

# Build Agent can't run sln2008 project...

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[Richard Sargent](#) 6 posts since

Aug 12, 2009

After upgrading Team City to 5.0.2, my build agent is no longer able to find MSTest and is no longer compatible with sln2008.

My project states the Agent is incompatible for the following reasons:

**Incompatible runner:** sln2008

**Unmet requirements:** system.MSTest.9.0                      exists

Below are the System Properties for my agent:

## Properties defined in the agent configuration file or determined based on the OS environment

teamcity.agent.cpuBenchmark	145
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## Additional properties defined by JVM and agent runtime

agent.home.dir	C:\TeamCity\buildAgent
agent.name	build1
agent.work.dir	C:\TeamCity\buildAgent\work

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<b>file.encoding</b>	Cp1252
<b>file.separator</b>	\
<b>os.arch</b>	x86
<b>os.name</b>	Windows XP
<b>os.version</b>	5.1
<b>path.separator</b>	;
<b>teamcity.build.tempDir</b>	C:\TeamCity\buildAgent\temp\buildTmp
<b>user.country</b>	US
<b>user.home</b>	C:\
<b>user.language</b>	en
<b>user.name</b>	SYSTEM
<b>user.timezone</b>	America/New_York
<b>user.variant</b>	

Tags: mstest, buildagent, sln2008



[Marina Grechko](#) 600 posts since

Oct 12, 2009 1. **Re: Build Agent can't run sln2008 project after Upgrade to 5.0.2** Mar 17, 2010 12:02 PM

Richard,

The possible reason for the problem can be that at some moment the build agent update process was interrupted and it didn't unpack all the plugins.

To help us analyze the problem, can you please provide agent logs covering the moment of agent first start and being in incompatible state?

To fix the problem and ensure all plugins are unpacked, please remove buildAgent/plugins/\* and restart the build agent. It will take some time for plugins to be downloaded and unpacked, so please don't do anything with build agent for a couple of minutes.

In our turn, we should detect such situations and fix them. Please watch/vote for <http://youtrack.jetbrains.net/issue/TW-11301>



[Richard Sargent](#) 6 posts since

Aug 12, 2009 2. **Re: Build Agent can't run sln2008 project after Upgrade to 5.0.2** Mar 17, 2010 2:14 PM

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By uninstalling TeamCity and reinstalling it, the build agent properly registered all the build types.