

Run duplicates-finder from build script?



[Peter Mounce](#) 70 posts since

Dec 23, 2005

Is it possible to run the duplicates-finder from my build script? Pointing it at my solution file is not working, because that won't build without AssemblyInfo.cs being generated, which is something my build-script takes care of.

What is the CLI app that this runner is executing, that I can put this into my build script, please? Or, is there a way to execute a pre-runner command so I can call that part of my script that generates AssemblyInfo.cs ? Or, is there a way of making, I guess, an Agent Dependency, to force this config to be run on the same agent that performed the compilation (which is done in a previous, separate configuration - this is why there's the problem; there's no guarantee that the DF config will execute on the same agent as the compilation config).

Tags: agent



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Dec 23, 2005 1. **Re: Run duplicates-finder from build script?** Dec 31, 2008 12:52 PM

Also - does the duplicate-finder need DLLs to run against, or is it purely parsing source-code?



[Leonid Shalupov](#) 75 posts since

Dec 17, 2005 2. **Re: Run duplicates-finder from build script?** Jan 11, 2009 5:17 PM

Unfortunately, it's not possible to run duplicates finder from your script at the moment. Please watch the issue: <http://jetbrains.net/tracker/issue/TW-4209>

But you can run duplicates finder on your solution as dedicated build configuration.

Since duplicates finder works on source code only, it's not required to have all files at hand or even compilable code.