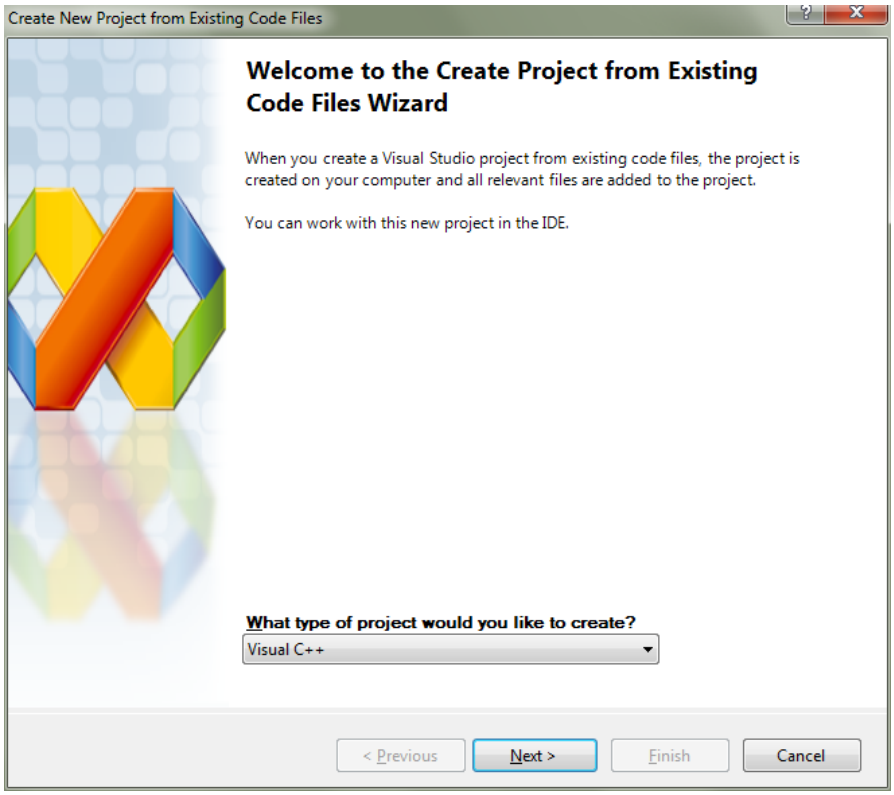
How-to Create a Visual Studio Solution from UDK2010 code

