Ownership Change Instructions

Instructions for changing the ownership, copyright and attribution of the VSPAT codebase.

# Signing Key

Note: Signing key info and history is kept in ‘Signing Key Info.txt’.

1. Copy the public \*.snk file to the BranchRoot\src folder
2. In BuildConfiguration.CSharp.targets, change the value of <AssemblyOriginatorKeyFile> element.
3. Find and Replace all values of the previous PublicKey in the source code, found in these files:
   1. AssemblyInfo.cs files, in the [InternalsVisibleToAttribute]
4. Find and Replace the values of the previous PublicKeyToken in the source code, and documentation.
   1. Found in these locations:
      1. \*.vstemplate files (or the \*.tt/\*.t4 files that generate them) for wizard extension assembly references
      2. \*.doc (compiled \*.mht) files that document code samples
      3. \*.source.extension.vsixmanifest for assembly references packaged in a VSIX

# Assembly/Artifact Ownership/Attribution

1. In the MasterVersion.ttinclude file, change the following:
   1. assemblyAuthor, assemblyCopyright
2. Transform Templates twice in each solution

# Licenses & Credits

Edit all license files. There should be at least one at the root of the source tree in LICENSE.TXT, and a LICENSE.TXT in any package or distribution (i.e. VSIXes).

Edit the CREDITS.TXT also found at the root of the source.

Update all Codeplex project site license notices.

# Root Namespaces

Microsoft.VisualStudio.Patterning ->

Outercurve.VisualStudio.Patternmation

Outercurve.VisualStudio.PatternAutomation

Outercurve.VisualStudio.PatternManagement