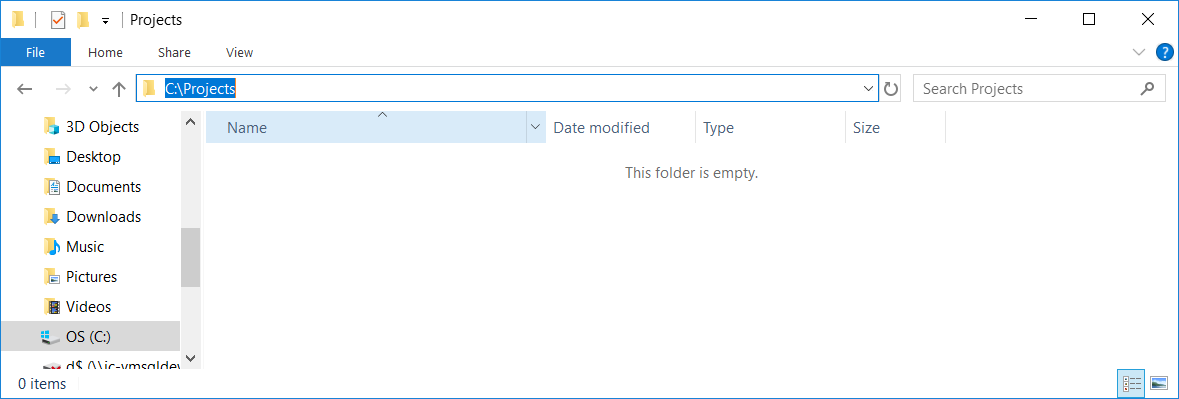
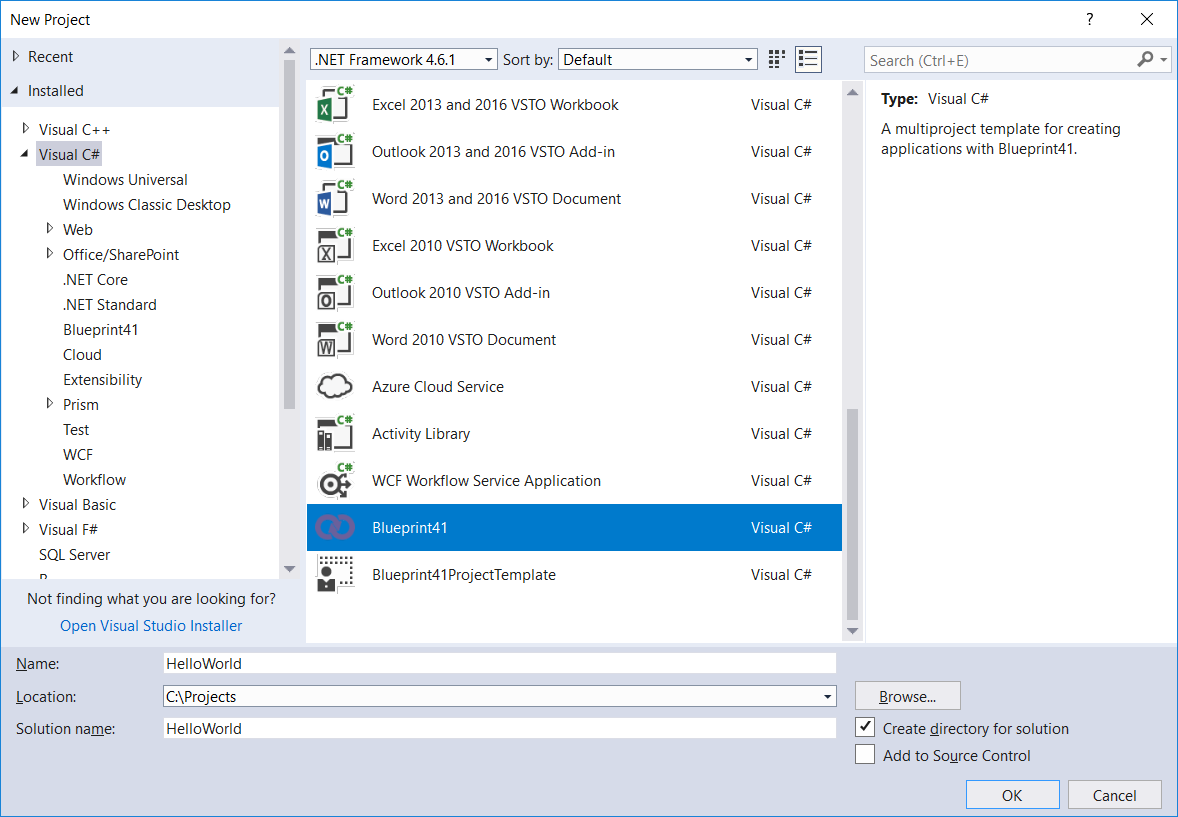
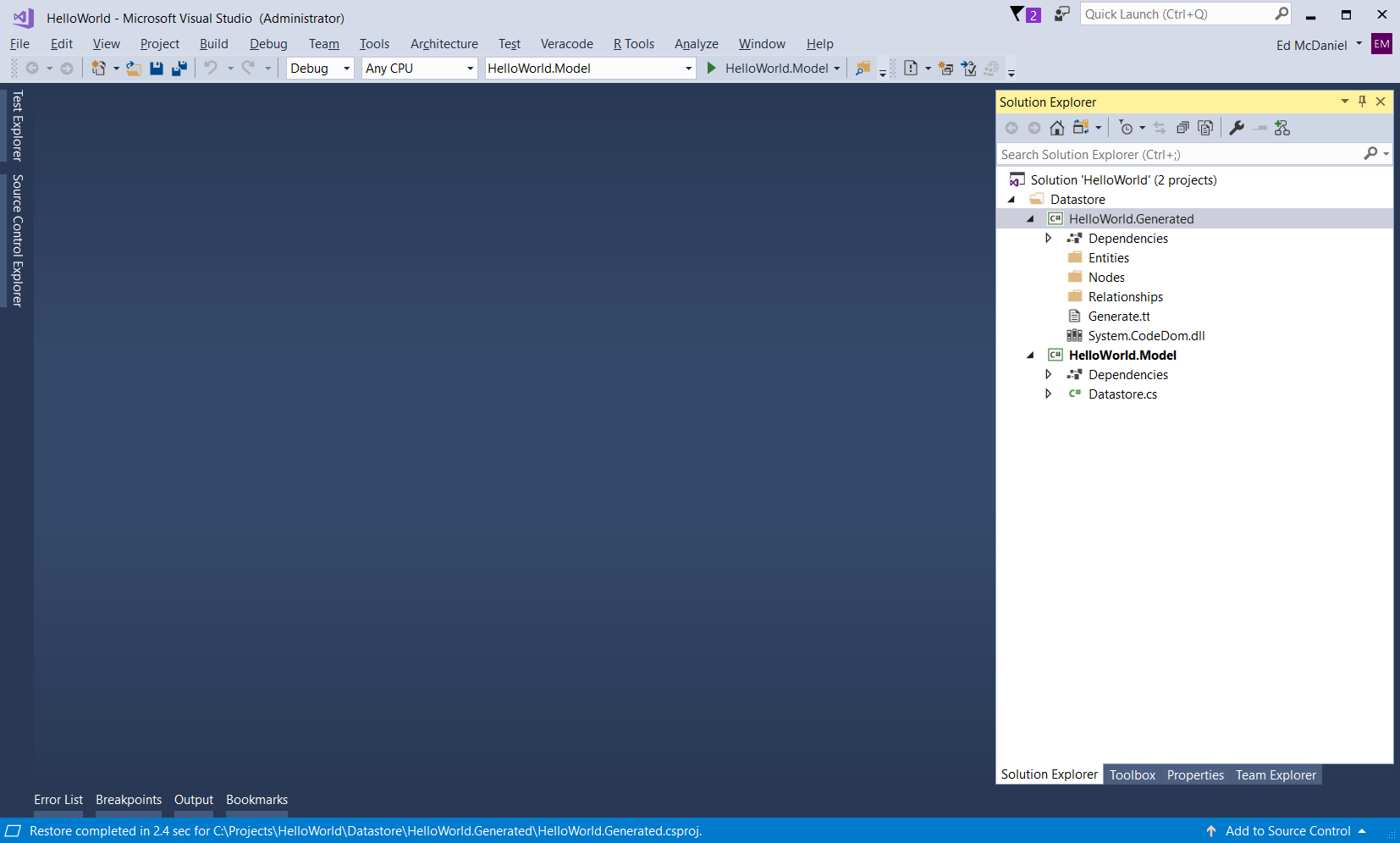
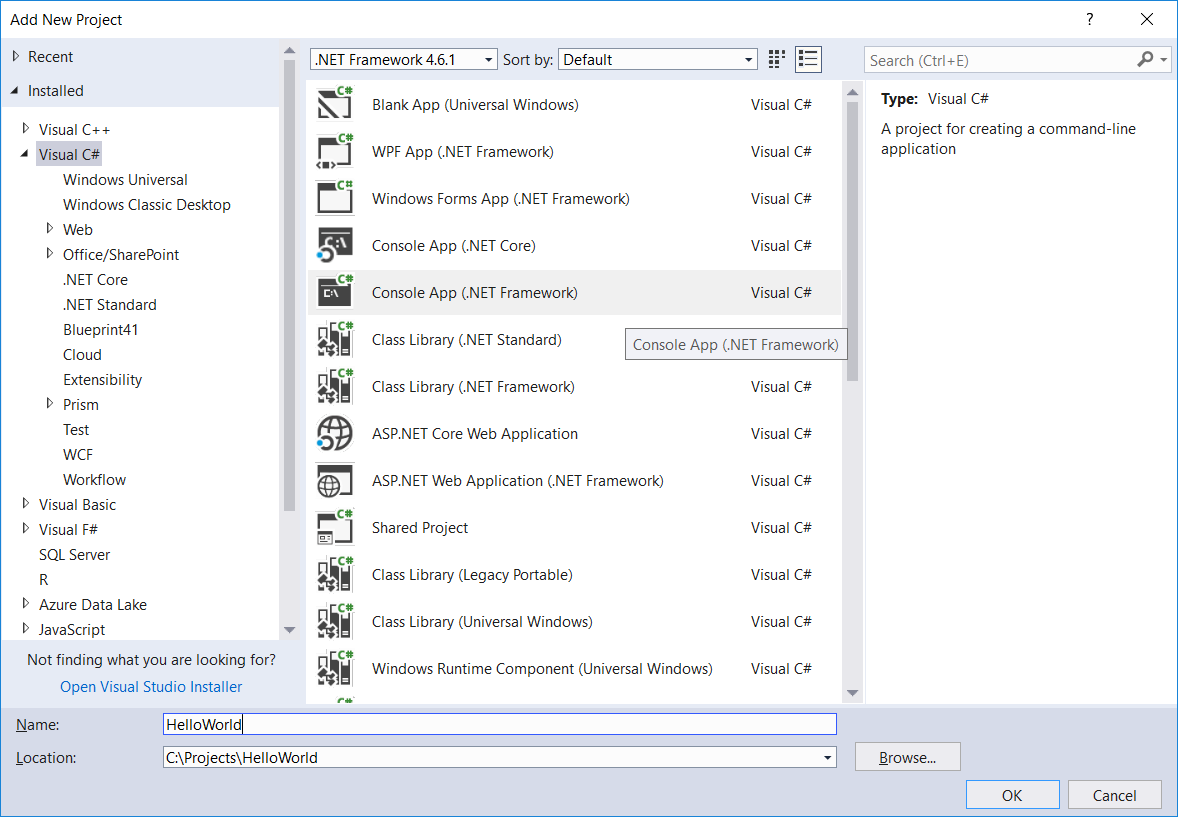
I have setup my system folders to match the example in the tutorial to show how I got an error when executing the “Run Custom Tool” command.

