

TeamCity on Mac and building .NET...



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Hi,

i am new to TeamCity and since i just want to give it a try i am curios to set it up on my mac mini as a (energy saving) continous integration server for my personal projects.

However i am asking myself if it is possible to build native .NET applications (not MONO) when running TeamCity under Mac OS X, because MSBuild would be unavailable.

Could please someone shed some light on this as i could find no answer i understood in the docs.

Tags: build, teamcity, agent