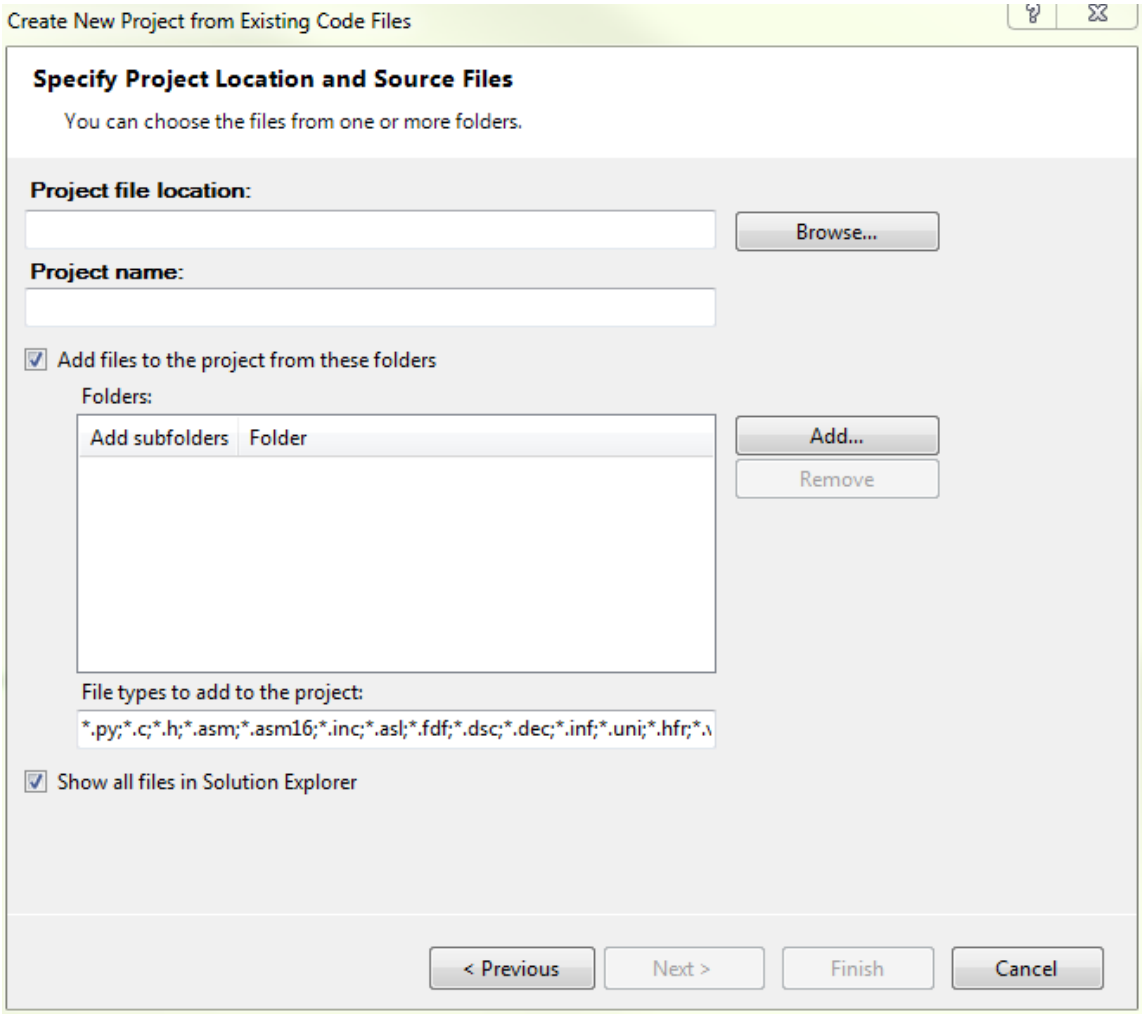
Browsing UDK2010 code and finding function and variable definitions is a tedious task when the right tool isn't used. Visual Studio* 2008 and later versions have the ability to create a solution from an existing code tree, which makes project browsing easier. Visual Studio also provides right-click support on variables and functions to go to the definition of the item.

1. Start Visual Studio.
2. Select **File → New → Project From Existing Code.**
3. Select project type as Visual C++.



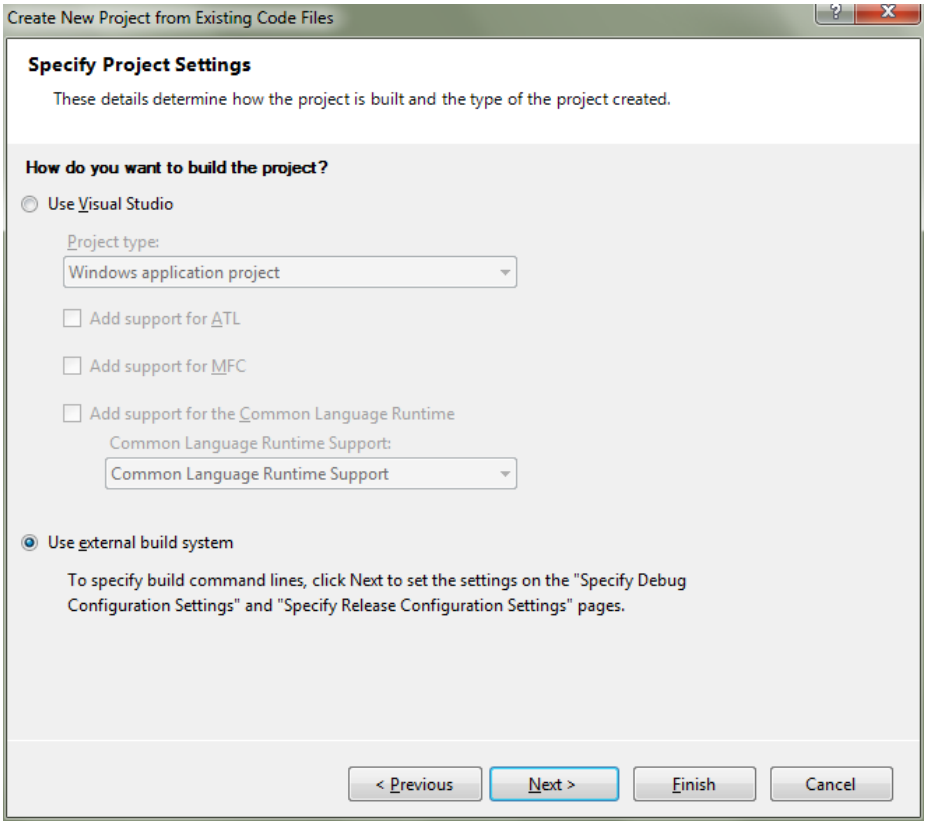
4. Click Next.

