

This walkthrough will show how a new SharePoint artifact project is created with SPVisualDev.

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Prerequisites

Follow the system requirements found on the home page of SPVisualDev on codeplex.

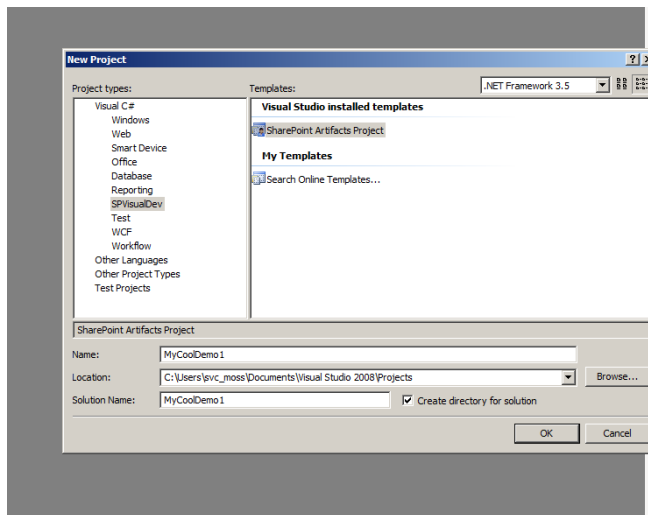
<http://www.codeplex.com/SPVisualDev>

Follow the installation instructions also found at the same place.

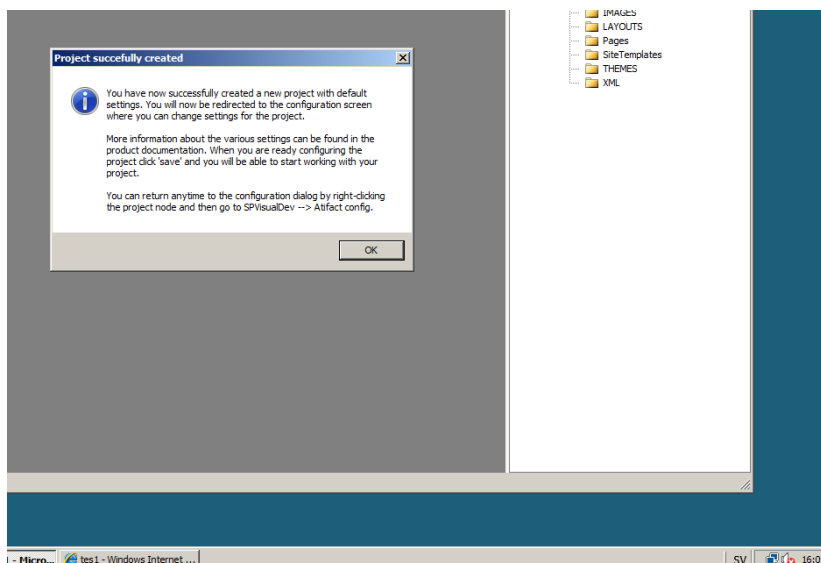
First step

Fire up Visual Studio 2008 and navigate to the File menu → New project

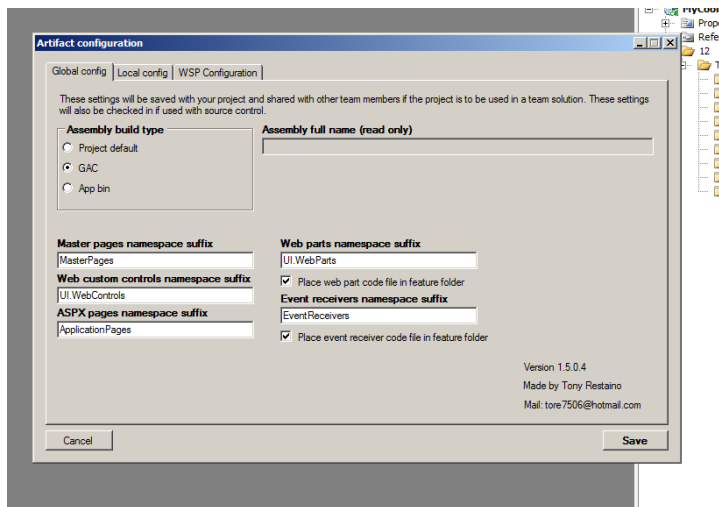
Choose from the Visual C# category and SPVisualDev sub category the SharePoint Artifacts Project template. Give the project a name and then click OK.



