**Debugging Notes**

To create Angular development routine, such as incrementing the application version number, or fetching the versions used to create the application, we use NodeJS.

Note: All debugging will use the ProjectDebug project as the Startup project. Also, the source code for all of the routines is contained within the ProjectBuild project.

Gulpfile Debugging

|  |  |
| --- | --- |
| Routine | Print Version |
| Startup Project | ProjectDebug |
| Script (startup file): | app.ts |
| Script arguments: | Must be Blank |

|  |  |
| --- | --- |
| Routine | Launch the AngularDotNet Configuration Tool |
| Startup Project | ProjectDebug |
| Script (startup file): | app.ts |
| Script arguments: | Must be Blank |

Git Hook Debugging:

|  |  |
| --- | --- |
| Routine | Launch the AngularDotNet Configuration Tool |
| Startup Project | ProjectDebug |
| Script (startup file): | ..\ProjectBuild\taskGitCommit.ts |
| Script arguments: | waitOnHook=true |

Get Build Configuration: Client/Server/cli/Server/Client

If you can follow this you, will be an amazed and you will be an amazing software developer.

|  |  |
| --- | --- |
| Routine | Return the Build Configuration to the server |
| Startup Project | ProjectDebug |
| Script (startup file): | ..\ProjectBuild\taskConfig.ts |
| Script arguments: | waitOnCompleted=true |

Launch a Visual Studio application

|  |  |
| --- | --- |
| Routine | Launch the AngularDotNet Configuration Tool |
| Startup Project | ProjectDebug |
| Script (startup file): | ..\ProjectBuild\taskLaunch.ts |
| Script arguments: | visualProject=ProjectBuild |

|  |  |
| --- | --- |
| Routine | Launch an Application |
| Startup Project | ProjectDebug |
| Script (startup file): | ..\ProjectBuild\taskLaunch.ts |
| Script arguments: | visualProject=AngularDotNet |

Build Visual Studio Project Angular Release(s)

|  |  |
| --- | --- |
| Routine | Building a Single Visual Studio Project |
| Startup Project | ProjectDebug |
| Script (startup file): | ..\ProjectBuild\taskBuild.ts |
| Script arguments: | visualProject=AngularDotNet waitOnCompleted=true synchronous=false |

|  |  |
| --- | --- |
| Routine | Building All Visual Studio Projects within a Solution |
| Startup Project | ProjectDebug |
| Script (startup file): | ..\ProjectBuild\taskBuild.ts |
| Script arguments: | waitOnCompleted=true synchronous=false |

Exporting Libraries from a Visual Studio Project

|  |  |
| --- | --- |
| Routine | Exporting a Single Visual Studio’s Project Libraries |
| Startup Project | ProjectDebug |
| Script (startup file): | ..\ProjectBuild\taskExport.ts |
| Script arguments: | visualProject=AngularDotNet waitOnCompleted=true |

|  |  |
| --- | --- |
| Routine | Exporting All Visual Studio Projects’ Libraries within a Solution |
| Startup Project | ProjectDebug |
| Script (startup file): | ..\ProjectBuild\taskExport.ts |
| Script arguments: | waitOnCompleted=true |

Importing Libraries from a Visual Studio Project

|  |  |
| --- | --- |
| Routine | Importing a Single Visual Studio’s Project Libraries |
| Startup Project | ProjectDebug |
| Script (startup file): | ..\ProjectBuild\taskImport.ts |
| Script arguments: | visualProject=AngularDotNet waitOnCompleted=true |

|  |  |
| --- | --- |
| Routine | Importing All Visual Studio Projects’ Libraries within a Solution |
| Startup Project | ProjectDebug |
| Script (startup file): | ..\ProjectBuild\ taskImport.ts |
| Script arguments: | waitOnCompleted=true |

Adding an Angular Project

|  |  |
| --- | --- |
| Routine | Adding an Angular Application to a Visual Studio Project |
| Startup Project | ProjectDebug |
| Script (startup file): | ..\ProjectBuild\taskAdd.ts |
| Script arguments: | visualProject=AngularDotNet angularProject=anotherProject waitOnCompleted=true synchronous=false |

Removing an Angular Project

|  |  |
| --- | --- |
| Routine | Removing an Angular Application from a Visual Studio Project |
| Startup Project | ProjectDebug |
| Script (startup file): | ..\ProjectBuild\taskRemove.ts |
| Script arguments: | visualProject=AngularDotNet angularProject=anotherProject waitOnCompleted=true |