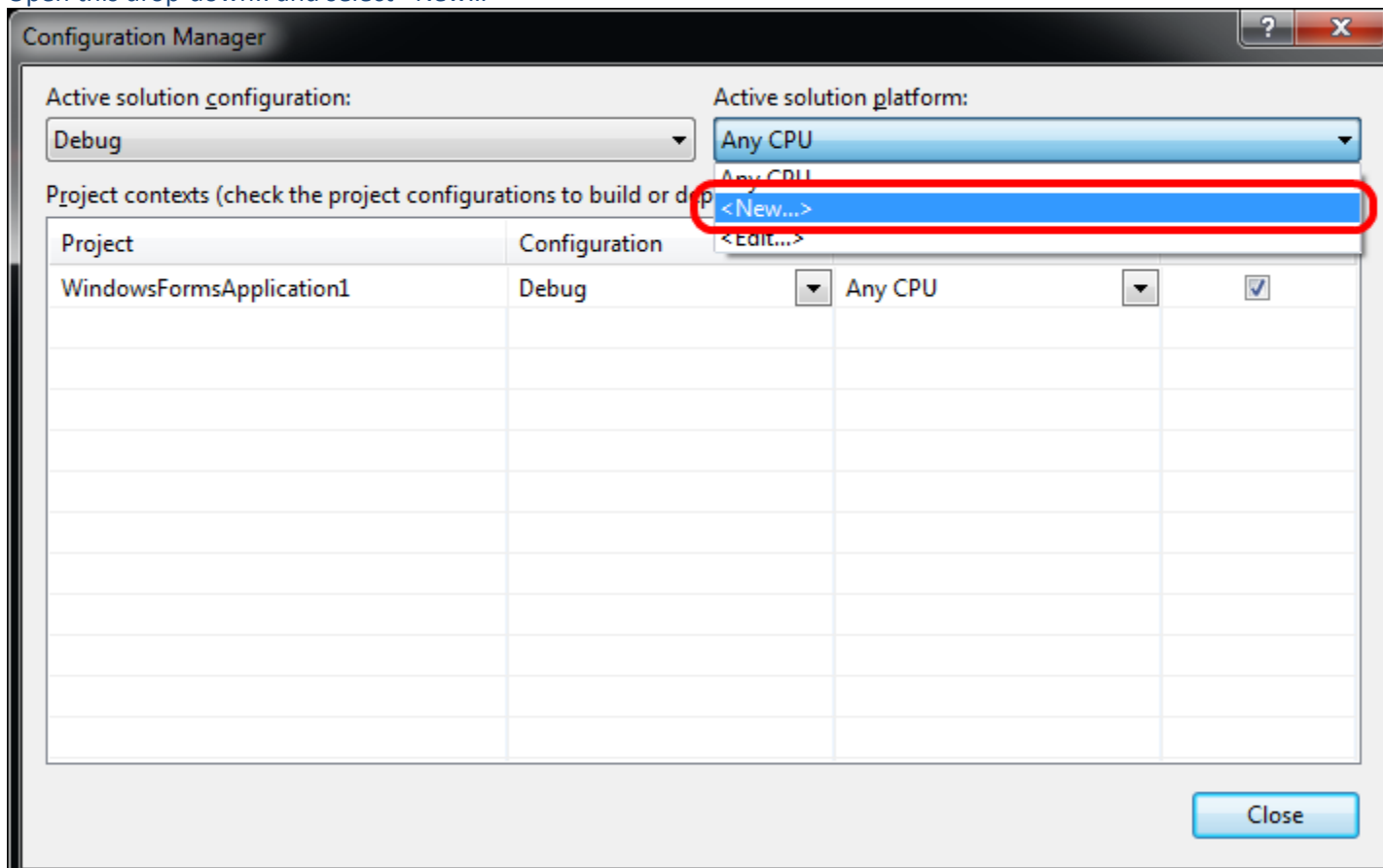
Your VS probably looks something like this::



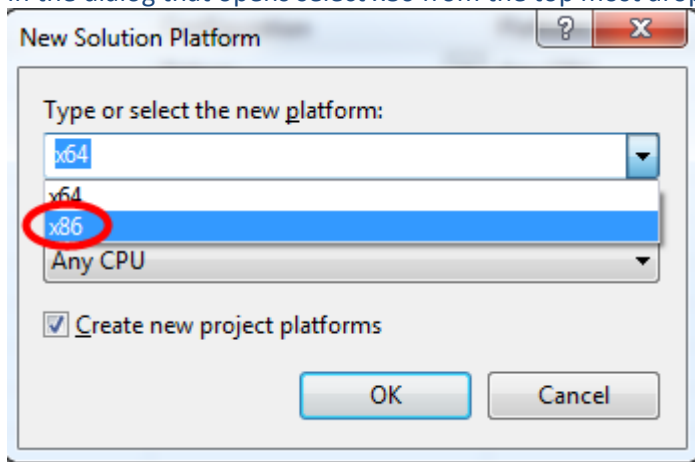
You need to open the dropdown and click Configuration Manager...



Open this drop-down:: and select <New...>



In the dialog that opens select x86 from the top most dropdown::



Press OK, rebuild your solution and victory will be yours