Mikael Chudinov. My personal blog

from "if it ain't broke, don't fix it" to "if it ain't perfect, keep improving"

Packaging of a .NET application on Windows

This post is about how to package .NET application for Windows into an MSI (**M**icro**S**oft Installer) package using Wix# tool in command line. Packaging process can be easily automated on continues integration server.



Generally application building workflow is simple:

- Assign a version number to an assembly
- Build binaries
- Copy binaries to package folder and build msi-package with the same version as assembly

Build process will be controlled by MSBuild project file and can be started from a continues integrations server.

Sample solution is available for download here https://github.com/mchudinov/PackagingMSI. Solution is compatible with Visual Studio 2013.

Automated building and versioning processes were described in my previous posts:

- Building and Testing
- Versioning

I need to create a MSI Windows package from my .NET binaries. The result should be a package that

does the following while installation:

- Package version is the same as an assembly version of an application
- Shows standard Windows graphical installation wizard
- Installs binary by default into a predefined folder. It is typically %Program Files% folder.

I use Wix# that automates WiX toolset that automates creation of MSI packages. Wix# is a framework for building a complete MSI or WiX source code by using script files written with the C# syntax.

1. Prepare packaging environment

Since Wix# script is written in C# and will run in command line I need a C# scripting engine. I use CS-Script engine. CS-Script must be installed on the continues integration server and added to PATH in order to build packages there.

Installation process is simple:

- 1. Download the CS-Script archive from official website
- 2. Unarchive it to a folder without spaces. I use c:\lib\cs-script
- 3. Add this folder to the PATH environment varible
- 4. Follow instructions in readme.txt

Check that CS-Script engine works after installation and it was added to PATH. Run **cscs** command in command line:

```
____
■ Администратор: C:\Windows\System32\cmd.exe
Microsoft Windows [Version 6.1.7601]
(c) Корпорация Майкрософт (Microsoft Corp.), 2009. Все права защищены.
C:\Windows\system32>cscs
C# Script execution engine. Version 3.9.8.2.
Copyrigĥt (C) 2004-2014 Oleg Shilo.
Usage: cscs.exe <switch 1> <switch 2> <file> [params] [//x]
<switch 1>
            Display help info.

    Compile script into console application executable.
    Compile script into Windows application executable.
    Use compiled file (cache file .compiled) if found (to improve performan

 /e

    Compile script file into assembly (cache file .compiled) without execut

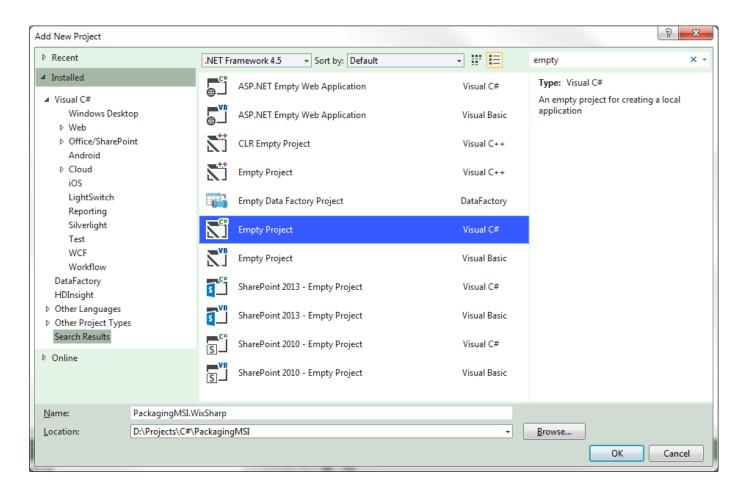
 /ca
ion.
         - Compile script file into assembly (.dll) without execution.
 ∕cd
 /co:<options>
            Pass compiler options directly to the language compiler
                /co:/d:TRACE pass /d:TRACE option to C# compiler
/co:/platform:x86 to produce Win32 executable)

    Print content of sample script file (e.g. cscs.exe /s > sample.cs).
```

2. Create packaging project

2.1 Add an empty C# project to the solution.

Packaging script should be added to a separate project. I name it <MyProjectName>.WixSharp. It should be an empty C# project.



- 2.2 Add WixSharp NuGet package to this project.
- 2.3 Add a public class **Script** in this new project.

Script.cs must have the method **static public void Main(string[] args)**. This will be my packaging script. Add following using to the file:

```
using System;
using System.Diagnostics;
//css_ref %WIXSHARP_DIR%\wixsharp.dll;
using WixSharp;
```

Note //css_ref %WIXSHARP_DIR%\wixsharp.dll is commented out. This is how it must be. This is a

directive for cs-script.

