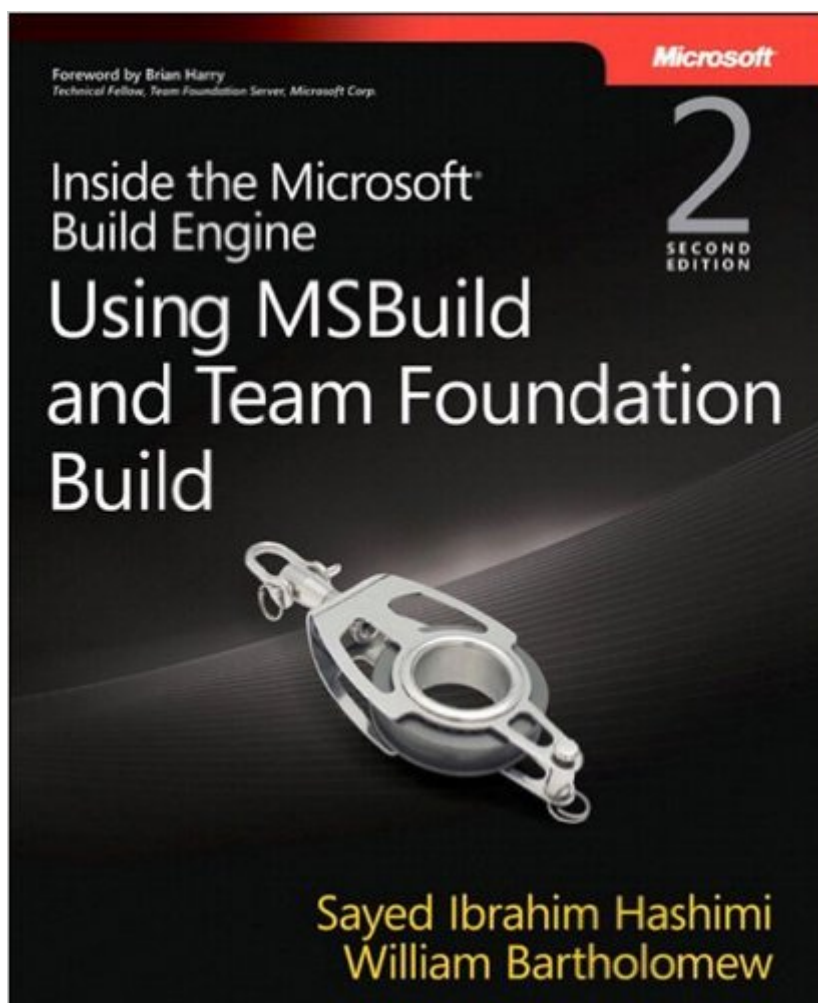# Inside The Microsoft Build Engine: Using MSBuild And Team Foundation Build (Developer Reference)

Synopsis

As software complexity increases, proper build practices become ever more important. This essential reference—fully updated for Visual Studio 2010—drills inside MSBuild and shows you how to maximize your control over the build and deployment process. Learn how to customize and extend build processes with MSBuild—and scale them to the team, product, or enterprise level with Team Foundation Build.

Book Information

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Customer Reviews

Overall the book has a lot of MSBuild detail, it fills in many gaps that are missing from Microsoft's documentation, and it demonstrates some practical features that anyone using MSBuild would find useful. This is for the developer or build master that would like to learn a little or a lot more on tweaking the MSBuild engine. The authors know MSBuild very well and provide example after example of good practices when putting together an MSBuild (XML) project file. If you didn't already know it, MSBuild is an effective way to "script" the build using XML markup based on Commontypes.xsd and Core.xsd Schema Definitions. This means Intellisense is available when

working with the XML project file's markup. Although it's labeled as an Intermediate/Advanced book, the Quick Start sections found throughout the book are very helpful at any level. These have some "Hello World" examples that quickly illustrate some of the features that MSBuild has. As you are ready for more material and detail, the authors' Deep Dive chapters drill into the specifics. The book is well organized into seven parts and literally covers about a hundred topics. The authors also did well with the table of contents. Quickly find the general subject then drill down and find your specific topic. That works well when you have a vague idea of the task you need. Each topic is sort of a "build use case" with MSBuild and a way to help form the build process to meet your needs. Also covered is setting up custom tasks and logs of the build. MSBuild has two loggers out of the box: Console and File Logging. With logging, you can extend MSBuild by implementing your own ILogger interface using .NET code. For example, writing to a database.

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