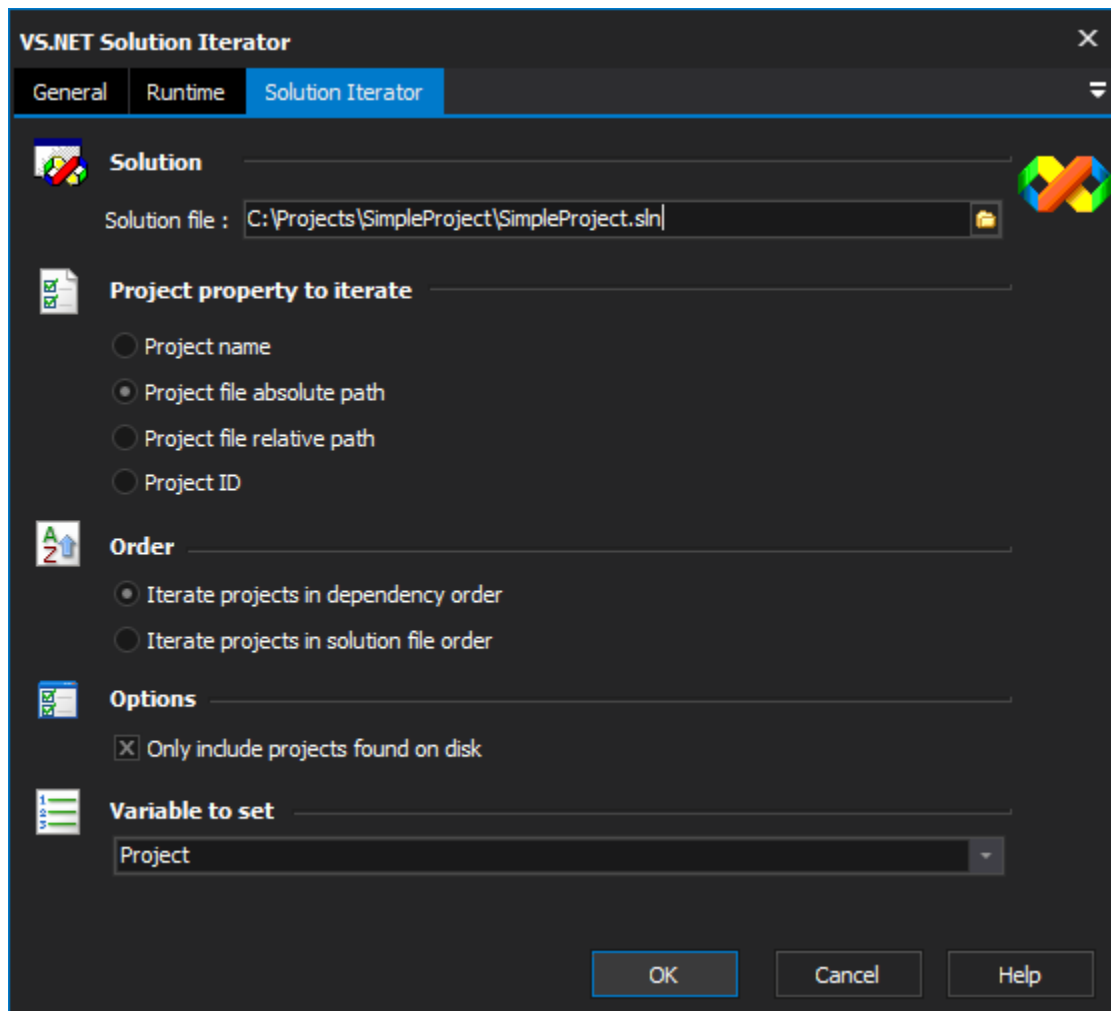


# Visual Studio .NET Solution Iterator Action

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.