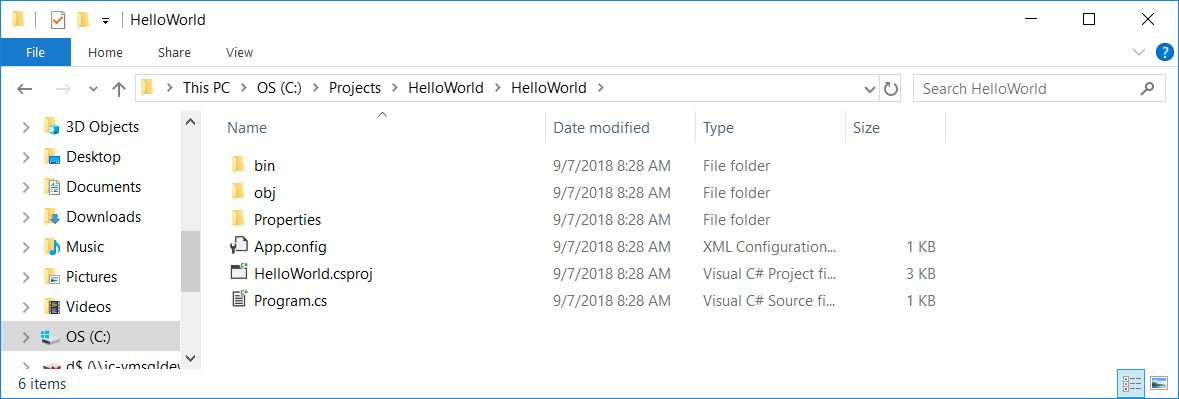


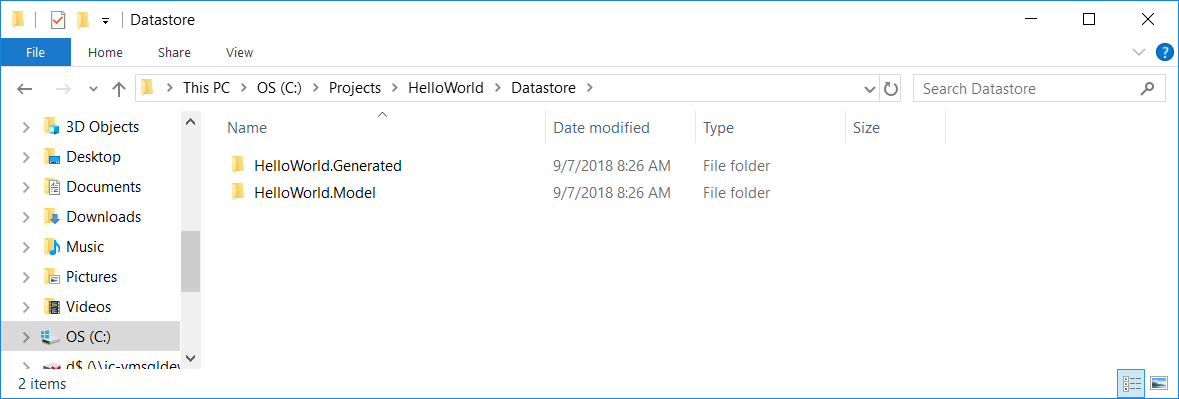




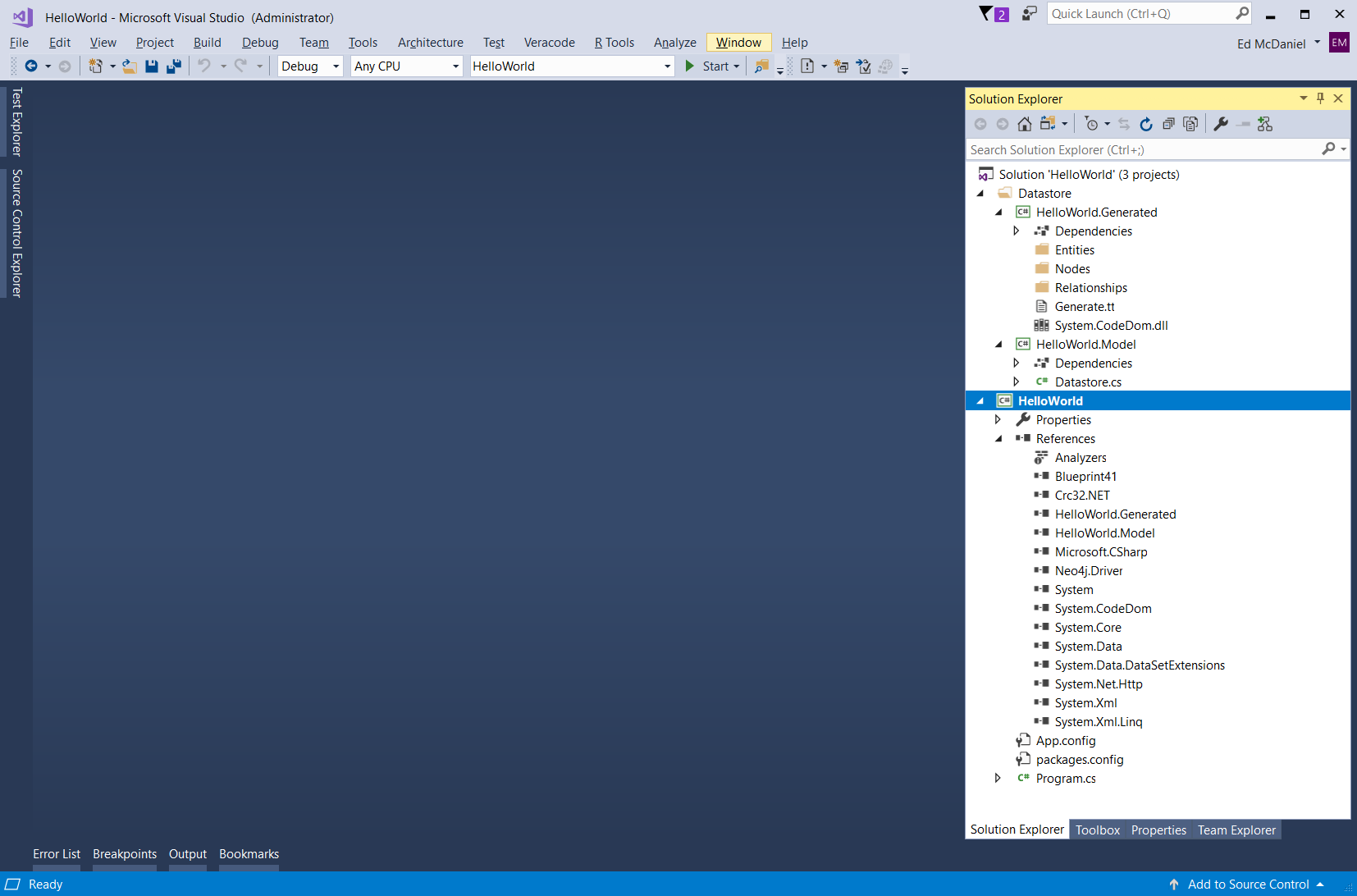


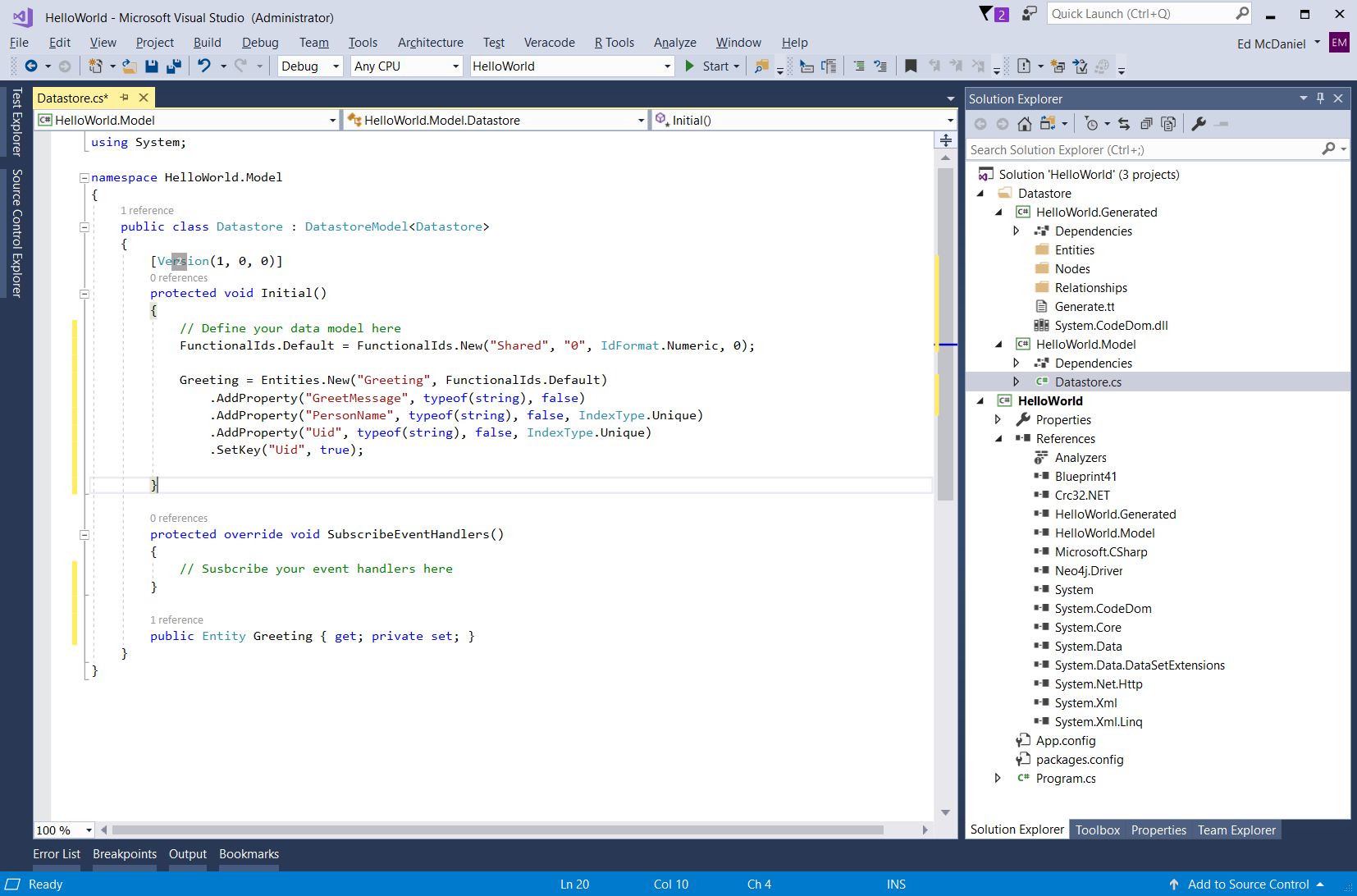
In the below screen shots of the project folders on my system you can see the folder/file structure is different than what is displayed in your getting started tutorial

