

T4 Extensions

Devart T4 Editor	https://www.devart.com/t4-editor/
Tangible Engineering T4 Editor	https://t4-editor.tangible-engineering.com/T4-Editor-Visual-T4-Editing.html
Resharper T4 Extension	https://plugins.jetbrains.com/plugin/13469-fo rtea/

Microsoft Documentation on T4

Overview of T4	https://docs.microsoft.com/en-us/visualstudio/modeling/code-generation-and-t4-text-templates?view=vs-2019
Writing a T4 Template	https://docs.microsoft.com/en-us/visualstudio/modeling/writing-a-t4-text-template?view=vs-2019
TextTransform.exe	https://docs.microsoft.com/en-us/visualstudio/modeling/generating-files-with-the-texttransform-utility?view=vs-2019

Template Header

Define Language and Debugging	<code><#@ template debug= " false" hostsp eci f</code>
Define File Extension	<code><#@ output extens ion =".c s" #></code>
Reference Built In Assembly	<code><#@ assembly name="S yst em.C or e" #></code>
Reference External Assembly	<code><#@ assembly name="\$ (pr oje ctD ir) \As s</code> <code>ra tor -Lo gic.dl l" #></code>
Include Another Template	<code><#@ include file="\$ (pr oje ctD ir) \In cl</code>

Control Blocks

```
<#  
  
    for(int i = 0; i < 4; i++)  
    {#>  
  
        This is index <#= i+1 #>  
  
<# }#>
```

Videos on T4 Templates

C# Code Generation Using T4 Templates	https://www.youtube.com/watch?v=kGvwOwv7KQ8
Code Generation with T4 Templates	https://www.youtube.com/watch?v=XK17iNvJqQs

Text Template Utility Methods

```
WriteLine("Some Text")  
Write("Some Text")  
PushIndent("t")  
ClearIndent()
```



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Page 1 of 2.

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Class Feature Block

```
<#+
    private string GetTemplateDirectory()
    {
        return Path.GetDirectoryName(
(Host.TemplateFile));
    }

    private void SaveOutput(string output -
FileName, string subDirectory= " ") {
        string templateDirectory =
GetTemplateDirectory();
        if (!string.IsNullOrEmpty(subDirectory))
        {
            templateDirectory =
Path.Combine(templateDirectory, subDirectory);
        }
        string outputPath = Path.Combine(
templateDirectory, outputFileName);
        if (!Directory.Exists(templateDirectory))
        {
            Directory.CreateDirectory(
templateDirectory);
        }
        File.WriteAllText(outputPath, this.GenerationEnvironment.ToString());
        this.GenerationEnvironment.Clear();
    }
#>
```



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