PREPARING A VISUAL STUDIO PROJECT FOR UPLOAD

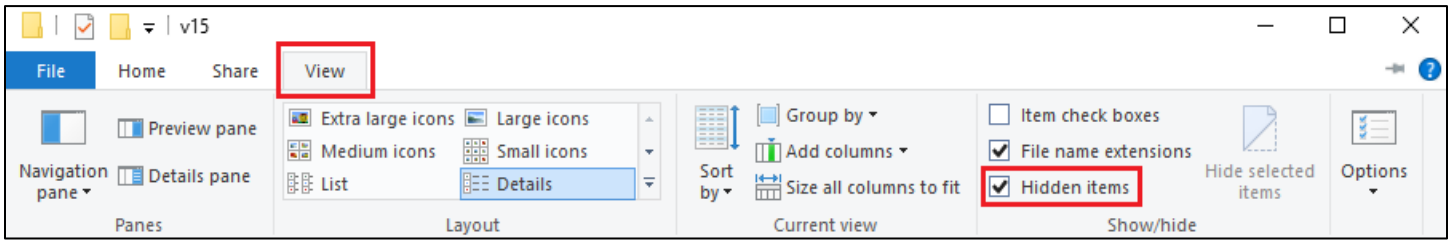
The file size of Visual Studio project/solution folders can become massive. Most of the large files, including Intellisense database files and temporary compilation objects, can be safely deleted. These files will be recreated by Visual Studio as you write code and/or build your solution. (If you keep your project on GitHub and use a proper .gitignore, these files are already ignored. As such, you can skip these steps; simply grab a zip file through the GitHub web interface and submit that.)

Removing these files/folders can shrink your file size from hundreds of MB down to approximately 150KB or so (not counting assets like images). Ideally, you should perform these steps before zipping/uploading your assignments & other deliverables to MyCourses.

Below are the files & folders that you should remove, with specific details and concerns. **Note:** There is a second page!

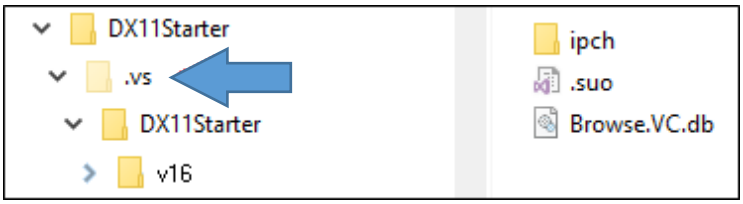
HIDDEN FILES & FOLDERS

Several of the files/folders you'll need to find are hidden by default. Be sure to show hidden items in Windows Explorer:



THE .VS FOLDER

This is a hidden folder, directly inside your solution folder.



Delete the following:

- The entire .vs folder

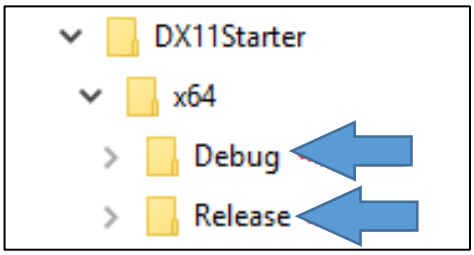
What's actually stored in ".vs"? Inside, you'll find a folder with the same name as your project, and inside that, a folder named "v16". Inside "v16", there are several items that are often *very* large and must be removed before zipping your project:

- The "**ipch**" folder (can be hundreds of MB large)
- The **Browse.VC.db** file (often 40-50 MB)

What about "**.suo**"? This is your "Solution User Options" file, which is generally small. It contains information like "which code files are currently open", "which lines currently have breakpoints" and such. As this is a file that is generally left out of version control, it's fine to delete here, as well. If, however, you have a pressing reason to keep it, you must still delete the items mentioned above.

THE X64 FOLDERS

These contain the files created when you compile in either Debug or Release mode. All of the files in these folders are recreated every time you build, so they are usually safe to delete.



Note: If you put asset files, like images or 3D models, inside these folders, you should **NOT** delete those!

Delete the following:

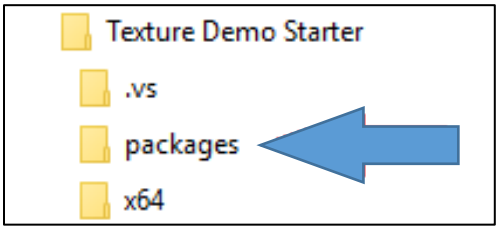
- Any & all files/subfolders in **x64/Debug** or **x64/Release** folders
- But **NOT** asset files (images/models) that you put there yourself!

NUGET PACKAGES

Later in the semester, we'll be using the DirectX Tool Kit library for loading image files. This library is available as a NuGet package and can be installed into a Visual Studio project using the NuGet package manager within Visual Studio itself.

The folder that contains this library will be well over 150MB and should be deleted before zipping/uploading. Visual Studio should automatically restore the package from NuGet when you next open and attempt to build the solution.

Delete the following:



- The "**packages**" folder in the root directory of your project

Note: Even though Visual Studio will restore the package from NuGet automatically, there's always a chance that the Intellisense doesn't "catch up" with the restored package and will complain about missing header files and undeclared functions, even though builds succeed. If this occurs, relaunching Visual Studio generally fixes it up.