# Want to integrate SVN with Visual Studio – Where’s the code

1. Download and install AnkSVN 2.5.X or better. Close VS before running installer.
2. Link here <https://ankhsvn.open.collab.net/> you don’t have to register, skip it.
3. The current code base taken from the TFS server of Gorba is here:
   1. svn://vis/Gorba were ./Main is the main source trunk.
   2. You don’t need the TFS steps for using their TFS server to use the LTG SVN repository setup.
4. Or use TortosiSVN and do a checkout. http://tortoisesvn.net/

# Where’s the Gorba Code on their TFS server? Get it with Visual Studio

1. You will need their certification installed first.
2. You should have a user name and password assigned with read only permissions.
3. See svn://vis/Gorba/resources/TfsCertificate get the certificate files. Do a SVN checkout here.
4. Read the readme.txt and follow the certificate install.
5. Setup your TFS connection and workspace in VS. If you don’t know what this is google TFS and VS and get help newb
6. Read the TFS Repository doc to get an idea of the file structure. Main has all the code you will want. See svn://vis/Gorba/documents/specs/TFS Repository guidelines.docx
7. Tip. Before doing a checkout, setup your workspace in VS. Example map the tfs root to C:\Development\Gorba
   1. Exclude or Cloak BEFORE you do a checkout the following sub folders to avoid pulling down lots of files: Branches, Sandbox
   2. Setup the TFS Cloak first then your initial check will pull only the main folders: Main, Meta and TeamProjectConfig, BuildProcessTemplates. You can go back and do it latter but it will take longer, you’re warned.

# Notes

* Most if not all projects are targeting .Net 2.0. This explains why the extra work for async is there.
* When compiling be sure to select **Any CPU** as the target platform in VS
* Goals:
* Identity the Main(Core) projects that may need changed/enhanced to meet the Ltg project requirements. Protran, Composer for starters.
* Most of the Gorba console applications use the Serial port, Com1. They assume that the serial port exists and they can open it on app start. This can fail if the PC hardware does not have serial ports. Be aware of this when testing and running the application under VS. You will have to code to catch and log the IOException(They did not) and adjust. The XML for the application can be modified to disable the serial port use. See SerialPortConfig class which gets deserilized from XML and used in the application software.
* The applications default to using Drive D: so be prepared for this. Paths, unit test are hard coded default to use D:\

# Some projects use Microsoft.Practices.Unity Namespace. Read more on <https://msdn.microsoft.com/en-us/library/microsoft.practices.unity.aspx> Looks like Microsoft no longer maintains it. Goes back to Unity Application Block 2008

# Building Hardware Manager Project

Solution File: Lgt.Gorba.Motion.HardwareManager - 29 projects.

HardwareManager.exe when it starts as a console application kicks off several client pieces. One as example is a GPS client which by default attempts to open Com1. This will fail if the machine(pc) has no COM1. When I ran the app abnormally terminated. There is no exception handler around this code ie IOException. I added some and NLog to catch it. The config file HardwareManager.xml controls what hardware is installed or available. The Serial port operations can be disabled there. The XML is written to the output Debug\Release folder. Find it there after first run and modify the xml. This needs tweaked for developers machines.

Warning: A lot of the NLog file output is to D:\Log\Archives. You probably don’t have that path!

Portan Does not build! What does CF20 mean ?

C:\Development\Gorba\Main\Motion\Protran\Gorba.Motion.Protran.CF20.sln

C:\Development\Gorba\Main\Motion\Protran\Gorba.Motion.Protran.sln

# Building Protran Project

Solution File : Lgt.Gorba.Motion.Protran.sln – 47 Projects.

This Project fails to build: Configuration.Protran.Tests.csproj Missing reference to Configuration.Infomedia project.

I added Configuration.Infomedia.csproj to the solution to to fix build issue. The solution file C:\Development\Gorba\Main\Motion\Protran\Lgt.Gorba.Motion.Protran.sln is under the sub solution folder \References\Infomedia where I saw other similar projects. There are 47 projects as part of the Protran solution. I got this to build 10/19/15. Ran all the unit test, some failed, 5 total failed out of 205 passed, 3 skipped as a point of reference:

* See DS021AHandlerTest where two test failed: ConnectionTest and NewstickerTest
* See failed test : IbisTimeSyncTest.TestDS006A, GO004HandlerTest.TimeRangeGO004Test, public class GO004HandlerTest.TimeRangeInvertedGO004Test failed
* After updates to the Solution(adding missing projects), the Protran solution builds.

