Building a Release

Updated for Release: 1.3.20.0

These notes should describe how to build the full release of VSPAT from an empty development environment with no source code or tools installed.

# Development Environment

Building a release requires the following development tools to be installed in a side-by-side configuration on Windows 7:

Visual Studio 2010

* Visual Studio 2010 (Ultimate)
* Visual Studio 2010 SP1
* Visual Studio 2010 SDK SP1
* Visual Studio 2010 Visualization and Modeling Tools
* Nuget Package Manager
* Git Source Control Provider

Visual Studio 2012

* Visual Studio 2012 (Ultimate)
* Visual Studio 2012 SDK
* Visual Studio 2012 Visualization and Modeling Tools
* Nuget Package Manager
* Git Source Control Provider

# Obtaining the Source

Create your own development fork of the code from: <http://vspat.codeplex.com/SourceControl>.

Clone your fork to a local repo on your hard disk based at ‘C:\Projects’. For example: C:\Projects\<username>\<forkname>

# Building the Source

1. Install the latest version of the ‘Pattern Toolkit Builder’ extension into Visual Studio 2010.
2. Start Visual Studio 2010
3. Open the ‘Runtime.vs2010.sln’ solution
4. Switch to the ‘Debug-VS2010’ solution configuration.
5. Transform All Templates (Build | Transform All Templates)
6. Transform All Templates a second time.
7. Clean the solution
8. Rebuild the solution.
9. In ‘Solution Builder’, right-click on the ‘Guidance’ node, and select ‘Build Guidance’.
10. Open the ‘Authoring.vs.2010.sln’ solution
11. Switch to the ‘Debug-VS2010’ solution configuration.
12. Transform All Templates (Build | Transform All Templates)
13. Transform All Templates a second time.
14. Clean the solution
15. Rebuild the solution.
16. In ‘Solution Builder’, right-click on the ‘Guidance’ node for each toolkit, and select ‘Build Guidance’.

Repeat this process for Visual Studio 2012, using appropriate solution files and build configurations.

# Packaging the Release

Signing Assemblies, VSIXes etc.

# Deploying the Release

Where to upload them, and what details to update.

What pages on codeplex to update.

What releases on codeplex to post

What notifications to post

What items on Issue Tracker to deal with