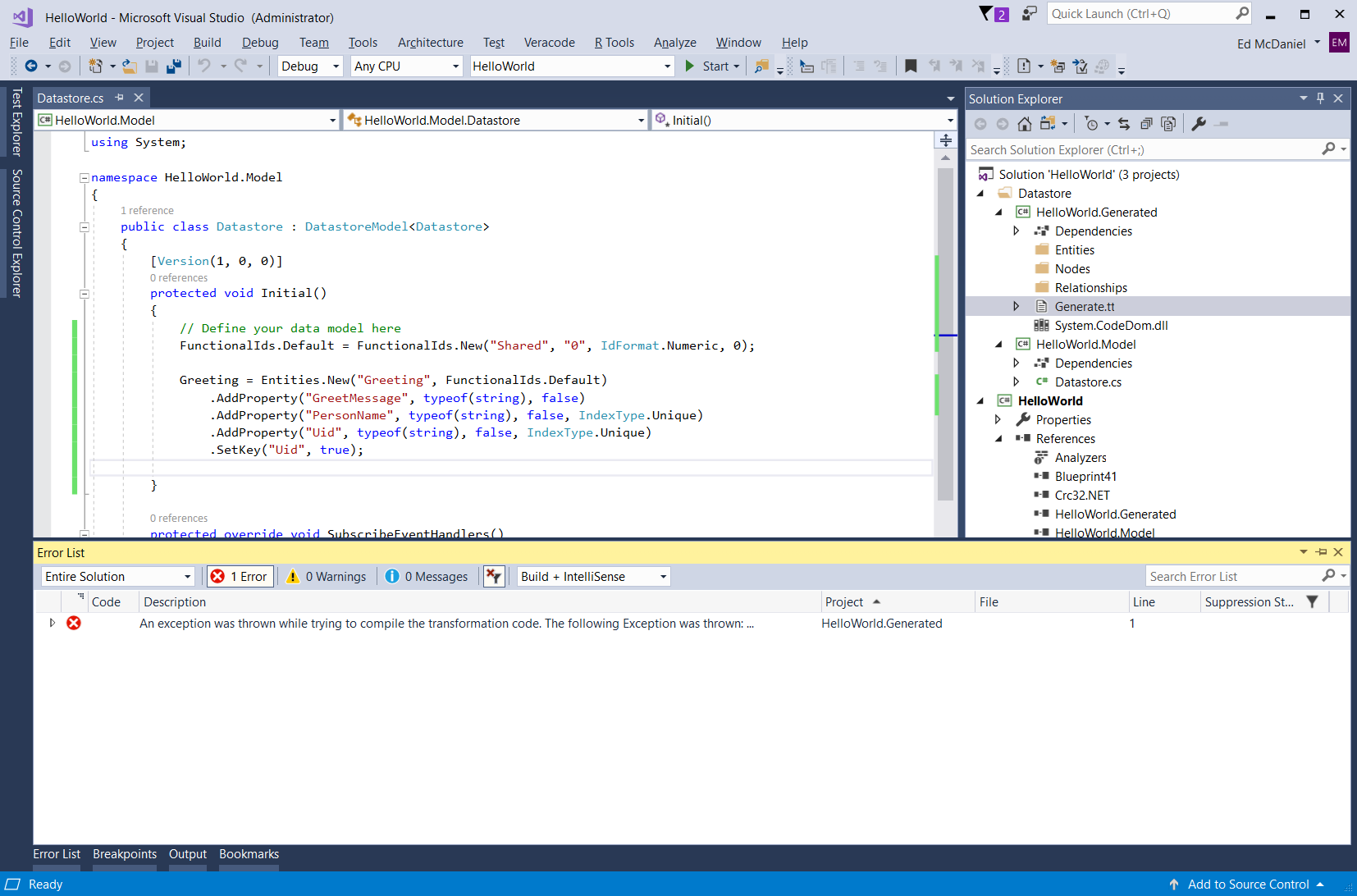




The following screen shots show that I followed the remaining steps in the tutorial as outlined.







This is the error I am getting when I execute “Run Custom Tool” command.

Error An exception was thrown while trying to compile the transformation code. The following Exception was thrown:

System.IO.FileNotFoundException: Could not find a part of the path **'C:\Projects\HelloWorld\DataStore\bin\Debug\netstandard2.0\Blueprint41.dll**'.

File name: 'C:\Projects\HelloWorld\DataStore\bin\Debug\netstandard2.0\Blueprint41.dll' ---> System.IO.DirectoryNotFoundException: Could not find a part of the path 'C:\Projects\HelloWorld\DataStore\bin\Debug\netstandard2.0\Blueprint41.dll'.

at System.IO.\_\_Error.WinIOError(Int32 errorCode, String maybeFullPath)

at System.IO.FileStream.Init(String path, FileMode mode, FileAccess access, Int32 rights, Boolean useRights, FileShare share, Int32 bufferSize, FileOptions options, SECURITY\_ATTRIBUTES secAttrs, String msgPath, Boolean bFromProxy, Boolean useLongPath, Boolean checkHost)

at System.IO.FileStream..ctor(String path, FileMode mode, FileAccess access, FileShare share)

at Roslyn.Utilities.FileUtilities.OpenFileStream(String path)

at Roslyn.Utilities.FileUtilities.OpenFileStream(String path)

at Microsoft.CodeAnalysis.MetadataReference.CreateFromFile(String path, MetadataReferenceProperties properties, DocumentationProvider documentation)

at Microsoft.VisualStudio.TextTemplating.CompilerBridge.<>c.<.ctor>b\_\_15\_0(String x)

at System.Linq.Enumerable.WhereSelectListIterator`2.MoveNext()

at System.Linq.Enumerable.<UnionIterator>d\_\_67`1.MoveNext()

at System.Linq.Enumerable.<UnionIterator>d\_\_67`1.MoveNext()

at System.Linq.Buffer`1..ctor(IEnumerable`1 source)

at System.Linq.Enumerable.ToArray[TSource](IEnumerable`1 source)

at System.Collections.Immutable.ImmutableArray.CreateRange[T](IEnumerable`1 items)

at Microsoft.CodeAnalysis.ImmutableArrayExtensions.AsImmutableOrEmpty[T](IEnumerable`1 items)

at Microsoft.CodeAnalysis.Compilation.ValidateReferences[T](IEnumerable`1 references)

at Microsoft.CodeAnalysis.CSharp.CSharpCompilation.WithReferences(IEnumerable`1 references)