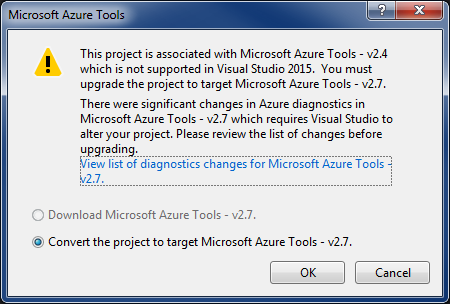
# Building Composer Project

# Building Systems Background Project

Solution file: Ltg.Gorba.Center.BackgroundSystem

* This solution has projects that use Azuer SDK 2.4 or earlier and an upgrade was noted as a requirement when the solution and projects were opened. See <https://msdn.microsoft.com/en-us/library/azure/dn186185.aspx#BK_Migration>
* This project needs adjusted : [**BackgroundSystem.AzureCloudService**](file:///C:\Development\Gorba\Main\Center\BackgroundSystem\UpgradeLog2.htm#BackgroundSystem.AzureCloudService) **to build**
* The application which this project type is based on was not found. Please try this link for further information: <http://go.microsoft.com/fwlink/?LinkID=299083&projecttype=CC5FD16D-436D-48AD-A40C-5A424C6E3E79>
* Azure Home Page: <https://azure.microsoft.com/en-us/blog/announcing-the-azure-sdk-2-7-1-for-net/>
* SDK 2.7.1 for VS 2013 and VS 2015.

Note exiting project looks to be using the Azure SDK 2.4 Building the solution in VS2013 did not pass.



After opening the solution the following is the initial build errors

1>------ Build started: Project: DynamicQuery, Configuration: Debug Any CPU ------

2>------ Build started: Project: Protocols.ScreenGate, Configuration: Debug Any CPU ------

3>------ Build started: Project: Configuration.Update, Configuration: Debug Any CPU ------

4>------ Build started: Project: Utility.Files, Configuration: Debug Any CPU ------

5>------ Build started: Project: Common.Update.ServiceModel, Configuration: Debug Any CPU ------

6>------ Build started: Project: Medi.Resources, Configuration: Debug Any CPU ------

7>------ Build started: Project: Configuration.EPaper, Configuration: Debug Any CPU ------

8>------ Build started: Project: Utility.IntegrationTests, Configuration: Debug Any CPU ------

9>------ Build started: Project: Center.Common.ServiceModel, Configuration: Debug Any CPU ------

10>------ Build started: Project: Common.Update.AzureClient, Configuration: Debug Any CPU ------

11>------ Build started: Project: Common.Update.Ftp, Configuration: Debug Any CPU ------

12>------ Build started: Project: Center.Common.MediNotifications, Configuration: Debug Any CPU ------

13>------ Build started: Project: Center.Common.Azure, Configuration: Debug Any CPU ------

14>------ Build started: Project: BackgroundSystem.Data, Configuration: Debug Any CPU ------

13>C:\Program Files (x86)\MSBuild\14.0\bin\Microsoft.Common.CurrentVersion.targets(1819,5): warning MSB3245: Could not resolve this reference. Could not locate the assembly "Microsoft.WindowsAzure.ServiceRuntime, Version=2.4.0.0, Culture=neutral, PublicKeyToken=31bf3856ad364e35, processorArchitecture=MSIL". Check to make sure the assembly exists on disk. If this reference is required by your code, you may get compilation errors.

13>C:\Development\Gorba\Main\Center\Common\Source\Azure\AzureConfigurator.cs(16,21,16,33): error CS0234: The type or namespace name 'WindowsAzure' does not exist in the namespace 'Microsoft' (are you missing an assembly reference?)

15>------ Build started: Project: Center.Common.Utils, Configuration: Debug Any CPU ------

16>------ Build started: Project: Center.Common.ServiceModel.Tests, Configuration: Debug Any CPU ------

17>------ Build started: Project: Center.Common.Client, Configuration: Debug Any CPU ------

17>C:\Development\Gorba\Main\Center\Common\Source\Client\ChangeTracking\ChangeTrackingManagementBootstrapper.generated.cs(331,13,331,59): warning CS4014: Because this call is not awaited, execution of the current method continues before the call is completed. Consider applying the 'await' operator to the result of the call.

17>C:\Development\Gorba\Main\Center\Common\Source\Client\ChangeTracking\ChangeTrackingManagementBootstrapper.generated.cs(359,13,359,59): warning CS4014: Because this call is not awaited, execution of the current method continues before the call is completed. Consider applying the 'await' operator to the result of the call.

17>C:\Development\Gorba\Main\Center\Common\Source\Client\ChangeTracking\ChangeTrackingManagementBootstrapper.generated.cs(387,13,387,59): warning CS4014: Because this call is not awaited, execution of the current method continues before the call is completed. Consider applying the 'await' operator to the result of the call.

17>C:\Development\Gorba\Main\Center\Common\Source\Client\ChangeTracking\ChangeTrackingManagementBootstrapper.generated.cs(415,13,415,59): warning CS4014: Because this call is not awaited, execution of the current method continues before the call is completed. Consider applying the 'await' operator to the result of the call.

17>C:\Development\Gorba\Main\Center\Common\Source\Client\ChangeTracking\ChangeTrackingManagementBootstrapper.generated.cs(443,13,443,59): warning CS4014: Because this call is not awaited, execution of the current method continues before the call is completed. Consider applying the 'await' operator to the result of the call.

