

# Awaiting Windows Runtime asynchronous operations from C# desktop apps

 [devblogs.microsoft.com/oldnewthing/20210519-00](https://devblogs.microsoft.com/oldnewthing/20210519-00)

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Raymond Chen

Some time ago, I showed [how to use Windows Runtime objects from C# desktop apps](#). But that solution only went part of the way. It gave you access to the objects, but it didn't provide a way to `await` any asynchronous operations.

Let's fill in that gap.

Create a new *Console App (.NET Framework)* project from Visual Studio. This time, go to the References node, click *Add Reference* and click the *Browse* button. Change the file type filter to *All files* and pick

```
C:\Program Files (x86)\
  Windows Kits\
    10\
      UnionMetadata\
        (SDK version)\
          Windows.winmd
```

This gets you access to the Windows Runtime classes, but it doesn't enable `await` support. To do that, you also need to add

```
C:\Program Files (x86)\
  Reference Assemblies\
    Microsoft\
      Framework\
        .NETCore\
          v4.5\
            System.Runtime.WindowsRuntime.dll
```

Okay, now you're set up.

We'll take this for a spin next time.

[Raymond Chen](#)

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