




# Perforce

This page contains descriptions of the fields and options available when setting up VCS roots using Perforce:


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 If you plan to use agent-side [checkout mode](#), note that Perforce client must be installed on the agents, and path to p4 executable must be added to the PATH environment variable.


## P4 Connection Settings

Option	Description
Port	Specify the Perforce server address. The format is host:port.
Client	<p>Click this radio button to directly specify the client workspace. The workspace should already be created by Perforce client applications like P4V or P4Win. Only mapping rules are used from the configured client workspace. The client name is ignored.</p> <div data-bbox="310 785 1484 930" style="border: 1px solid red; padding: 5px;"><p> <b>Performance impact</b> When this option is used, internal TeamCity source caching on the server side is disabled, which may worsen the performance of clean checkouts. For maximum performance, we recommend using Client Mapping option (see below)</p></div>
Client Mapping	<p>Click this radio button to specify the mapping of the depot to the client computer. If you have Client mapping selected, TeamCity handles file separators according to OS/platform of a build agent where a build is run. To enforce specific line separator for all build agents, use Client having <code>LineEnd</code> option specified in Perforce instead of Client mapping. Alternatively you can add an <a href="#">agent requirement</a> to run builds only on specific platform.</p> <div data-bbox="310 1121 1484 1213" style="border: 1px solid blue; padding: 5px;"><p> <b>Tip</b> Use <code>team-city-agent</code> instead of the client name in the mapping.</p></div> <p>Example:</p> <div data-bbox="350 1283 1446 1444" style="border: 1px solid gray; padding: 10px;"><pre>//depot/MPS/... //team-city-agent/... //depot/MPS/lib/tools/... //team-city-agent/tools/...</pre></div>
User	Specify the user login name.
Password	Specify the password.
Path to P4 executable	Specify the path to the Perforce command-line client: <code>p4.exe</code> file). This path will be used both for server-side checkout and for agent-side checkout. If you need different values for this path on different build agents when using agent-side checkout, you can set the value using <code>TEAMCITY_P4_PATH</code> environment variable in <code>buildAgent.properties</code> file
Ticket-based authentication	Check this option to enable ticket-based authentication.
Charset	Select the character set used on the client computer.
Support UTF-16 encoding	Enable this option if you have UTF-16 files in your project.

Workspace options for checkout on agent	If needed, you can set here the following options for <code>p4 client</code> command: <code>Options</code> , <code>SubmitOptions</code> , and <code>LineEnd</code> .
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 To customize the workspace name when using client side checkout add following configuration parameter at the Build Parameters page:  
`teamcity.performer.workspace.prefix`

## Changes Checking Interval

Option	Description
Checking interval	<p>Select here how often TeamCity should check for VCS changes. By default the global predefined server setting is used, that can be modified at the Administration &gt; Server Configuration page. The interval's time starts being counted as soon as the last VCS server poll is finished. Here you can specify here custom interval for the current VCS root.</p> <div style="border: 1px solid #ffc107; padding: 5px; margin-top: 10px;">  Some public servers can block access if polled frequently. </div>

## VCS Root Sharing

Option	Description
VCS Root Sharing	Enable this option to use this VCS root in other projects or build configurations. See <a href="#">Shared VCS Roots</a> for more information.

See also:

[Administrator's Guide: VCS Checkout Mode](#)