

Re: Visual Studio 2005 & Team System

Source:

<http://www.tech-archive.net/Archive/DotNet/microsoft.public.dotnet.languages.csharp/2005-07/msg00888.html>

- *From:* v-keyv@xxxxxxxxxxxxxxxxxxxxxxxx (Kevin Yu [MSFT])
 - *Date:* Thu, 07 Jul 2005 02:55:37 GMT
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Hi grs,

For Whidbey Beta issues, please post to the forum Willy has suggested.
Thanks!

Kevin Yu

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• *References:*

- ◆ *Visual Studio 2005 & Team System*
 - ◇ *From:* grs
- ◆ *Re: Visual Studio 2005 & Team System*
 - ◇ *From:* Willy Denoyette [MVP]
- Prev by Date: *WMI Hard drive Physical address and drive letter*
- Next by Date: *Warning 1684 CA2214 : Microsoft.Usage : 'RandomShade..ctor(Int32, Int32, Int32, Int32, Int32)' contains a call chain that results in a call to a virtual method defined by the class. Review the following call stack for unintended consequences:*
- Previous by thread: *Re: Visual Studio 2005 & Team System*
- Next by thread: *Problems building solution based on shared assemblies*
- Index(es):
 - ◆ *Date*
 - ◆ *Thread*