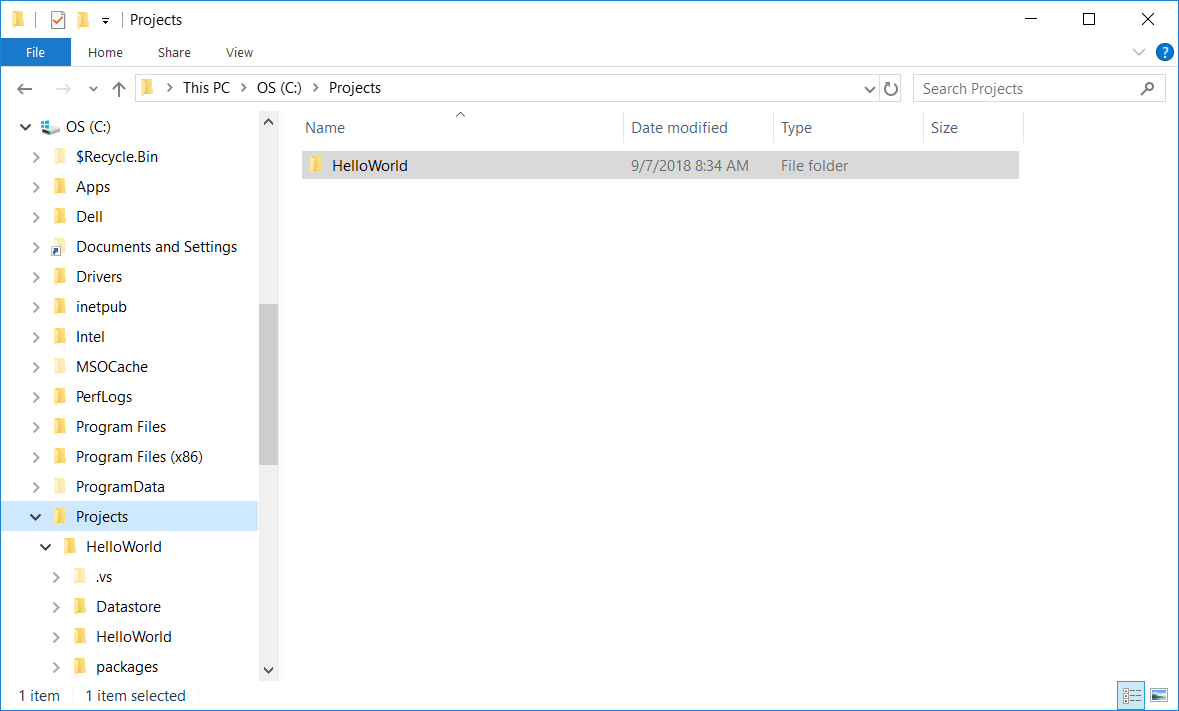
at Microsoft.CodeAnalysis.CSharp.CSharpCompilation.CommonWithReferences(IEnumerable`1 newReferences)

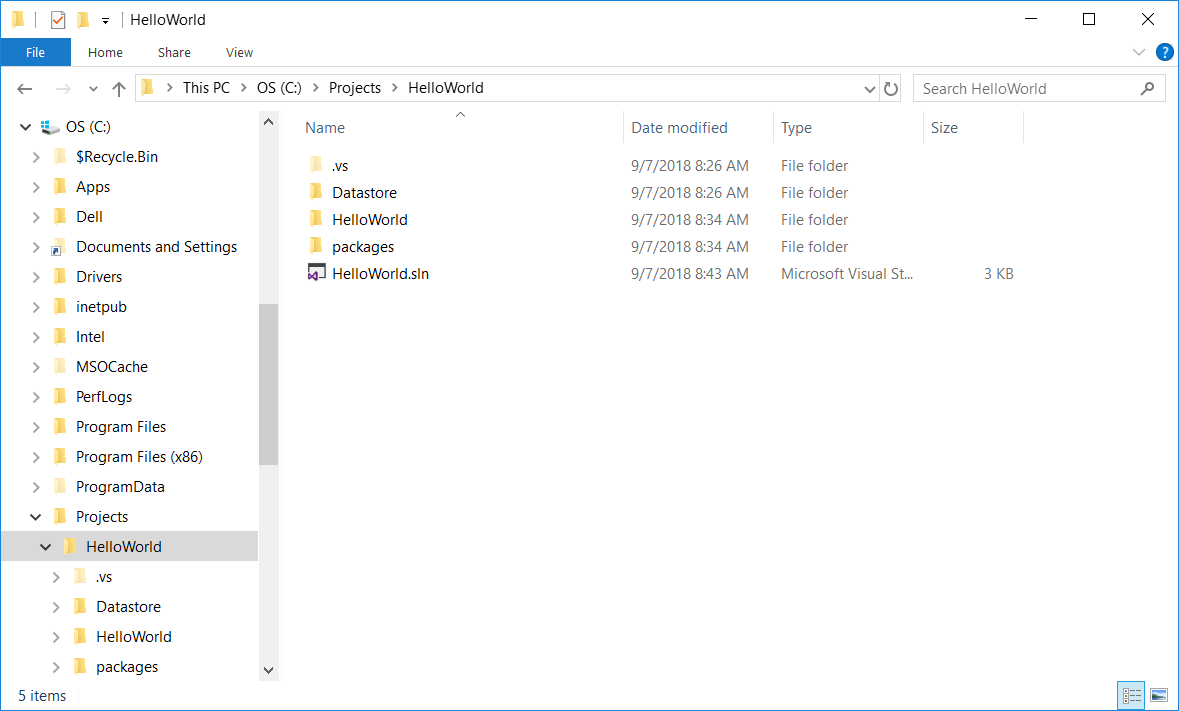
at Microsoft.VisualStudio.TextTemplating.CompilerBridge.PrepareNewCompilation()