17>C:\Development\Gorba\Main\Center\Common\Source\Client\ChangeTracking\ChangeTrackingManagementBootstrapper.generated.cs(471,13,471,59): warning CS4014: Because this call is not awaited, execution of the current method continues before the call is completed. Consider applying the 'await' operator to the result of the call.

17>C:\Development\Gorba\Main\Center\Common\Source\Client\ChangeTracking\ChangeTrackingManagementBootstrapper.generated.cs(499,13,499,59): warning CS4014: Because this call is not awaited, execution of the current method continues before the call is completed. Consider applying the 'await' operator to the result of the call.

17>C:\Development\Gorba\Main\Center\Common\Source\Client\ChangeTracking\ChangeTrackingManagementBootstrapper.generated.cs(527,13,527,59): warning CS4014: Because this call is not awaited, execution of the current method continues before the call is completed. Consider applying the 'await' operator to the result of the call.

17>C:\Development\Gorba\Main\Center\Common\Source\Client\ChangeTracking\ChangeTrackingManagementBootstrapper.generated.cs(555,13,555,59): warning CS4014: Because this call is not awaited, execution of the current method continues before the call is completed. Consider applying the 'await' operator to the result of the call.

17>C:\Development\Gorba\Main\Center\Common\Source\Client\ChangeTracking\ChangeTrackingManagementBootstrapper.generated.cs(583,13,583,59): warning CS4014: Because this call is not awaited, execution of the current method continues before the call is completed. Consider applying the 'await' operator to the result of the call.

17>C:\Development\Gorba\Main\Center\Common\Source\Client\ChangeTracking\ChangeTrackingManagementBootstrapper.generated.cs(611,13,611,59): warning CS4014: Because this call is not awaited, execution of the current method continues before the call is completed. Consider applying the 'await' operator to the result of the call.

17>C:\Development\Gorba\Main\Center\Common\Source\Client\ChangeTracking\ChangeTrackingManagementBootstrapper.generated.cs(639,13,639,59): warning CS4014: Because this call is not awaited, execution of the current method continues before the call is completed. Consider applying the 'await' operator to the result of the call.

17>C:\Development\Gorba\Main\Center\Common\Source\Client\ChangeTracking\ChangeTrackingManagementBootstrapper.generated.cs(667,13,667,59): warning CS4014: Because this call is not awaited, execution of the current method continues before the call is completed. Consider applying the 'await' operator to the result of the call.

17>C:\Development\Gorba\Main\Center\Common\Source\Client\ChangeTracking\ChangeTrackingManagementBootstrapper.generated.cs(695,13,695,59): warning CS4014: Because this call is not awaited, execution of the current method continues before the call is completed. Consider applying the 'await' operator to the result of the call.

17>C:\Development\Gorba\Main\Center\Common\Source\Client\ChangeTracking\ChangeTrackingManagementBootstrapper.generated.cs(723,13,723,59): warning CS4014: Because this call is not awaited, execution of the current method continues before the call is completed. Consider applying the 'await' operator to the result of the call.

17>C:\Development\Gorba\Main\Center\Common\Source\Client\ChangeTracking\ChangeTrackingManagementBootstrapper.generated.cs(751,13,751,59): warning CS4014: Because this call is not awaited, execution of the current method continues before the call is completed. Consider applying the 'await' operator to the result of the call.

17>C:\Development\Gorba\Main\Center\Common\Source\Client\ChangeTracking\ChangeTrackingManagementBootstrapper.generated.cs(779,13,779,59): warning CS4014: Because this call is not awaited, execution of the current method continues before the call is completed. Consider applying the 'await' operator to the result of the call.

17>C:\Development\Gorba\Main\Center\Common\Source\Client\ChangeTracking\ReadyGate.cs(97,17,97,100): warning CS4014: Because this call is not awaited, execution of the current method continues before the call is completed. Consider applying the 'await' operator to the result of the call.

17>C:\Development\Gorba\Main\Center\Common\Source\Client\ChangeTracking\ChangeTrackingManagementBootstrapper.generated.cs(807,13,807,59): warning CS4014: Because this call is not awaited, execution of the current method continues before the call is completed. Consider applying the 'await' operator to the result of the call.

17>C:\Development\Gorba\Main\Center\Common\Source\Client\ChangeTracking\ChangeTrackingManagementBootstrapper.generated.cs(835,13,835,59): warning CS4014: Because this call is not awaited, execution of the current method continues before the call is completed. Consider applying the 'await' operator to the result of the call.

17>C:\Development\Gorba\Main\Center\Common\Source\Client\ChangeTracking\ChangeTrackingManagementBootstrapper.generated.cs(863,13,863,59): warning CS4014: Because this call is not awaited, execution of the current method continues before the call is completed. Consider applying the 'await' operator to the result of the call.

17>C:\Development\Gorba\Main\Center\Common\Source\Client\ChangeTracking\ChangeTrackingManagementBootstrapper.generated.cs(891,13,891,59): warning CS4014: Because this call is not awaited, execution of the current method continues before the call is completed. Consider applying the 'await' operator to the result of the call.

