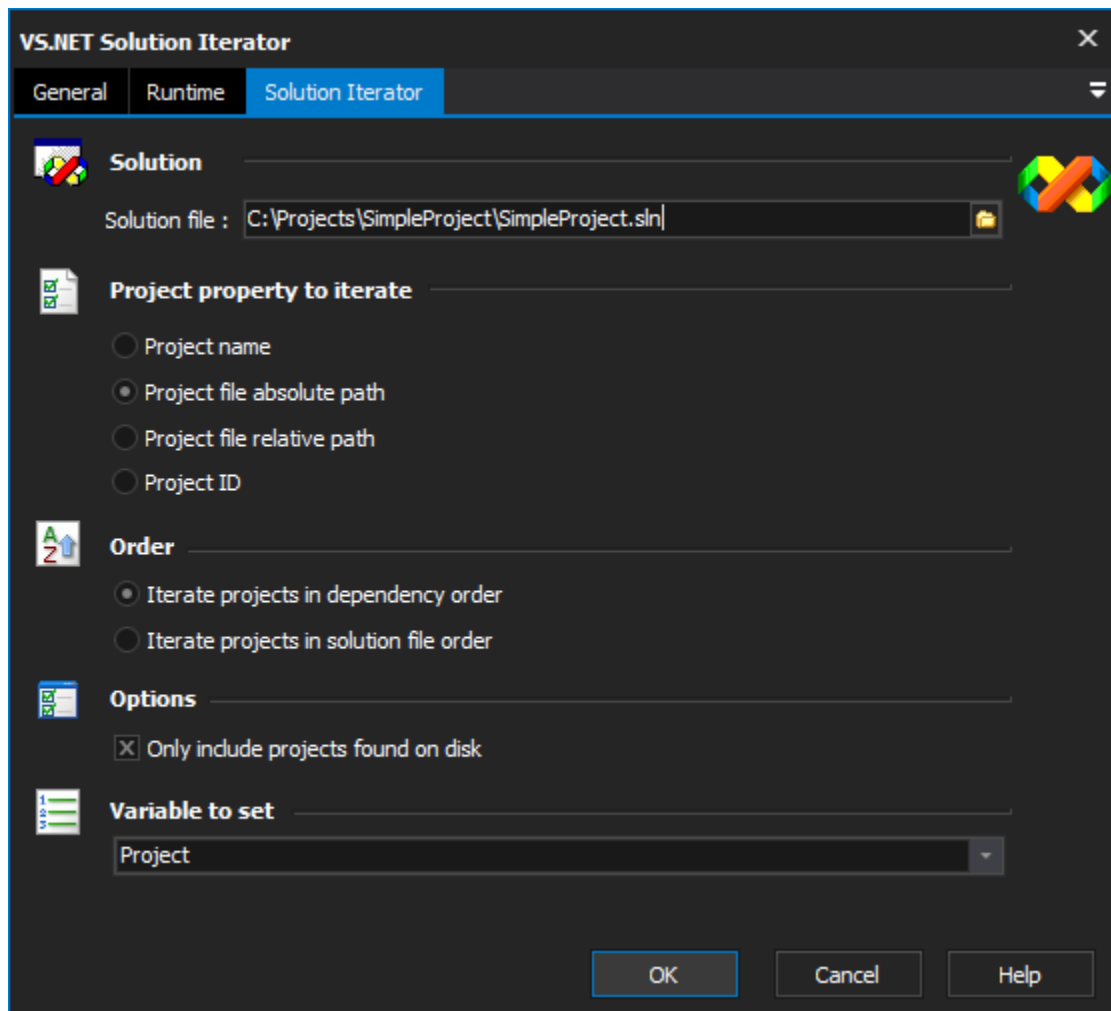


Visual Studio .NET Solution Iterator Action

The VS.NET Solution Iterator action allows you to iterate over each of the projects in a Visual Studio solution. For general information about iterators, see [here](#).

On this page:

Solution Iterator



The screenshot shows the 'VS.NET Solution Iterator' dialog box with the 'Solution Iterator' tab selected. The 'Solution' section has a text field for 'Solution file' containing 'C:\Projects\SimpleProject\SimpleProject.sln'. The 'Project property to iterate' section has four radio buttons: 'Project name', 'Project file absolute path' (selected), 'Project file relative path', and 'Project ID'. The 'Order' section has two radio buttons: 'Iterate projects in dependency order' (selected) and 'Iterate projects in solution file order'. The 'Options' section has a checked checkbox for 'Only include projects found on disk'. The 'Variable to set' section has a dropdown menu with 'Project' selected. At the bottom are 'OK', 'Cancel', and 'Help' buttons.

VS.NET Solution Iterator

General Runtime **Solution Iterator**

Solution

Solution file : C:\Projects\SimpleProject\SimpleProject.sln

Project property to iterate

- ☐ Project name
- ☒ Project file absolute path
- ☐ Project file relative path
- ☐ Project ID

Order

- ☒ Iterate projects in dependency order
- ☐ Iterate projects in solution file order

Options

☒ Only include projects found on disk

Variable to set

Project

OK Cancel Help

Solution

Solution File

The path to the solution file to iterate over.

Project Property to Iterate

You can set which property of the project is used as the value for the iterator.

Project Name

Use the name of each project, as shown in Visual Studio.

Project File Absolute Path

Use the full path to each project. If this option is used, the project file paths can be used with the [MSBuild Project action](#).

Project File Relative Path

Use the path to each project, relative to the solution directory.

Project ID

Use the ID of each project (this is a GUID value, used internally by Visual Studio.)

Order

By default, projects are sorted in dependency order (so that they can be successfully built as they are iterated.) If necessary, projects can be iterated in the order they appear in the solution file instead.

Options

Only include projects found on disk

By default, if a project file is not found on disk then it is excluded from the iterator. Disable this option if you would like to iterate project files which are not found, as well.

Variable to Set

Choose a [FinalBuilder variable](#) to set for each iteration.