

Building the Visual Studio Add-in

This page describes how to build and install the [Ice Visual Studio Add-in](#) from source code. If you would rather not compile the Add-in yourself, the [Ice installer for Windows](#) automatically installs the Add-in.

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Add-in Build Requirements

The Ice Visual Studio Add-in was extensively tested using the operating systems and Visual Studio versions listed on our [platforms page](#).

Building the Ice Visual Studio Add-in requires one of the following compilers:

- Microsoft Visual Studio 2008 SP1 and Visual Studio 2008 SDK
- Microsoft Visual Studio 2010 SP1 and Visual Studio 2010 SDK SP1
- Microsoft Visual Studio 2012 and Visual Studio 2012 SDK
- Microsoft Visual Studio 2013 and Visual Studio 2013 SDK



Visual Studio 2008 is only supported for building .NET Compact Framework applications.

Building the Add-in

Unpack the archive. The sources are contained in the `Ice-3.5.1\vsaddin` subdirectory.

In a Visual Studio command prompt, change to the distribution directory:

```
> cd Ice-3.5.1\vsaddin
```

Open `config\Make.rules.mak` and review the comments that describe the settings you can modify.

Run `nmake` to build the add-in:

```
> nmake /f Makefile.mak
```

Upon completion, the add-in DLL is placed into the `Ice-3.5.1\vsaddin\bin` directory. Depending on your Visual Studio version, the library name is one of the following:

- `IceVisualStudioAddin-VS2008.dll`
- `IceVisualStudioAddin-VS2010.dll`
- `IceVisualStudioAddin-VS2012.dll`
- `IceVisualStudioAddin-VS2013.dll`

Installing the Add-in

Run `nmake install` to install the Ice Visual Studio Add-in in the directory specified by the `prefix` variable in `config\Make.rules.mak`:

```
> nmake /f Makefile.mak install
```