18>------ Build started: Project: Portal.Host, Configuration: Debug Any CPU ------

19>------ Build started: Project: Center.Common.Client.Tests, Configuration: Debug Any CPU ------

20>------ Build started: Project: BackgroundSystem.PowerShell, Configuration: Debug Any CPU ------

21>------ Build started: Project: BackgroundSystem.Core, Configuration: Debug Any CPU ------

18>C:\Development\Gorba\Main\Center\Portal\Source\Host\Settings\PortalSettingsProvider.cs(141,44,141,50): warning CS0108: 'PortalSettingsProvider.RootDirectoryPortalSettingsProvider.Logger' hides inherited member 'PortalSettingsProvider.Logger'. Use the new keyword if hiding was intended.

22>------ Build started: Project: Portal.Azure, Configuration: Debug Any CPU ------

21>CSC : error CS0006: Metadata file 'C:\Development\Gorba\Main\Center\Common\Source\Azure\bin\Debug\Gorba.Center.Common.Azure.dll' could not be found

23>------ Build started: Project: BackgroundSystem.Host, Configuration: Debug Any CPU ------

24>------ Build started: Project: BackgroundSystem.Core.Tests, Configuration: Debug Any CPU ------

25>------ Build started: Project: BackgroundSystem.IntegrationTests, Configuration: Debug Any CPU ------

23>CSC : error CS0006: Metadata file 'C:\Development\Gorba\Main\Center\BackgroundSystem\Source\Core\bin\Debug\Gorba.Center.BackgroundSystem.Core.dll' could not be found

26>------ Build started: Project: BackgroundSystem.ConsoleHost, Configuration: Debug Any CPU ------

24>CSC : error CS0006: Metadata file 'C:\Development\Gorba\Main\Center\BackgroundSystem\Source\Core\bin\Debug\Gorba.Center.BackgroundSystem.Core.dll' could not be found

27>------ Build started: Project: BackgroundSystem.Data.Tests, Configuration: Debug Any CPU ------

25>CSC : error CS0006: Metadata file 'C:\Development\Gorba\Main\Center\BackgroundSystem\Source\Core\bin\Debug\Gorba.Center.BackgroundSystem.Core.dll' could not be found

27>CSC : error CS0006: Metadata file 'C:\Development\Gorba\Main\Center\BackgroundSystem\Source\Core.Tests\bin\Debug\Gorba.Center.BackgroundSystem.Core.Tests.dll' could not be found

26>CSC : error CS0006: Metadata file 'C:\Development\Gorba\Main\Center\BackgroundSystem\Source\Core\bin\Debug\Gorba.Center.BackgroundSystem.Core.dll' could not be found

26>CSC : error CS0006: Metadata file 'C:\Development\Gorba\Main\Center\BackgroundSystem\Source\Host\bin\Debug\Gorba.Center.BackgroundSystem.Host.dll' could not be found

22>C:\Program Files (x86)\MSBuild\14.0\bin\Microsoft.Common.CurrentVersion.targets(1819,5): warning MSB3245: Could not resolve this reference. Could not locate the assembly "Microsoft.WindowsAzure.ServiceRuntime, Version=2.4.0.0, Culture=neutral, PublicKeyToken=31bf3856ad364e35, processorArchitecture=MSIL". Check to make sure the assembly exists on disk. If this reference is required by your code, you may get compilation errors.

22>C:\Program Files (x86)\MSBuild\14.0\bin\Microsoft.Common.CurrentVersion.targets(1819,5): warning MSB3277: Found conflicts between different versions of the same dependent assembly that could not be resolved. These reference conflicts are listed in the build log when log verbosity is set to detailed.

22>CSC : error CS0006: Metadata file 'C:\Development\Gorba\Main\Center\Common\Source\Azure\bin\Debug\Gorba.Center.Common.Azure.dll' could not be found

28>------ Build started: Project: BackgroundSystem.WorkerRole, Configuration: Debug Any CPU ------

28>CSC : error CS0006: Metadata file 'C:\Development\Gorba\Main\Center\BackgroundSystem\Source\Core\bin\Debug\Gorba.Center.BackgroundSystem.Core.dll' could not be found

28>CSC : error CS0006: Metadata file 'C:\Development\Gorba\Main\Center\BackgroundSystem\Source\Host\bin\Debug\Gorba.Center.BackgroundSystem.Host.dll' could not be found

28>CSC : error CS0006: Metadata file 'C:\Development\Gorba\Main\Center\Common\Source\Azure\bin\Debug\Gorba.Center.Common.Azure.dll' could not be found

28>CSC : error CS0006: Metadata file 'C:\Development\Gorba\Main\Center\Portal\Source\Azure\bin\Debug\Gorba.Center.Portal.Azure.dll' could not be found

29>------ Build started: Project: BackgroundSystem.AzureCloudService, Configuration: Debug Any CPU ------

29>C:\Program Files (x86)\MSBuild\Microsoft\VisualStudio\v14.0\Windows Azure Tools\2.7\Microsoft.WindowsAzure.targets(1329,5): error : WAT070 : The referenced assembly C:\Development\Gorba\Main\Center\BackgroundSystem\Source\WorkerRole\bin\Debug\BackgroundSystemWorkerRole.dll was not found. Please make sure to build the role project that produces this assembly before building this Microsoft Azure Cloud Service Project.

