

Arcade SDK Packaging

Currently, the Arcade SDK does not provide any custom packaging logic. It makes use and ***strongly recommend*** that all onboarded repos use the vanilla .NET SDK `dotnet pack` target.

Some repos (e.g., CoreFX and ASPNet) have mentioned that in some cases custom packaging logic might be needed. Discussion around this is currently in progress here and the eventual work will be tracked on this Epic.

Was this helpful?  