Keep method Main simple for a while:

```
using System;
using System.Diagnostics;
//css_ref %WIXSHARP_DIR%\wixsharp.dll;
using WixSharp;

public class Script
{
    static public void Main(string[] args)
    {
        Console.WriteLine("Hello World!");
    }
}
```

The new project should look like this:

```
Solution 'PackagingMSI' (2 projects)

▲ ✓ C# PackagingMSI

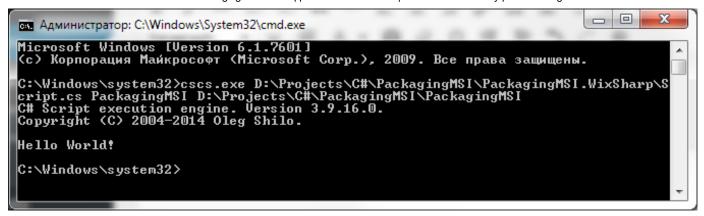
   ▶ a  Properties
   ▶ ■ ■ References
      a √ App.config
    ▶ a □ MainForm.cs
    Dac# Program.cs
   +C# PackagingMSI.WixSharp
       ■·■ References
          ■-■ Microsoft.Deployment.WindowsInstaller
          ■·■ System
          ■-■ WixSharp
          ■·■ WixSharp.UI
      + ₩ App.config
      +γ packages.config
     +C# Script.cs
```

2.4 Test that CS-Script engine can run Script.cs

Write the following command in Windows command line:

```
cscs.exe <full path to project>\<project name>.WixSharp\Script.cs <project name> <full path
```

You should see a Hello World! response from CS-Scritp running Script.cs



3. Create building script for the solution

Add simple MSBuild script to the project. Read more about MSBuild in my Building and Testing blogpost. This script will build and package application.

Build steps are the following:

- Clean solution
- Restore NuGet packages
- Set version to assembles
- Compile project

Note that versioning needs MSBuild. Extension. Pack and MSBuild Tasks NuGet packages be installed.

```
<?xml version="1.0" encoding="utf-8"?>
<Project xmlns="http://schemas.microsoft.com/developer/msbuild/2003" DefaultTargets="Run">
   <PropertyGroup>
       <Configuration>Release</Configuration>
       <SolutionName>PackagingMSI</SolutionName>
   </PropertyGroup>
   <Target Name="Run">
    <CallTarget Targets="Clean" />
    <CallTarget Targets="Restore" />
    <CallTarget Targets="Version" />
    <CallTarget Targets="Build" />
   </Target>
   <Target Name="Clean">
       <Message Text="Clean" />
       <ItemGroup>
           <FilesToDeleteInPackageFolder Include="*.msi"/>
           <FilesToDeleteInPackageFolder Include="$(SolutionName).WixSharp/*.msi"/>
       </ItemGroup>
       <Delete Files="@(FilesToDeleteInPackageFolder)"/>
```

```
</Target>
    <Target Name="Restore">
    <Message Text="Restore NuGet packages" />
    <Exec Command="nuget.exe restore" ContinueOnError="False"/>
    </Target>
    <UsingTask AssemblyFile="packages/MSBuild.Extension.Pack.1.6.0/tools/net40/MSBuild.Extension.</pre>
    <Target Name="Version">
        <Message Text="Versioning assemblies" />
        <ItemGroup>
          <AssemblyInfoFiles Include="**\AssemblyInfo.cs" />
        </ItemGroup>
        <AssemblyInfo
            AssemblyInfoFiles="@(AssemblyInfoFiles)"
            AssemblyMajorVersion="$ (MajorVersion)"
            AssemblyMinorVersion="$ (MinorVersion)"
            AssemblyBuildNumberType="DateString"
            AssemblyBuildNumberFormat="MMdd"
            AssemblyRevisionType="AutoIncrement"
            AssemblyRevisionFormat="000"
            AssemblyFileMajorVersion="$(MajorVersion)"
            AssemblyFileMinorVersion="$ (MinorVersion)"
            AssemblyFileBuildNumberType="DateString"
            AssemblyFileBuildNumberFormat="MMdd"
            AssemblyFileRevisionType="AutoIncrement"
            AssemblyFileRevisionFormat="000"
        />
    </Target>
    <Target Name="Build">
      <Message Text="Build $(Configuration)" />
      <MSBuild Projects="$(SolutionName)/$(SolutionName).csproj" Properties="Configuration=</pre>
    </Target>
    <Target Name="Pack">
        <Message Text="Pack application into MSI" />
        <ItemGroup>
            <FilesToDeleteInPackageFolder Include="*.msi"/>
            <FilesToDeleteInPackageFolder Include="$(SolutionName).WixSharp/*.msi"/>
        <Delete Files="@(FilesToDeleteInPackageFolder)"/>
        <Exec Command="cscs.exe $(SolutionName).WixSharp/Script.cs $(SolutionName) $(MSBuil-</pre>
    </Target>
</Project>
```