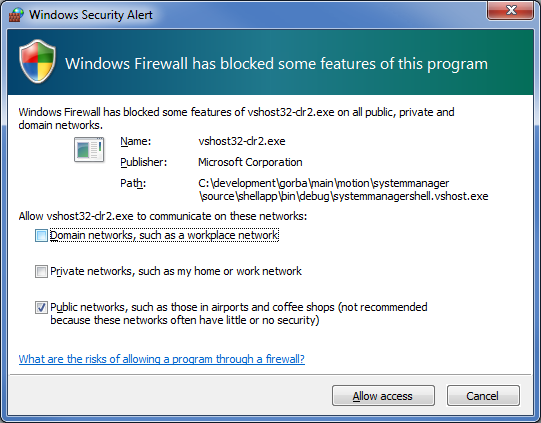
========== Build: 19 succeeded, 10 failed, 13 up-to-date, 0 skipped ==========

# Building SystemManager Project

Solution File: Ltg.Gorba.Motion.SystemManager.sln. Initial open and build of all projects was successful. There was only one unit test DeserilizeTest which did pass. This solution has 28 projects.

Runnig the console SystemManager.ShellApp will produce the full screen Gorba Desktop view.

Windows will prompt you to open a firewall port see figure



# Building Infomedia Project

Solution File : Ltg.Gorba.Motion.Infomedi – 33 projects

Initial open and build failed with 10 errors:

1>------ Rebuild All started: Project: Utility.Compatibility, Configuration: Debug Any CPU ------

2>------ Rebuild All started: Project: Utility.Core, Configuration: Debug Any CPU ------

3>------ Rebuild All started: Project: SystemManagement.ServiceModel, Configuration: Debug Any CPU ------

4>------ Rebuild All started: Project: SystemManagement.Messages, Configuration: Debug Any CPU ------

5>------ Rebuild All started: Project: Utility.Win32, Configuration: Debug Any CPU ------

6>------ Rebuild All started: Project: Configuration.Core, Configuration: Debug Any CPU ------

7>------ Rebuild All started: Project: Medi.Core, Configuration: Debug x86 ------

8>------ Rebuild All started: Project: BbCode, Configuration: Debug Any CPU ------

9>------ Rebuild All started: Project: Protocols.Ximple, Configuration: Debug Any CPU ------

10>------ Rebuild All started: Project: Utility.Csv, Configuration: Debug x86 ------

11>------ Rebuild All started: Project: Configuration.Infomedia, Configuration: Debug Any CPU ------

10>C:\Program Files (x86)\MSBuild\14.0\bin\Microsoft.CSharp.CurrentVersion.targets(133,9): warning MSB3884: Could not find rule set file "MinimumRecommendedRules.ruleset".

12>------ Rebuild All started: Project: Protocols.Ahdlc, Configuration: Debug Any CPU ------

7>C:\Development\Gorba\Main\Common\Medi\Source\Core\Subscription\BroadcastSubscriptionService.cs(163,65,163,77): warning CS0067: The event 'BroadcastSubscriptionService.RemoteBroadcastSubscription.TypesChanged' is never used

13>------ Rebuild All started: Project: Formats.AlphaNT, Configuration: Debug Any CPU ------

14>------ Rebuild All started: Project: SystemManagement.Client, Configuration: Debug Any CPU ------

15>------ Rebuild All started: Project: Infomedia.Entities, Configuration: Debug Any CPU ------

16>------ Rebuild All started: Project: Gioom.Core, Configuration: Debug Any CPU ------

17>------ Rebuild All started: Project: BbCode.Tests, Configuration: Debug Any CPU ------

16>C:\Program Files (x86)\MSBuild\14.0\bin\Microsoft.Common.CurrentVersion.targets(1819,5): warning MSB3270: There was a mismatch between the processor architecture of the project being built "MSIL" and the processor architecture of the reference "C:\Development\Gorba\Main\Common\Medi\Source\Core\bin\x86\Debug\Gorba.Common.Medi.Core.dll", "x86". This mismatch may cause runtime failures. Please consider changing the targeted processor architecture of your project through the Configuration Manager so as to align the processor architectures between your project and references, or take a dependency on references with a processor architecture that matches the targeted processor architecture of your project.

