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