

# How to retrieve dependent artifacts...

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[Anna Lear](#) 2 posts since

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I have a build that produces artifacts for 3 projects, one folder per project. So, the published artifact folder structure is, say, A\\*.dll, B\\*.dll, C\\*.dll.

I have another build that depends on it and wants to just retrieve artifacts from project A. I set up the dependency as "A\\*. \* => ." but that results in the "A" folder being copied over rather than just its contents. Is there a way to retrieve just the contents of the folder into the checkout dir of my second build?

Thanks.



[Pavel Sher](#) 2,148 posts since

Mar 6, 2008 1. **Re: How to retrieve dependent artifacts without their folder structure** Feb 5, 2010 7:49 AM

It's a known issue, which we plan to address soon. For the moment, there is no easy workaround. Probably artifacts could be published using slightly different directories layout, or before main part of the build starts some script can somehow prepare downloaded artifacts.