18>------ Rebuild All started: Project: Protocols.Ahdlc.Tests, Configuration: Debug Any CPU ------

15>C:\Program Files (x86)\MSBuild\14.0\bin\Microsoft.Common.CurrentVersion.targets(1819,5): warning MSB3270: There was a mismatch between the processor architecture of the project being built "MSIL" and the processor architecture of the reference "C:\Development\Gorba\Main\Common\Medi\Source\Core\bin\x86\Debug\Gorba.Common.Medi.Core.dll", "x86". This mismatch may cause runtime failures. Please consider changing the targeted processor architecture of your project through the Configuration Manager so as to align the processor architectures between your project and references, or take a dependency on references with a processor architecture that matches the targeted processor architecture of your project.

19>------ Rebuild All started: Project: RendererBase, Configuration: Debug Any CPU ------

20>------ Rebuild All started: Project: Infomedia.Entities.Tests, Configuration: Debug Any CPU ------

19>C:\Program Files (x86)\MSBuild\14.0\bin\Microsoft.Common.CurrentVersion.targets(1819,5): warning MSB3270: There was a mismatch between the processor architecture of the project being built "MSIL" and the processor architecture of the reference "C:\Development\Gorba\Main\Common\Medi\Source\Core\bin\x86\Debug\Gorba.Common.Medi.Core.dll", "x86". This mismatch may cause runtime failures. Please consider changing the targeted processor architecture of your project through the Configuration Manager so as to align the processor architectures between your project and references, or take a dependency on references with a processor architecture that matches the targeted processor architecture of your project.

14>C:\Program Files (x86)\MSBuild\14.0\bin\Microsoft.Common.CurrentVersion.targets(1819,5): warning MSB3270: There was a mismatch between the processor architecture of the project being built "MSIL" and the processor architecture of the reference "C:\Development\Gorba\Main\Common\Medi\Source\Core\bin\x86\Debug\Gorba.Common.Medi.Core.dll", "x86". This mismatch may cause runtime failures. Please consider changing the targeted processor architecture of your project through the Configuration Manager so as to align the processor architectures between your project and references, or take a dependency on references with a processor architecture that matches the targeted processor architecture of your project.

21>------ Rebuild All started: Project: DirectXRenderer, Configuration: Debug Any CPU ------

22>------ Rebuild All started: Project: SystemManagement.Host, Configuration: Debug Any CPU ------

23>------ Rebuild All started: Project: RendererBase.Tests, Configuration: Debug Any CPU ------

22>C:\Program Files (x86)\MSBuild\14.0\bin\Microsoft.Common.CurrentVersion.targets(723,5): error : The OutputPath property is not set for project 'Utility.OSWrappers.csproj'. Please check to make sure that you have specified a valid combination of Configuration and Platform for this project. Configuration='Debug' Platform='BWS'. This error may also appear if some other project is trying to follow a project-to-project reference to this project, this project has been unloaded or is not included in the solution, and the referencing project does not build using the same or an equivalent Configuration or Platform.

24>------ Rebuild All started: Project: Configuration.Infomedia.Tests, Configuration: Debug Any CPU ------

25>------ Rebuild All started: Project: Infomedia.Core, Configuration: Debug Any CPU ------

26>------ Rebuild All started: Project: AudioRenderer, Configuration: Debug x86 ------

27>------ Rebuild All started: Project: AhdlcRenderer, Configuration: Debug Any CPU ------

21>C:\Program Files (x86)\MSBuild\14.0\bin\Microsoft.Common.CurrentVersion.targets(1819,5): warning MSB3270: There was a mismatch between the processor architecture of the project being built "MSIL" and the processor architecture of the reference "C:\Development\Gorba\Main\Common\Medi\Source\Core\bin\x86\Debug\Gorba.Common.Medi.Core.dll", "x86". This mismatch may cause runtime failures. Please consider changing the targeted processor architecture of your project through the Configuration Manager so as to align the processor architectures between your project and references, or take a dependency on references with a processor architecture that matches the targeted processor architecture of your project.

21>C:\Program Files (x86)\MSBuild\14.0\bin\Microsoft.CSharp.CurrentVersion.targets(133,9): warning MSB3884: Could not find rule set file "MinimumRecommendedRules.ruleset".

28>------ Rebuild All started: Project: DirectXRendererApp, Configuration: Debug x86 ------

27>C:\Program Files (x86)\MSBuild\14.0\bin\Microsoft.Common.CurrentVersion.targets(1819,5): warning MSB3270: There was a mismatch between the processor architecture of the project being built "MSIL" and the processor architecture of the reference "C:\Development\Gorba\Main\Common\Medi\Source\Core\bin\x86\Debug\Gorba.Common.Medi.Core.dll", "x86". This mismatch may cause runtime failures. Please consider changing the targeted processor architecture of your project through the Configuration Manager so as to align the processor architectures between your project and references, or take a dependency on references with a processor architecture that matches the targeted processor architecture of your project.

27>CSC : error CS0006: Metadata file 'C:\Development\Gorba\Main\Common\SystemManagement\Source\Host\bin\Debug\Gorba.Common.SystemManagement.Host.dll' could not be found

29>------ Rebuild All started: Project: AhdlcRendererApp, Configuration: Debug x86 ------

26>C:\Program Files (x86)\MSBuild\14.0\bin\Microsoft.CSharp.CurrentVersion.targets(133,9): warning MSB3884: Could not find rule set file "MinimumRecommendedRules.ruleset".