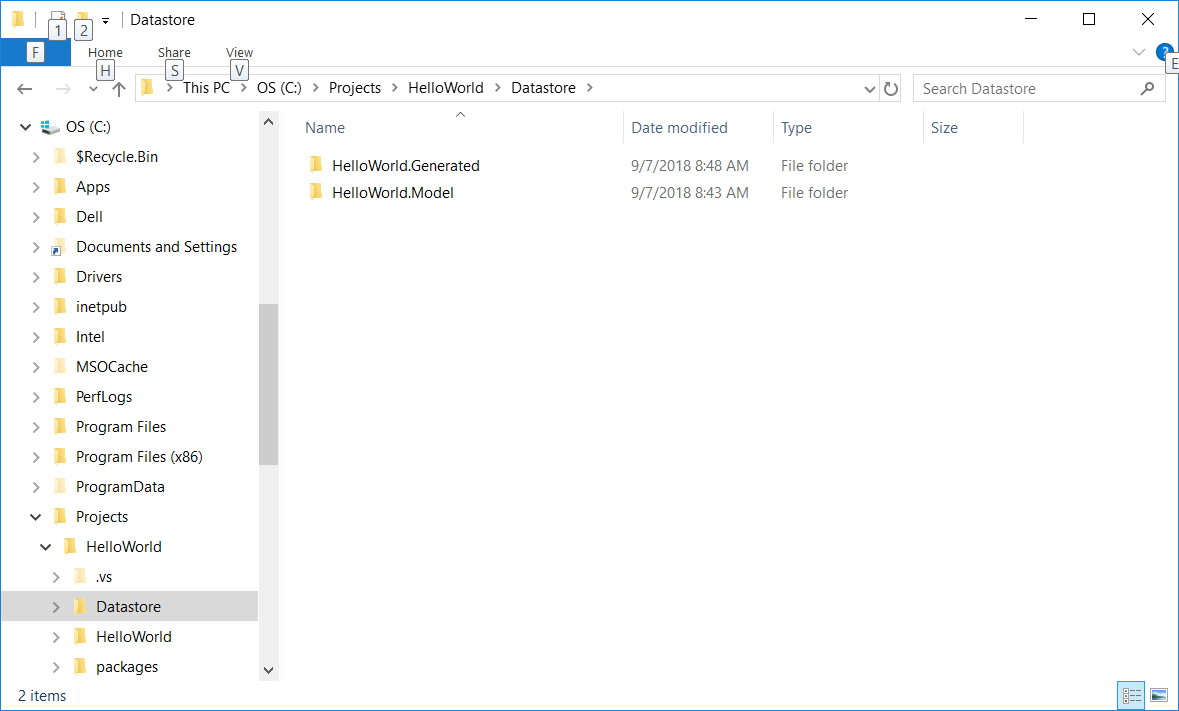
at Microsoft.VisualStudio.TextTemplating.CompilerBridge.Compile()

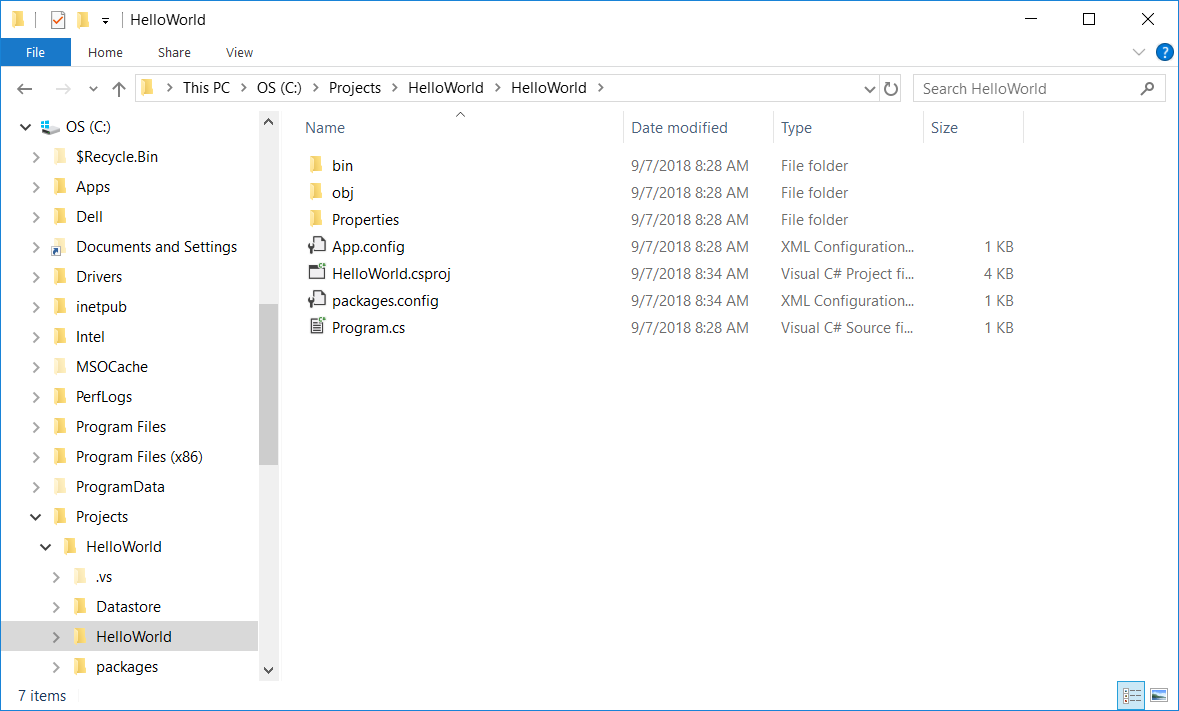
at Microsoft.VisualStudio.TextTemplating.TransformationRunner.Compile(String source, String inputFile, IEnumerable`1 references, Boolean debug, SupportedLanguage language, String compilerOptions) HelloWorld.Generated 1