Test build in Visual Studio command line msbuild Build.proj:

```
_ O X
🔤 Администратор: Developer Command Prompt for VS2013
D:\Projects\C#\PackagingMSI>
D:\Projects\c#\PackagingMSI>msbuild Build.proj
Microsoft (R) Build Engine версии 12.0.31101.0
[Microsoft .NET Framework версии 4.0.30319.42000]
(C) Корпорация Майкрософт (Microsoft Corporation). Все права защищены.
   борка начата 18.10.2015 16:19:27.
|poeкт "D:\Projects\C#\PackagingMSI\Build.proj" в узле 1 (целевые объекты по умолчанию).
|lean:
  Restore:
       Restore NuGet packages nuget.exe restore
       Все пакеты, перечисленные в packages.config, уже установлены.
            ersioning assemblies
Versioning assemblies
Build:
Build Release
Build Release
Проект "D:\Projects\C#\PackagingMSI\Build.proj" (1) выполняет сборку "D:\Projects\C#\PackagingMSI\PackagingMSI\PackagingMSI\PackagingMSI\PackagingMSI\PackagingMSI\PackagingMSI\PackagingMSI\PackagingMSI\csproj" (2) в узле 1 (целевые объекты по умолчанию).
   Отсутствуют ресурсы, устаревшие по отношению к файлам своих источников. Пропуск формирования ресурсов.
GenerateTargetFrameworkMonikerAttribute:
Leлевой объект "GenerateTargetFrameworkMonikerAttribute" пропускается, так как все выходные файлы актуальны по отношени
      к входным.
     oreCompile:

C:\Program Files (x86)\MSBuild\12.0\bin\Csc.exe /noconfig /nowarn:1701,1702 /nostdlib+ /platform:anycpu32bitpreferred /errorreport:prompt /warn:4 /define:TRACE /highentropyva+ /reference:"C:\Program Files (x86)\Reference Assemblies\Microsoft\Framework\NETFramework\v4.5\Microsoft.CSharp.dll" /reference:"C:\Program Files (x86)\Reference Assemblies\Microsoft\Framework\NETFramework\v4.5\Microsoft\Big| /reference:"C:\Program Files (x86)\Reference Assemblies\Microsoft\Framework\NETFramework\v4.5\System.Core.dll" /reference:"C:\Program Files (x86)\Reference Assemblies\Microsoft\Framework\NETFramework\v4.5\System.Data.DataSetExtensions.dll" /reference:"C:\Program Files (x86)\Reference Assemblies\Microsoft\Framework\NETFramework\v4.5\System.Data.dll" /reference:"C:\Program Files (x86)\Reference Assemblies\Microsoft\Framework\\NETFramework\v4.5\System.Deployment.dll" /reference:"C:\Program Files (x86)\Reference Assemblies\Microsoft\Framework\\NETFramework\v4.5\System.Data.dll" /reference:"C:\Program Files (x86)\Reference Assemblies\Microsoft\Framework\\NETFramework\v4.5\System.Data.dll" /reference:"C:\Program Files (x86)\Reference Assemblies\Microsoft\Framework\\NETFramework\v4.5\System.Data.dll" /reference:"C:\Program Files (x86)\Reference Assemblies\Microsoft\Framework\\NETFramework\v4.5\System.Data.dll" /reference:"C:\Program Files (x86)\Reference Assemblies\Microsoft\Framework\\NETFramework\v4.5\System.Mindows.Forms.dll" /reference:"C:\Program Files (x86)\Reference Assemblies\Microsoft\Framework\\NETFramework\v4.5\System.Mindows.
    CopyAppConfigFile:
   CopyAppContigrite:
leneBou oбъект "_CopyAppConfigFile" пропускается, так как все выходные файлы актуальны по отношению к входным.
lopyFilesToOutputDirectory:
Копирование файла из "obj\Release\PackagingMSI.exe" в "bin\Release\PackagingMSI.exe".
PackagingMSI -> D:\Projects\C#\PackagingMSI\PackagingMSI\bin\Release\PackagingMSI.exe

**Compressive #aina us "obj\Release\PackagingMSI\PackagingMSI\Bin\Release\PackagingMSI.exe
   Копирование файла из "ōbj\Release\PackagingMSI.pdb" в "bin\Release\PackagingMSI.pdb".
:борка проекта "D:\Projects\C#\PackagingMSI\PackagingMSI\PackagingMSI.csproj" завершена (целевые объекты по умолчанию).
Сборка проекта "D:\Projects\C#\PackagingMSI\Build.proj" завершена (целевые объекты по умолчанию).
     борка успешно завершена.
             Предупреждений: 0
Ошибок: 0
```