26>CSC : error CS0006: Metadata file 'C:\Development\Gorba\Main\Common\SystemManagement\Source\Host\bin\Debug\Gorba.Common.SystemManagement.Host.dll' could not be found

30>------ Rebuild All started: Project: AudioRendererApp, Configuration: Debug x86 ------

25>C:\Program Files (x86)\MSBuild\14.0\bin\Microsoft.Common.CurrentVersion.targets(1819,5): warning MSB3270: There was a mismatch between the processor architecture of the project being built "MSIL" and the processor architecture of the reference "C:\Development\Gorba\Main\Common\Medi\Source\Core\bin\x86\Debug\Gorba.Common.Medi.Core.dll", "x86". This mismatch may cause runtime failures. Please consider changing the targeted processor architecture of your project through the Configuration Manager so as to align the processor architectures between your project and references, or take a dependency on references with a processor architecture that matches the targeted processor architecture of your project.

25>C:\Program Files (x86)\MSBuild\14.0\bin\Microsoft.Common.CurrentVersion.targets(1819,5): warning MSB3270: There was a mismatch between the processor architecture of the project being built "MSIL" and the processor architecture of the reference "C:\Development\Gorba\Main\Common\Utility\Source\Csv\bin\Debug\Gorba.Common.Utility.Csv.dll", "x86". This mismatch may cause runtime failures. Please consider changing the targeted processor architecture of your project through the Configuration Manager so as to align the processor architectures between your project and references, or take a dependency on references with a processor architecture that matches the targeted processor architecture of your project.

25>CSC : error CS0006: Metadata file 'C:\Development\Gorba\Main\Common\SystemManagement\Source\Host\bin\Debug\Gorba.Common.SystemManagement.Host.dll' could not be found

31>------ Rebuild All started: Project: Infomedia.ComposerApp, Configuration: Debug x86 ------

31>CSC : error CS0006: Metadata file 'C:\Development\Gorba\Main\Common\SystemManagement\Source\Host\bin\Debug\Gorba.Common.SystemManagement.Host.dll' could not be found

31>CSC : error CS0006: Metadata file 'C:\Development\Gorba\Main\Motion\Infomedia\Source\Core\bin\Debug\Gorba.Motion.Infomedia.Core.dll' could not be found

30>CSC : error CS0006: Metadata file 'C:\Development\Gorba\Main\Common\SystemManagement\Source\Host\bin\Debug\Gorba.Common.SystemManagement.Host.dll' could not be found

30>CSC : error CS0006: Metadata file 'C:\Development\Gorba\Main\Motion\Infomedia\Source\AudioRenderer\bin\x86\Debug\Gorba.Motion.Infomedia.AudioRenderer.dll' could not be found

29>CSC : error CS0006: Metadata file 'C:\Development\Gorba\Main\Common\SystemManagement\Source\Host\bin\Debug\Gorba.Common.SystemManagement.Host.dll' could not be found

32>------ Rebuild All started: Project: Infomedia.Core.Tests, Configuration: Debug Any CPU ------

29>CSC : error CS0006: Metadata file 'C:\Development\Gorba\Main\Motion\Infomedia\Source\AhdlcRenderer\bin\Debug\Gorba.Motion.Infomedia.AhdlcRenderer.dll' could not be found

33>------ Rebuild All started: Project: AhdlcVisualizer, Configuration: Debug x86 ------

28>CSC : error CS0006: Metadata file 'C:\Development\Gorba\Main\Common\SystemManagement\Source\Host\bin\Debug\Gorba.Common.SystemManagement.Host.dll' could not be found

32>C:\Program Files (x86)\MSBuild\14.0\bin\Microsoft.Common.CurrentVersion.targets(1819,5): warning MSB3270: There was a mismatch between the processor architecture of the project being built "MSIL" and the processor architecture of the reference "C:\Development\Gorba\Main\Common\Medi\Source\Core\bin\x86\Debug\Gorba.Common.Medi.Core.dll", "x86". This mismatch may cause runtime failures. Please consider changing the targeted processor architecture of your project through the Configuration Manager so as to align the processor architectures between your project and references, or take a dependency on references with a processor architecture that matches the targeted processor architecture of your project.

