## Ignore Visual Studio temporary files, build results, and

## files generated by popular Visual Studio add-ons.

##

## Get latest from https://github.com/github/gitignore/blob/main/VisualStudio.gitignore

# User-specific files

\*.rsuser

\*.suo

\*.user

\*.userosscache

\*.sln.docstates

# User-specific files (MonoDevelop/Xamarin Studio)

\*.userprefs

# Mono auto generated files

mono\_crash.\*

# Build results

[Dd]ebug/

[Dd]ebugPublic/

[Rr]elease/

[Rr]eleases/

x64/

x86/

[Ww][Ii][Nn]32/

[Aa][Rr][Mm]/

[Aa][Rr][Mm]64/

bld/

[Bb]in/

[Oo]bj/

[Ll]og/

[Ll]ogs/

# Visual Studio 2015/2017 cache/options directory

.vs/

# Uncomment if you have tasks that create the project's static files in wwwroot

#wwwroot/

# Visual Studio 2017 auto generated files

Generated\ Files/

# MSTest test Results

[Tt]est[Rr]esult\*/

[Bb]uild[Ll]og.\*

# NUnit

\*.VisualState.xml

TestResult.xml

nunit-\*.xml

# Build Results of an ATL Project

[Dd]ebugPS/

[Rr]eleasePS/

dlldata.c

# Benchmark Results

BenchmarkDotNet.Artifacts/

# .NET Core

project.lock.json

project.fragment.lock.json

artifacts/

# ASP.NET Scaffolding

ScaffoldingReadMe.txt

# StyleCop

StyleCopReport.xml

# Files built by Visual Studio

\*\_i.c

\*\_p.c

\*\_h.h

\*.ilk

\*.meta

\*.obj

\*.iobj

\*.pch

\*.pdb

\*.ipdb

\*.pgc

\*.pgd

\*.rsp

\*.sbr

\*.tlb

\*.tli

\*.tlh

\*.tmp

\*.tmp\_proj

\*\_wpftmp.csproj

\*.log

\*.tlog

\*.vspscc

\*.vssscc

.builds

\*.pidb

\*.svclog

\*.scc

# Chutzpah Test files

\_Chutzpah\*

# Visual C++ cache files

ipch/

\*.aps

\*.ncb

\*.opendb

\*.opensdf

\*.sdf

\*.cachefile

\*.VC.db

\*.VC.VC.opendb

# Visual Studio profiler

\*.psess

\*.vsp

\*.vspx

\*.sap

# Visual Studio Trace Files

\*.e2e

# TFS 2012 Local Workspace

$tf/

# Guidance Automation Toolkit

\*.gpState

# ReSharper is a .NET coding add-in

\_ReSharper\*/

\*.[Rr]e[Ss]harper

\*.DotSettings.user

# TeamCity is a build add-in

\_TeamCity\*

# DotCover is a Code Coverage Tool

\*.dotCover

# AxoCover is a Code Coverage Tool

.axoCover/\*

!.axoCover/settings.json

# Coverlet is a free, cross platform Code Coverage Tool

coverage\*.json

coverage\*.xml

coverage\*.info

# Visual Studio code coverage results

\*.coverage

\*.coveragexml

# NCrunch

\_NCrunch\_\*

.\*crunch\*.local.xml

nCrunchTemp\_\*

# MightyMoose

\*.mm.\*

AutoTest.Net/

# Web workbench (sass)

.sass-cache/

# Installshield output folder

[Ee]xpress/

# DocProject is a documentation generator add-in

DocProject/buildhelp/

DocProject/Help/\*.HxT

DocProject/Help/\*.HxC

DocProject/Help/\*.hhc

DocProject/Help/\*.hhk

DocProject/Help/\*.hhp

DocProject/Help/Html2

DocProject/Help/html

# Click-Once directory

publish/

# Publish Web Output

\*.[Pp]ublish.xml

\*.azurePubxml

# Note: Comment the next line if you want to checkin your web deploy settings,

# but database connection strings (with potential passwords) will be unencrypted

\*.pubxml

\*.publishproj

# Microsoft Azure Web App publish settings. Comment the next line if you want to

# checkin your Azure Web App publish settings, but sensitive information contained

# in these scripts will be unencrypted

PublishScripts/

# NuGet Packages

\*.nupkg

# NuGet Symbol Packages

\*.snupkg

# The packages folder can be ignored because of Package Restore

\*\*/[Pp]ackages/\*

# except build/, which is used as an MSBuild target.

!\*\*/[Pp]ackages/build/

# Uncomment if necessary however generally it will be regenerated when needed

#!\*\*/[Pp]ackages/repositories.config

# NuGet v3's project.json files produces more ignorable files

\*.nuget.props

\*.nuget.targets

# Microsoft Azure Build Output

csx/

