Generating Source Files



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View the syntax tree of a C# file

Generate a source file

- Set up the generator pipeline
- Add a C# file to the compilation

Tips and tricks

- Delete the Visual Studio cache
- Emit the generated source files



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Set up the pipeline



Use static anonymous functions



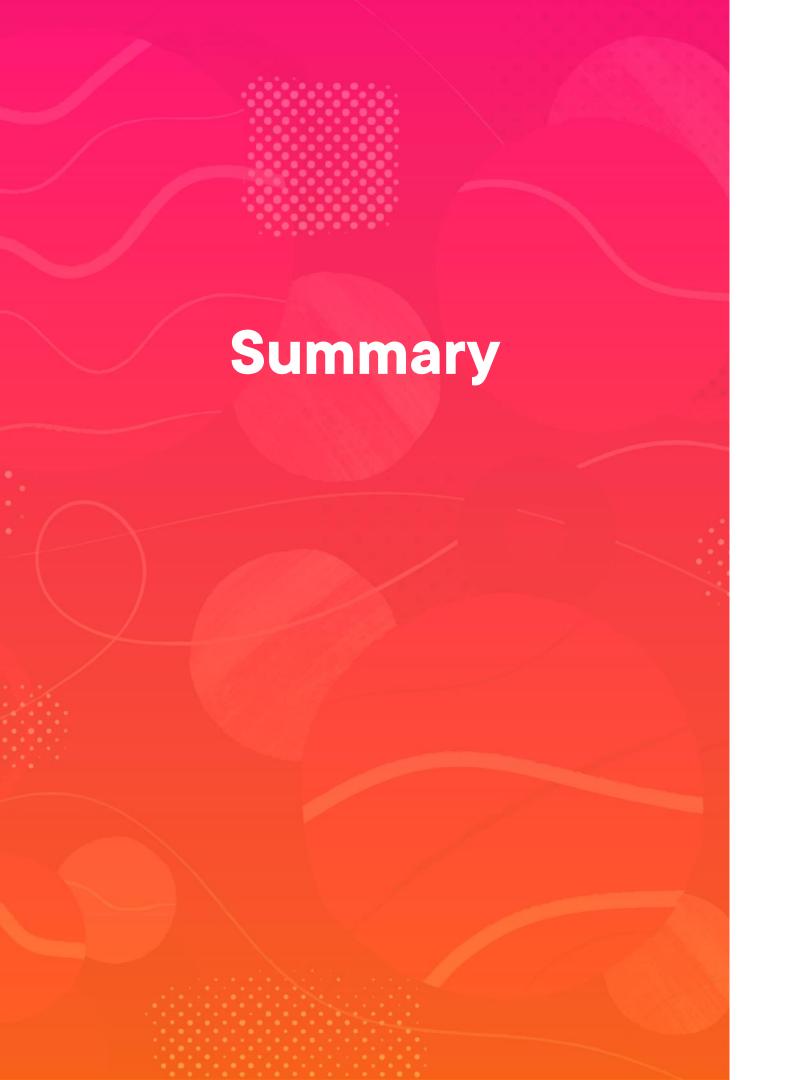
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Emit the generated source files



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Up Next:

Working with the Syntax API