32>CSC : error CS0006: Metadata file 'C:\Development\Gorba\Main\Motion\Infomedia\Source\Core\bin\Debug\Gorba.Motion.Infomedia.Core.dll' could not be found

33>CSC : error CS0006: Metadata file 'C:\Development\Gorba\Main\Common\SystemManagement\Source\Host\bin\Debug\Gorba.Common.SystemManagement.Host.dll' could not be found

33>CSC : error CS0006: Metadata file 'C:\Development\Gorba\Main\Motion\Infomedia\Source\AhdlcRenderer\bin\Debug\Gorba.Motion.Infomedia.AhdlcRenderer.dll' could not be found

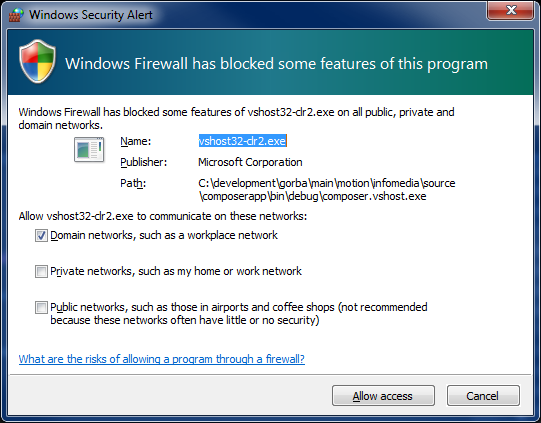
========== Rebuild All: 23 succeeded, 10 failed, 0 skipped ==========

Resolved build issue by adding one project Utility.OSWrappers to the \References sub folder in the solution.

There are 331 unit test as part of the solution. Running all unit test passed except one. ValueChangedTest.

AudioRenderApp, AhdlcRenderApp, DirectXRenderApp, InfomediaComposerApp are the primary applications in the solution.

Running AudioRenderApp Windows will prompt to open the firewall.

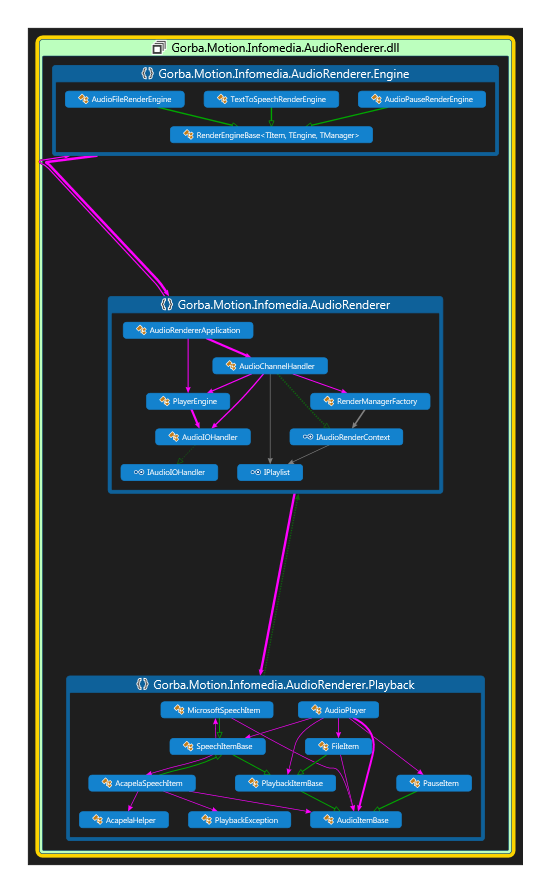


* Notes : the four Console Apps in this solution play the role for DirectX Renderer(s)  
  InfomediaComposer App looks to be used for Multi Media playback (Video, Images).

My Fixes: Added references back in to projects Gorba Portal.Azure. I added the reference Microsoft.WindowsAzure.ServiceRuntime which was shown as missing. My version is 2.7(Current One From Microsoft). This allowed the project Portal.Azure in the solution to compile. The same reference fix (remove and add it back) was done to the project BackgroundSystem.AzureCloudService and BackgroundSystem.WorkerRole.

There are 37 unit test in the solution. All passed when executed.

## AudioRender Project



# Update Application

Solution File : Lgt.Gorba.Motion.Update – 29 Projects. All builds. 53 Unit test exists. All passed except one ‘TestReceptionOfComands’ was skipped/ignored. Note this unit test uses drive D: as well as a lot of the software assumes D: is the master drive for application execution. This will be a problem on the dev box where there is no Disk D: !

Warnings issued when Mix Platform is targeted:

There was a mismatch between the processor architecture of the project being built "MSIL" and the processor architecture of the reference "C:\Development\Gorba\Main\Common\Medi\Source\Core\bin\x86\Debug\Gorba.Common.Medi.Core.dll", "x86". This mismatch may cause runtime failures. Please consider changing the targeted processor architecture of your project through the Configuration Manager so as to align the processor architectures between your project and references, or take a dependency on references with a processor architecture that matches the targeted processor architecture of your project.

Selecting Any Cpu has less warnings during the build of the solution with x86 as Zero Warnings. Upon inspection of the Configuration Manager in VS for this solution, several projects are disabled for the build for an active solution platform of x86. This explains why it built w/o warnings. I’m going to select Any Cpu for now as the active solution platform

* UpdateConsoleApp – Primary Application to manager Updates
* System Management Host
* System Management Client

# Build iAdmin Desktop

Solution File : Ltg.Gorba.Center.Admin.sln – 33 projects, 60 unit test.

Solution builds and all 60 unit test passed.