\*.build.csdef

# Microsoft Azure Emulator

ecf/

rcf/

# Windows Store app package directories and files

AppPackages/

BundleArtifacts/

Package.StoreAssociation.xml

\_pkginfo.txt

\*.appx

\*.appxbundle

\*.appxupload

# Visual Studio cache files

# files ending in .cache can be ignored

\*.[Cc]ache

# but keep track of directories ending in .cache

!?\*.[Cc]ache/

# Others

ClientBin/

~$\*

\*~

\*.dbmdl

\*.dbproj.schemaview

\*.jfm

\*.pfx

\*.publishsettings

orleans.codegen.cs

# Including strong name files can present a security risk

# (https://github.com/github/gitignore/pull/2483#issue-259490424)

#\*.snk

# Since there are multiple workflows, uncomment next line to ignore bower\_components

# (https://github.com/github/gitignore/pull/1529#issuecomment-104372622)

#bower\_components/

# RIA/Silverlight projects

Generated\_Code/

# Backup & report files from converting an old project file

# to a newer Visual Studio version. Backup files are not needed,

# because we have git ;-)

\_UpgradeReport\_Files/

Backup\*/

UpgradeLog\*.XML

UpgradeLog\*.htm

ServiceFabricBackup/

\*.rptproj.bak

# SQL Server files

\*.mdf

\*.ldf

\*.ndf

# Business Intelligence projects

\*.rdl.data

\*.bim.layout

\*.bim\_\*.settings

\*.rptproj.rsuser

\*- [Bb]ackup.rdl

\*- [Bb]ackup ([0-9]).rdl

\*- [Bb]ackup ([0-9][0-9]).rdl

# Microsoft Fakes

FakesAssemblies/

# GhostDoc plugin setting file

\*.GhostDoc.xml

# Node.js Tools for Visual Studio

.ntvs\_analysis.dat

node\_modules/

# Visual Studio 6 build log

\*.plg

# Visual Studio 6 workspace options file

\*.opt

# Visual Studio 6 auto-generated workspace file (contains which files were open etc.)

\*.vbw

# Visual Studio 6 auto-generated project file (contains which files were open etc.)

\*.vbp

# Visual Studio 6 workspace and project file (working project files containing files to include in project)

\*.dsw

\*.dsp

# Visual Studio 6 technical files

\*.ncb

\*.aps

# Visual Studio LightSwitch build output

\*\*/\*.HTMLClient/GeneratedArtifacts

\*\*/\*.DesktopClient/GeneratedArtifacts

\*\*/\*.DesktopClient/ModelManifest.xml

\*\*/\*.Server/GeneratedArtifacts

\*\*/\*.Server/ModelManifest.xml

\_Pvt\_Extensions

# Paket dependency manager

.paket/paket.exe

paket-files/

# FAKE - F# Make

.fake/

# CodeRush personal settings

.cr/personal

# Python Tools for Visual Studio (PTVS)

\_\_pycache\_\_/

\*.pyc

# Cake - Uncomment if you are using it

# tools/\*\*

# !tools/packages.config

# Tabs Studio

\*.tss

# Telerik's JustMock configuration file

\*.jmconfig

# BizTalk build output

\*.btp.cs

\*.btm.cs

\*.odx.cs

\*.xsd.cs

# OpenCover UI analysis results

OpenCover/

# Azure Stream Analytics local run output

ASALocalRun/

# MSBuild Binary and Structured Log

\*.binlog

# NVidia Nsight GPU debugger configuration file

\*.nvuser

# MFractors (Xamarin productivity tool) working folder

.mfractor/

# Local History for Visual Studio

.localhistory/

# Visual Studio History (VSHistory) files

.vshistory/

# BeatPulse healthcheck temp database

healthchecksdb

# Backup folder for Package Reference Convert tool in Visual Studio 2017

MigrationBackup/

# Ionide (cross platform F# VS Code tools) working folder

.ionide/

# Fody - auto-generated XML schema

FodyWeavers.xsd

# VS Code files for those working on multiple tools

.vscode/\*

!.vscode/settings.json

!.vscode/tasks.json

!.vscode/launch.json

!.vscode/extensions.json

\*.code-workspace

# Local History for Visual Studio Code

.history/

# Windows Installer files from build outputs

\*.cab

\*.msi

\*.msix

\*.msm

\*.msp

# JetBrains Rider

\*.sln.iml