5. Click the **Browse** button next to the **Project file Location** field and select the folder where the UDK2010 code is located.
6. Enter a project name in the **Project Name** field**.**
7. Specify "*File types to add to this project*" as:
   `*.c;*.h;*.asm;*.asm16;*.s;*.inc;*.asl;*.aslc;*.fdf;*.dsc;*.dec;*.inf;*.uni;*.hfr;*.vfr;*.dxs`
   Note: *If you want to include the python files, then append ;*.py to the file type list.*



8. Click **Next.**

9. Select the **Use external build system** option.



10. Click **Next.**

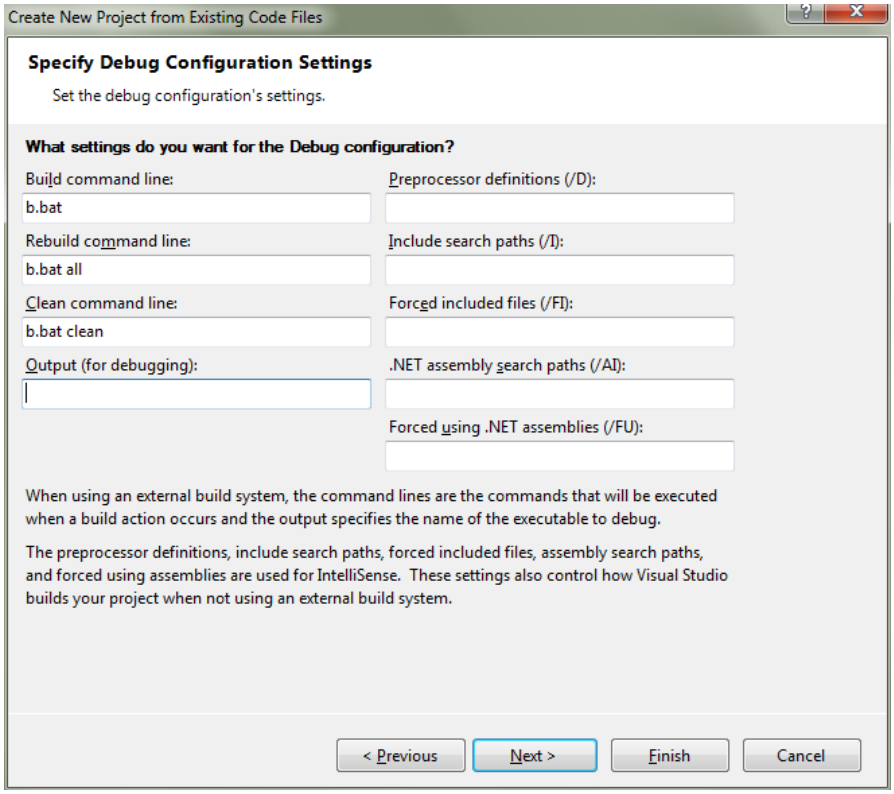
11. Create a batch file B.BAT in the *UDK2010* folder, and add the following lines (change options to match your build environment)

```
@call edksetup.bat
@rem if you are using a platform that uses EDK components
@rem or you need the EdkCompatibilityPkg libraries
@set EFI_SOURCE=%CD%\MyPlatformPkg
build %1 -p MyPlatformPkg\MyPlatformPkg.dsc
--log=build.log
```

12. Input "B.BAT" as the "Build command line"

13. Input "B.BAT `all`" as the "Rebuild command line"

14. Input "B.BAT `clean`" as the "Clean command line"



15. Click **Finish** to complete creating a new project. The folder you selected will be scanned for the specified file extensions.
You will now have a Visual Studio solution for your UDK2010 code tree.

16. Right-click on functions, variables, etc. and select **Go To Definition** to look up their definition if desired.

17. Click **Build → Build Solution** or the **Build Solution** button on the menu bar to build the code.