

# Visual Studio Settings

In this section:


- [cpptest.input.msvc.compiler](#)
- [cpptest.input.msvc.add.compiler.options](#)
- [cpptest.input.msvc.solution](#)
- [cpptest.input.msvc.config](#)
- [cpptest.input.msvc.platform](#)

## cpptest.input.msvc.compiler

This setting specifies the compiler executable. The default compiler is `cl.exe`.

### Acceptable Values

<code>[path]</code>	The path to the compiler executable.
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 Use double backslashes to specify the file path on Windows.

## cpptest.input.msvc.add.compiler.options

This setting specifies additional compiler options. If you specify more than one option, separate the values with a space character. The product's property file is preconfigured to use `-I.` for this setting. If no value is present, the setting will be ignored.

### Acceptable Values

<code>[compiler_option]</code>	The list of additional compiler options separated with a space character.
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## cpptest.input.msvc.solution

This setting specifies the solution name. By default, the solution name is the same as the solution file name, but if a project file name is specified as an input parameter, this property can be used to set the solution name.

### Acceptable Values

<code>[solution_name]</code>	The list of additional compiler options separated with a space character.
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## cpptest.input.msvc.config

This setting specifies the configuration used during the build. The default is the first configuration in the project file.

### Acceptable Values

<code>[configuration_name]</code>	The name of the configuration that is used during the build.
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## cpptest.input.msvc.platform

This setting specifies the platform used during the build. The default is the first platform in the project file.

### Acceptable Values

<code>[platform_name]</code>	The name of the platform that is used during the build.
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