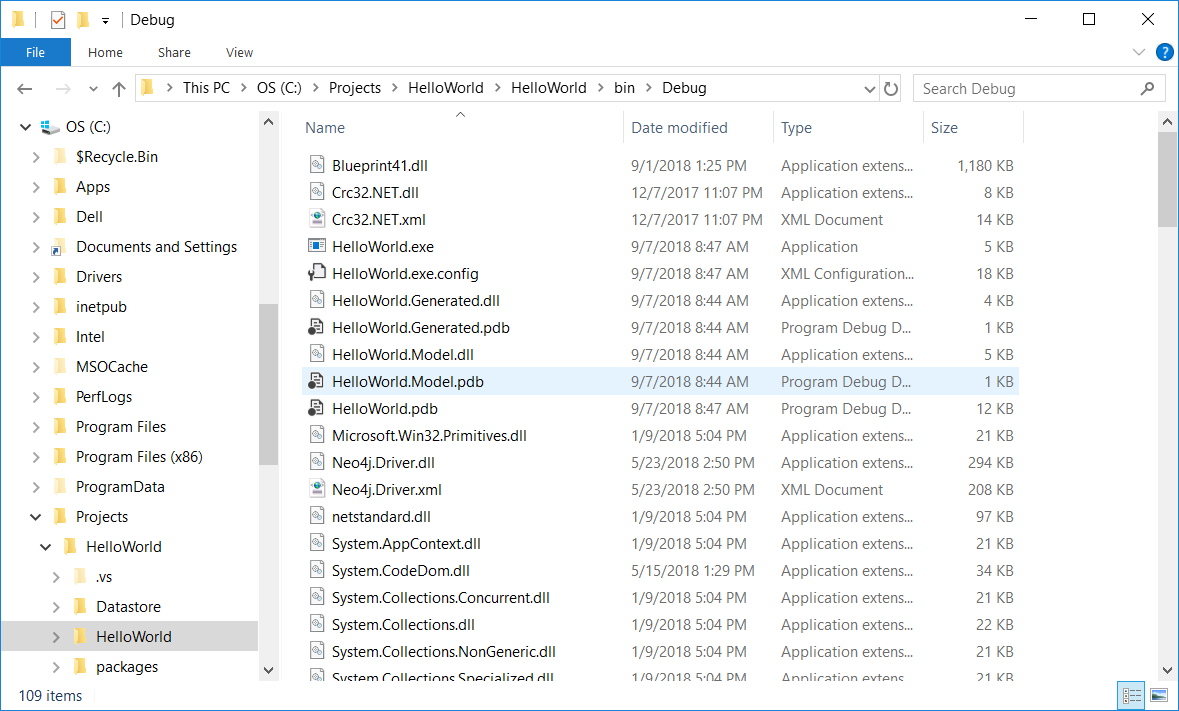
You can see from the following screen shots the tool is looking in the wrong folder for the desired \*.dll file. Is this because the Blueprint41 project template are in error or is there an error in the Run Custom Tool?

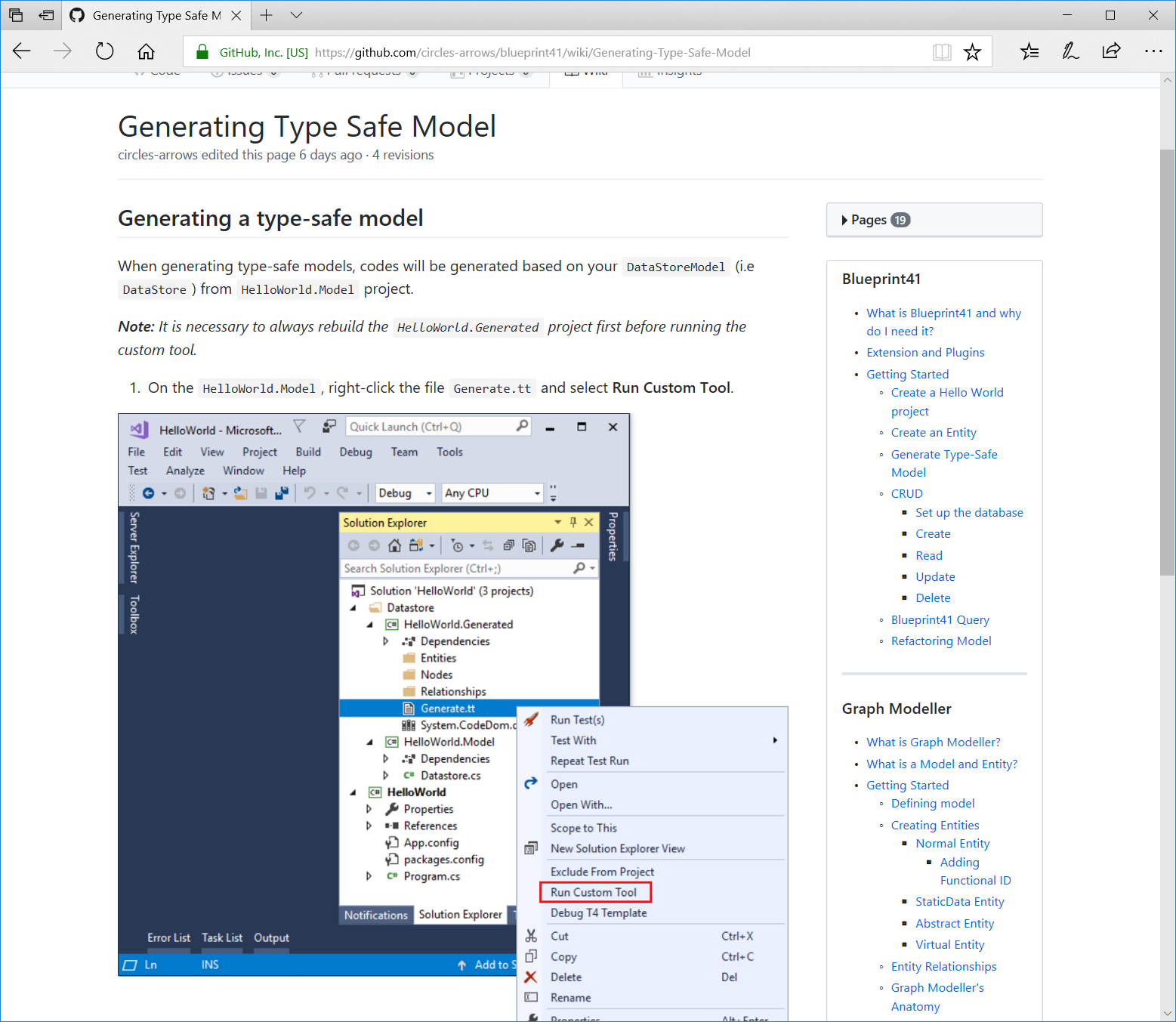












**Error**: Generate.tt is not in the HelloWorld.Model project