A message box will appear with a information text telling that it's time to configure the artifact settings. Click OK after reading it.



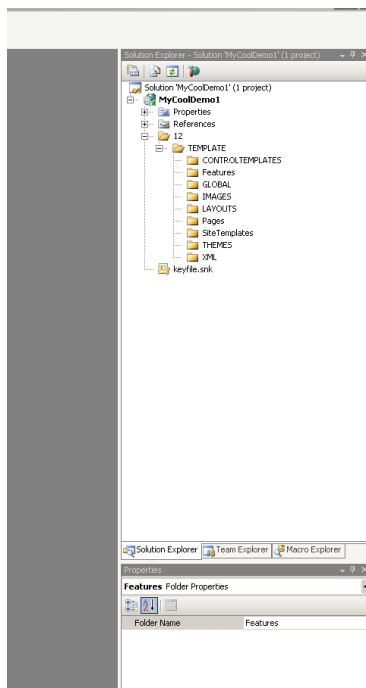
The artifact configuration dialog will appear looking something like this:



Choose GAC as the assembly build type. For the moment we will leave the rest of the settings unchanged. They don't need to be configured for this walkthrough.

Click OK.

Your project should now have been created and if you look in your solution explorer something like this should appear



The folder named 12 represents the 12 hive a.k.a. the SharePoint system directory. This is the root of all customization and configuration files for SharePoint.

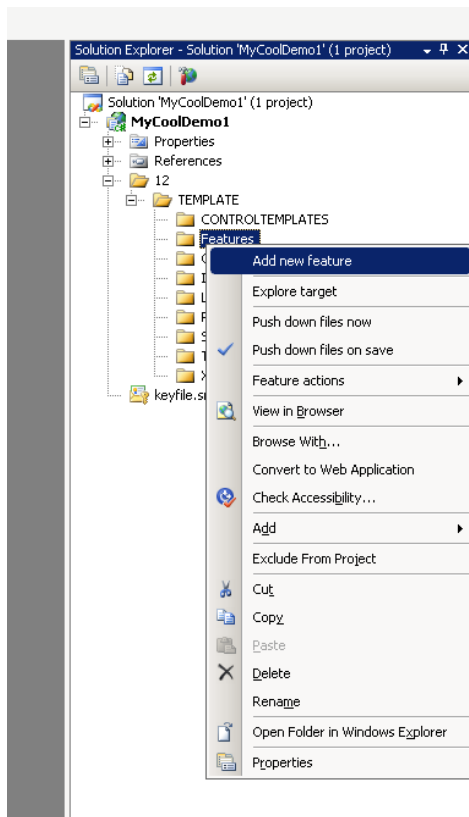
NOTE! This is only a mirrored folder structure located where you originally created the project.

Push down feature

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The Push down-feature automatically pushes down files to the 12 hive when added or updated inside the projects 12 folder. This all happens silently unless the file which is being pushed down is older than the destination file. In that case, a prompt will appear asking you whether you want to replace or cancel the operation.

If you right click inside the 12 folder you will see some features added to the context menu by the add-in. This is a screen shot of the context menu when right clicking somewhere inside the 12 folder.



You can force a push down whenever it's necessary which will push down all folder and files from the selected node and under.

You can disable the push down temporarily by unchecking the alternative just beneath the push down menu alternative.

NOTE! Some file types are not pushed down automatically like .cs files. The file types which are skipped can be configured in the local config tab in the artifact config dialog.