# NUnit Action

NUnit is a unit-testing framework for all .Net languages. Initially ported from JUnit, the current version, 2.1 is the third major release of this xUnit based unit testing tool for Microsoft .NET. It is written entirely in C# and has been completely redesigned to take advantage of many .NET language features, for example custom attributes and other reflection related capabilities. NUnit brings xUnit to all .NET languages.

NUnit Options
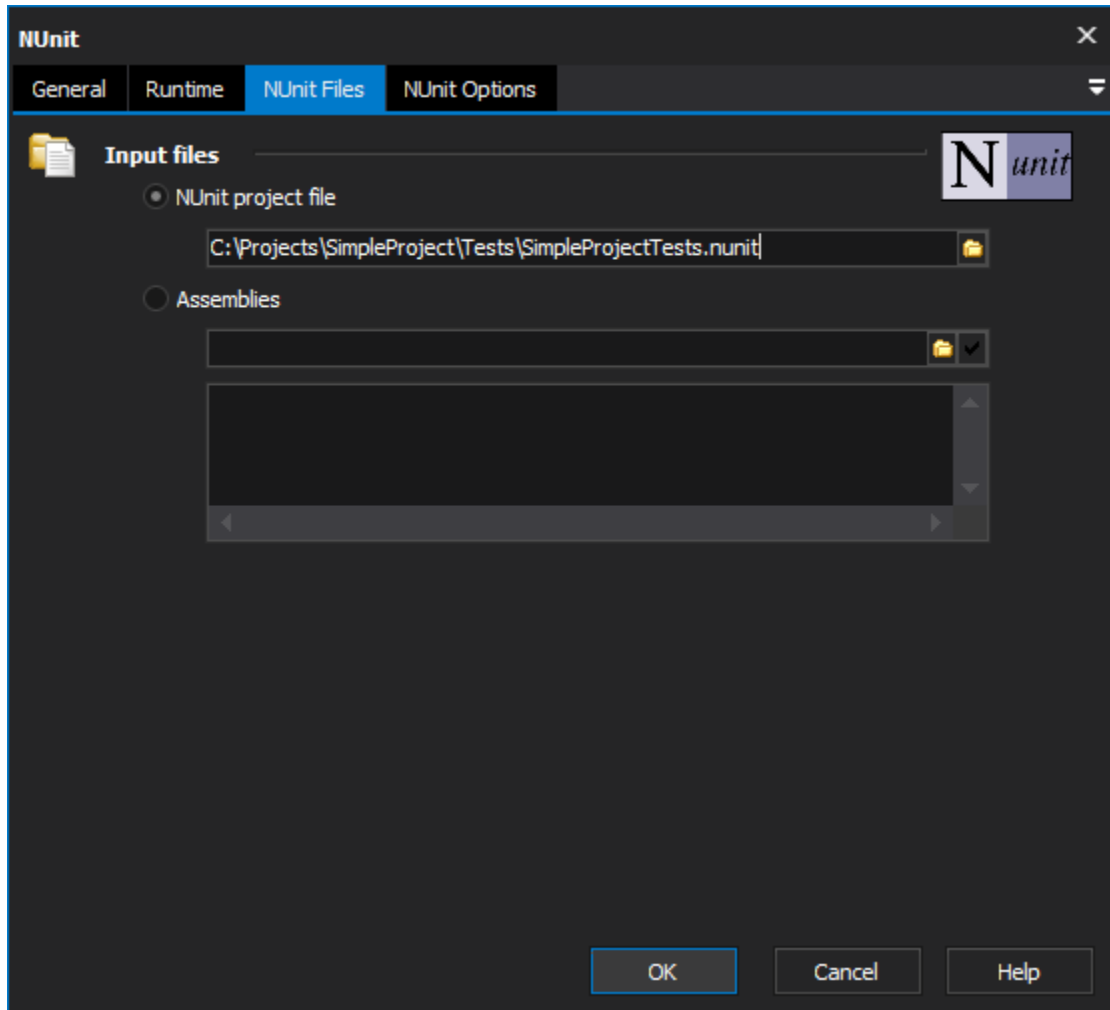
Input files

NUnit project files

Assemblies

The individual assemblies which contain the TestFixtures to be executed.

Options

Fixture

The full name of the TestFixture to run. A namespace can be provided without the class name, in this instance all the TestFixtures under the namespace will be tested.

XML Output File

The XML file to output the results to.

Transform File

The path to a transform file, which will be used to display the results to the build log. If 'Display XML in Output' is enabled, the results will not be transformed.

Project Configuration

The name of the configuration for NUnit to run. If no project is specified NUnit will load the first configuration found as the default. This option has no effect if a Project File is not being used.

Set framework version

Don't display logo

Fail if no tests run

Display XML in output

No threads

NUnit Options (in Tools menu | Options)

NUnit Location - set the location to NUnit-console.exe

Normally located in:

C:\Program Files (x86)\NUnit-Net-2.0 2.2.8\bin\nunit-console.exe