# Microsoft.Activities Release Process

* 1. This document describes the process for creating a release of Microsoft.Activities and Microsoft.Activities.UnitTesting.

Build Machine Setup

* 1. To setup the build machine you will need the following
  + Visual Studio 2010 SP1
  + .NET Framework 4 Platform Update 1
  + MSBuild Community Tasks <http://msbuildtasks.tigris.org/>
  + [Sandcastle Help File Builder](http://shfb.codeplex.com/)
  + [Nuget.exe](http://nuget.codeplex.com/releases)
  1. **Note:** You cannot install the Visual Studio 11 Developer Preview on the build machine because it will cause build failures when side by side with Platform Update 1.

## Environment Variables

|  |  |
| --- | --- |
| Variable | Description |
| LABDIR | Points to src\wf\labs directory on disk |
| PATH | Must contain path to nuget.exe |

* 1. **Note: Because of the dependencies, Microsoft.Activities.UnitTesting should be updated released whenever a new release of Microsoft.Activities is created**

Prepare

* 1. The first step is to ensure that the code base is building properly and that all unit tests are passing.

Update Versions

* 1. Open the labsversion.txt file and update the new version using the guidelines [here](http://wf.codeplex.com/wikipage?title=How%20projects%20are%20versioned&referringTitle=Documentation)
  2. The revision number is auto-generated.
  3. Create new releases on CodePlex for both Extensions and UnitTesting
  4. Checkout the install.ps1 scripts and update the URL to open post install with the releases

Build

Task 1 - Build

* 1. Open a Visual Studio 2010 Command Prompt
  2. Navigate to the src\wf\labs folder
  3. Run BuildLabs.cmd
     1. **Note:** This builds release builds of both Microsoft.Activities and Microsoft.Activities.Labs and also creates the NuGet Packages, Documentation and runs the unit tests

Analyze

Task 1 - Run Code Analysis on each of the solutions

* 1. Run the Visual Studio Code Analysis with the recommended rules. Correct any issues.
  2. Run Resharper’s Inspect Solution. Correct any issues.
     1. **Note:** Resharper will sometimes detect C# compiler errors due to partial classes and generated files. You can ignore these if the project builds successfully.

Test

Task 1 – Verify NuGet Packages

* 1. Open Visual Studio
  2. Install Microsoft.Activities and Microsoft.Activities.UnitTesting with NuGet from the test source
  3. Open a Workflow – verify that the toolbox icons install correctly
     + 1. **Note:** Test .NET 4 projects and Platform Update 1 projects
  4. Verify that the correct web pages open after install
  5. Uninstall the packages

Publish

* 1. Publishing involves publishing the package to NuGet and also to CodePlex.

## Publish to CodePlex

Task 1 – Publish On CodePlex

* 1. The release should already be created on CodePlex in the planning state.
  2. Check in all files, note the ChangeSet number for the release
  3. Edit the Microsoft.Activities release
     1. Upload each file and set the name to the file name starting with the .NET 4 version first
     2. Set the Development Status to Beta
     3. Show to Public **Yes**
     4. Recommended Release **Yes**
     5. Replace recommended **Add**
     6. Change Set # add the change set number
     7. Save and copy the Wiki Link
  4. Repeat the process for Microsoft.Activities.UnitTesting

Task 3 – Update CodePlex Home Page

* 1. Go to the home page and edit it
  2. Update the Microsoft.Activities link under Labs with the Wiki link for the release
  3. Update the Microsoft.Activities.UnitTesting link

Task 4 – Update Releases

* 1. Edit the previous releases and set Show To Public **No**
  2. Create a new release with the next version number and Development Status Planned
  3. Close associated issues with the release set to the correct version

## Publish to NuGet

Task 1 – Run Publish Labs.cmd

* 1. Navigate to the NuGet.TestSource directory
  2. Run the command nuget push Microsoft.Activities.x.x.x.x