

# Visual C Build Issues

If you experience any problems running Visual C++ build on a build agent, you can try to workaround these issues with the following steps, sequentially:



Any of these steps may solve your issue. Please feel free to leave feedback of you experience.

- Make sure you do not use mapped network drives.
- Make sure build user have enough right to access necessary network paths
- Log on to the build agent machine under the same user as for build and try running the following command:

```
msbuild.exe <path to solution.sln> /p:Configuration:Release /t:Rebuild
```

- Build Agent service runs under the user with local administrative privileges
- Make sure Microsoft Visual Studio is installed on the build agent
- You have to start Visual Studio 2005 or Visual Studio 2008 under build user once <http://www.jetbrains.net/devnet/message/5233781#5233781>
- If Error spawning cmd.exe appears, you should put the following lines exactly into the list in Tools -> Options -> Projects and Solutions -> VC++ Directories:

```
--$(SystemRoot)\System32  
--$(SystemRoot)  
--$(SystemRoot)\System32\wbem
```

<http://www.jetbrains.net/devnet/message/5217957#5217957>

- You need to add all environment variables from `...\Microsoft Visual Studio 9.0\VC\vcvarsall.bat` to environment or to `buildAgent.properties` file
- Try using `devenv.exe` with [Command Line Runner](#) instead of `Visual Studio(sln)` build runner
- Ensure all paths to sources do not contain spaces
- Set `VCBuildUserEnvironment=true` in runner properties
- Specify 'VCBuildAdditionalOptions' property with value '/useenv' in the build configuration settings to instruct msbuild to add '/useenv' commandline argument for spawned vcbuild processes.

See also:

[Administrator's Guide: .NET Testing Frameworks Support | NUnit support](#)