Preparing for a staging release:

Make sure that all current work has been committed and staged to master. Make sure you are current on the master branch.

Make a new branch for the release: git checkout –b 20130218A0Release0\_1\_4.

Add the release notes to CloudApiPublic\WindowsSdkReleaseNotes.txt.

Change the define in CLDefinitions from development cliff servers to the cloudstaging servers. (CloudApiPublic\Static\CLDefinitions: define STAGING\_BACKEND.

Change the BadgeCom, CloudSdkSyncSample, CloudApiPublic and CloudSetupSdkSyncSample, and CloudSetupSdkSyncSampleSupport Assembly and File Versions to the current release. E.g., 0.1.2.0. For CloudSetupSdkSyncSample, click Project Assistant, and then Application Information. Set the application version.

Test the application under Visual Studio to make sure it is working.

Push the release branch to remote. DO NOT CHECK-IN SIGNING FILES\* TO GITHUB!!!!!! Including .pfx files copied to the projects where you changed the settings. These should be ignored by gitignore, but remove them anyway.

\* By SIGNING FILES I do not mean the changes to the projects to turn on signing, but instead the certificates or keys

Change properties in CloudApiPublic, CloudSetupSdkSyncSample, and CloudSetupSdkSyncSampleSupport to add code-signing with the CloudPlatformCodeSigning.pfx. For CloudApiPublic and CloudSetupSdkSyncSampleSupport, in project properties, use the signing tab. For CloudSetupSdkSyncSample, click Number 6, select Releases, then click the Signing tab. Set the Digital Certificate File, Certificate Password, and set Sign Output Files to “Setup.exe and Windows Installer Package”. Press Ctrl+Shift+S to save all. I have CloudPlatformCodeSigning.pfx in the directory C:\CertBackup\CloudSigning which is used in commands below; so if you change it, then change the commands accordingly.

Staging release procedure:

In Debug solution configuration, clean solution. Check that it succeeded.

In ReleaseSampleAppOnly solution configuration, clean solution. Check that it succeeded.

In Release64 solution configuration, clean solution. Check that it succeeded.

Stay in Release64 solution configuration

Build BadgeCOM project, check for build success

Delete BadgeCOM.dll from 3rdParty\bin\release

Switch to ReleaseSampleAppOnly solution configuration

Build BadgeCOM project, check for build success

Open a Visual Studio 2012 Developer Command Prompt “as Administrator”.

Change directory to ~\3rdParty\bin\Release in command prompt

Run these commands in command prompt (use copy/paste to copy copy the lines directly from below) :

* tlbimp.exe BadgeCOM.dll /delaysign /publickey:C:\CertBackup\CloudSigning\CloudPlatformCodeSigning.pub /out:BadgeCOMLib.dll
* sn.exe -R BadgeCOMLib.dll C:\CertBackup\CloudSigning\CloudPlatformCodeSigning.pfx
  + requires password to certificate
* copy /Y BadgeCOMLib.dll ..\..\..\CloudSdkSyncSample\bin\release\BadgeCOMLib.dll
* copy /Y BadgeCOMLib.dll ..\..\..\CloudSdkSyncSample\bin\debug\BadgeCOMLib.dll

In the CloudApiPublic References, change the BadgeCOMLib reference Specific Version to True. Press Ctrl+Shift+S to save all.

Build CloudApiPublic project, check for build success

Obfuscate CloudApiPublic binary in CloudApiPublic\bin\Release and copy from CloudApiPublic\bin\Release\Obfuscated to CloudApiPublic\bin\Release, CloudSdkSyncSample\bin\Release, and CloudSdkSyncSample\bin\Debug

Build CloudSetupSdkSyncSampleSupport project, check for build success

Switch to Debug solution configuration

Build CloudSdkSyncSample project, check for build success

Switch to ReleaseSampleAppOnly solution configuration

Build CloudSdkSyncSample project, check for build success

Build CloudSetupSdkSyncSample setup project, check for build success

Copy CloudSdkSetup.exe from the setup project output to a convenient location like C:\

Resource hack the copied CloudSdkSetup.exe to change the OriginalFilename field to an empty string in Version Info -> 1 -> 1033 and compile the script; then change the Icon Group -> 100 -> 0 by replacing resource with ~\Artwork\cloudForInstallShield.ico

Save changes as CloudSdkSetup.exe in the same “copied to” location

In the previous VS Developer Command Prompt windows, change directory to where you placed the “copied to and modified” CloudSdkSetup.exe.

Run these commands in command prompt (replace <password> with the certificate password):

* signtool remove /c CloudSdkSetup.exe
* signtool sign /f C:\CertBackup\CloudSigning\CloudPlatformCodeSigning.pfx /p <password> CloudSdkSetup.exe

Zip CloudSdkSetup.exe into a zip file with the naming convention CloudSDK-v0.1.2>.zip where the “0.1.2” is the “version.release.build”. The build should be incremented at each release. The others are incremented by management decision.

The zip file is the completed release. Copy the file to c:\Source\Projects\ArchivedCloudSdkReleases on the build machine. Then use search in win-client (or an automated tool) to gather the current .pdb files and move them into the ArchivedCloudSdkReleases as well.

Close the Visual Studio win-client solution.

Push the release branch to remote. DO NOT CHECK-IN SIGNING FILES\* TO GITHUB!!!!!! Including .pfx files copied to the projects where you changed the settings. These should be ignored by gitignore, but remove them anyway.

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Tag the last commit to master with this release number (e.g., Release0.1.2).

* Delete a local and remote tag named 12345:
  + git tag -d 12345
  + git push origin :refs/tags/12345
* Create a local tag named 12345 and push it to remote:
  + git tag 12345
  + git push –tags

Delete the .pfx files copied to the CloudApiPublic and CloudSetupSdkSyuncSampleSupport projects where you changed the settings.

* C:\Source\Projects\win-client\CloudApiPublic\CloudPlatformCodeSigning.pfx
* C:\Source\Projects\win-client\CloudSetupSdkSyncSampleSupport\CloudPlatformCodeSigning.pfx

When the release has been tested, merge the release branch back into master, but don’t merge the signing changes or the switch to the cloudstaging.us URL.