**SpriteEz Visual Studio Build Process Integration**

Visual Studio Build Process provides two plugin points where user can interfere with build process. Those points are called Pre-build event command line and Post-build event command line and can be reached out from project properties window “Build Events” tab.

1. The first one is place where user can put some commands or scripts to be executed before solution is build
2. The second one is place where user can put some commands or call scripts to be executed after solution was built and built artifacts are available.

For this sample and SpriteEz to be integrated into the build process we will use “Post-build event command line” which means that images will be combined after the current project is built.

Following assumptions were made:

1. The path to SpriteEz util should be known to the project. We assume it is in SpriteEzTool folder and this folder is located in output folder of the project.
2. The path to folder with images to be combined is known and the name of the folder is assets and assets folder is located in the project folder.
3. The output folder where sprite image to be placed is called outdir and should be in output folder of the project.

Steps:

1. Open project properties window
2. Go to build event tabs.
3. Enter the following command in “Post-build event command line” text box:

*$(TargetDir)SpriteEzTool\SpriteEz.exe -config config.json -out-dir $(TargetDir)outdir assets\\*.png*

Please notice that when the command executed the working directory for the script is set to the project directory. That’s why we can specify relative names for config.json and assets\\*.png. The directories for those paths will be resolved to project directory. Also please notice that $(TargetDir) resolves to output directory of the project (like ProjectPath\bin\Debug\net5.0\)

Graphical user interface

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