Target Pack will be started separately in command line msbuild /target:Pack Build.proj

```
- 0
Администратор: Developer Command Prompt for VS2013
D:\Projects\C#\PackagingMSI>msbuild /target:Pack Build.proj
Microsoft (R) Build Engine версии 12.0.31101.0
[Microsoft .NET Framework версии 4.0.30319.42000]
(С) Корпорация Майкрософт (Microsoft Corporation). Все права защищены.
Сборка начата 18.10.2015 16:25:35.
       "D:\Projects\C#\PackagingMSI\Build.proj" в узле 1 (целевые объекты Pack).
Проект
Pack:
 Pack application into MSI
  cscs.exe PackagingMSI.WixSharp/Script.cs PackagingMSI D:\Projects\C#\PackagingMSI
  C# Script execution engine. Version 3.9.16.0.
  Copyright (C) 2004-2014 Oleg Shilo.
 Hello World!
Сборка проекта "D:\Projects\C#\PackagingMSI\Build.proj" завершена (целевые объекты Pack).
Сборка успешно завершена.
    Предупреждений: 0
    Ошибок: О
                                      -111
```

4. Write packaging script

```
using System;
using System.Diagnostics;
//css ref %WIXSHARP DIR%\wixsharp.dll;
using WixSharp;
public class Script
   static public void Main(string[] args)
        string projectName = args[0];
        string projectNameExe = projectName + ".exe";
        string projectFolder = args[1];
        string binaryFolder = projectFolder + @"\" + projectName + @"\bin\Release\";
        string assemblyPath = binaryFolder + projectNameExe;
        FileVersionInfo assemblyInfo = FileVersionInfo.GetVersionInfo(assemblyPath);
        Version version = new Version(assemblyInfo.FileVersion);
        Console.WriteLine("Project name: " + projectName);
        Console.WriteLine("Project folder: " + projectFolder);
        Console.WriteLine("Binary folder: " + binaryFolder);
        Console.WriteLine("Assembly path: " + assemblyPath);
        Console.WriteLine("Version: " + version.ToString());
        Console.WriteLine("Manufacturer: " + assemblyInfo.CompanyName);
        Project project =
            new Project(projectName + " " + version.ToString(),
                new Dir(new Id("INSTALL DIR"), @"%ProgramFiles%\" + projectName,
                    new Files(binaryFolder + "*.exe"),
                    new Files(binaryFolder + "*.exe.config"),
                    new Files(binaryFolder + "*.dll"),
                    new Dir(@"%ProgramMenu%\" + projectName,
                        new ExeFileShortcut(projectName, "[INSTALL DIR]" + projectNameExe,
                        new ExeFileShortcut("Uninstall " + projectName, "[System64Folder]ms
                    new Dir(@"%Startup%\",
                        new ExeFileShortcut(projectName, "[INSTALL DIR]" + projectNameExe,
                )
            );
        project.Version = version;
        project.GUID = new Guid("54f5a0b8-6f60-4a70-a095-43e2b93bc0fe");
        //project.SetNetFxPrerequisite("NETFRAMEWORK45 >= '#378389'", "Please install .Net 4
        //project.ControlPanelInfo.ProductIcon = projectFolder + @"\" + projectName + @"\Re
        project.ControlPanelInfo.NoModify = true;
        project.ControlPanelInfo.Manufacturer = assemblyInfo.CompanyName;
        project.UI = WUI.WixUI Common;
        var customUI = new CommomDialogsUI();
        var prevDialog = Dialogs.WelcomeDlg;
        var nextDialog = Dialogs.VerifyReadyDlg;
        customUI.UISequence.RemoveAll(x => (x.Dialog == prevDialog && x.Control == Buttons.]
        customUI.On(prevDialog, Buttons.Next, new ShowDialog(nextDialog));
        customUI.On(nextDialog, Buttons.Back, new ShowDialog(prevDialog));
```

```
project.CustomUI = customUI;

Compiler.BuildMsi(project);
}
```

Do the following finale modifications:

Use same GUID in Script.cs as generated in AssemblyInfo.cs. (Or create a new GUID, but not use this one)

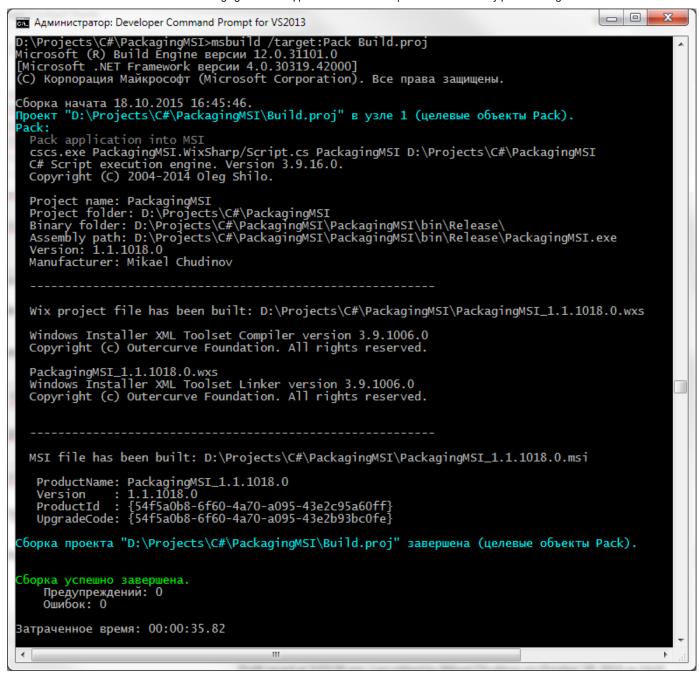
```
project.GUID = new Guid("54f5a0b8-6f60-4a70-a095-43e2b93bc0fe");
```

Then add AssemblyCompany info to assembly in **AssemblyInfo.cs**:

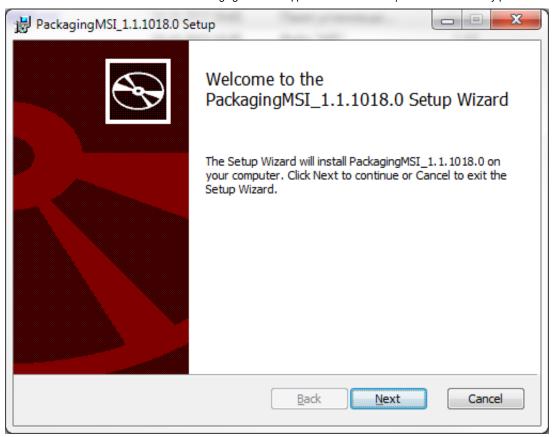
```
[assembly: AssemblyCompany("MyCompanyName")]
```

This is a requirement of MSI package.

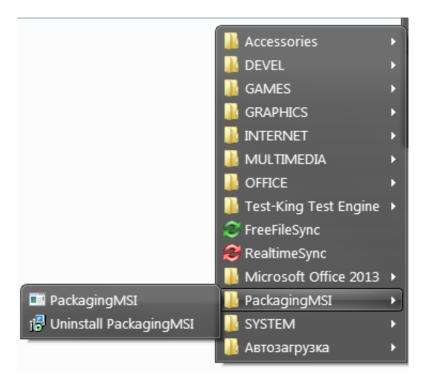
Test msbuild /target:Pack Build.proj

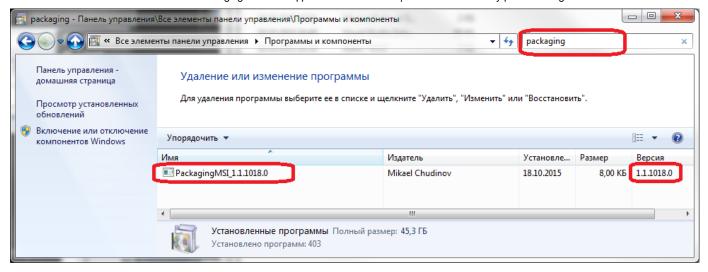


Install this newly created package



Then program will be available in Programs menu and in Control Panel





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