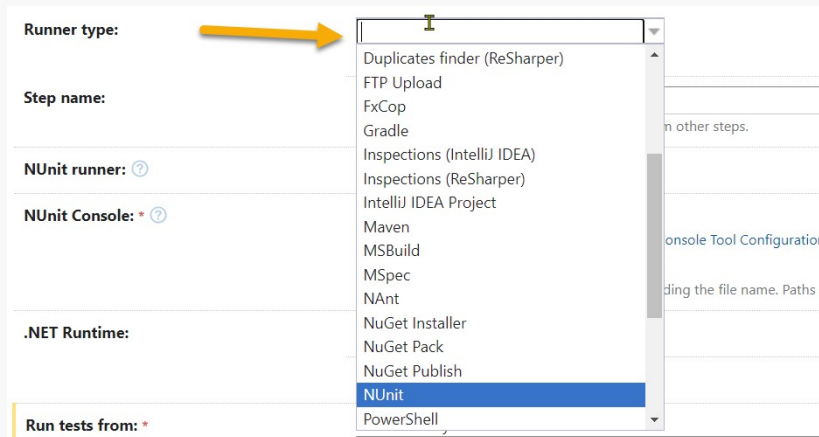


How to add xUnit plugin to TeamCity

Published 5/6/2021 by [Raghav Khunger](#)

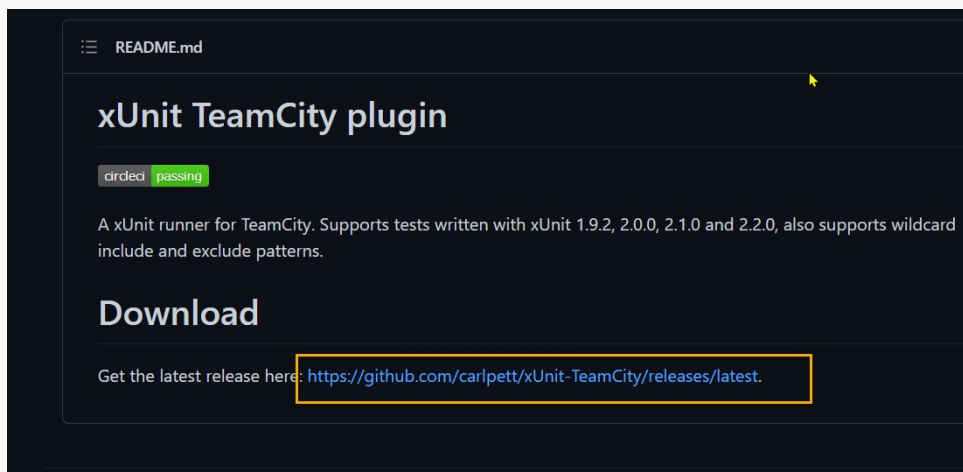
By default the [TeamCity](#) comes with NUnit plugin. But if you have the Unit Test project built with [xUnit](#) framework you will have to install xUnit plugin for TeamCity.

In the runner type while adding steps there will not be any xUnit option by default.

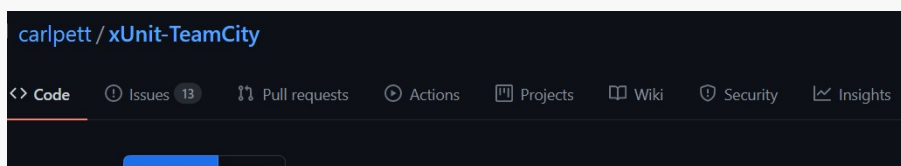


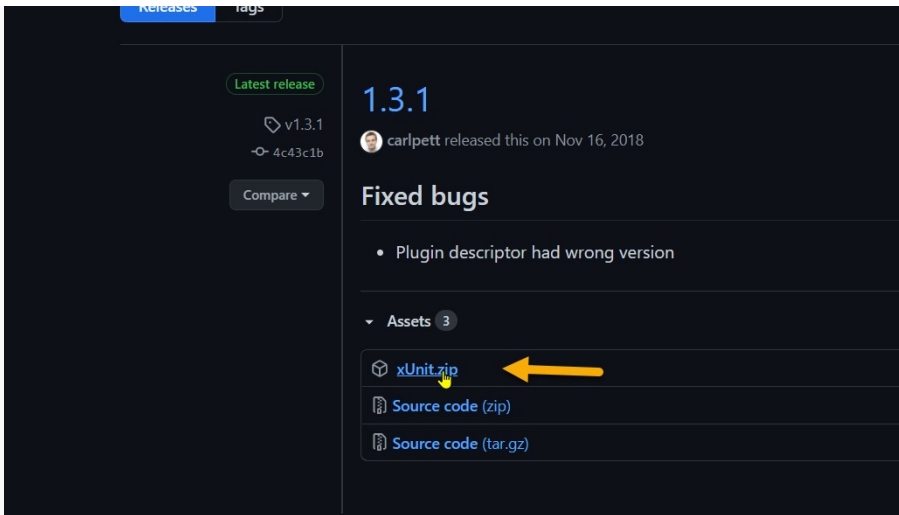
Let's follow the steps for installing the the xUnit plugin.

1. Go to [xUnit TeamCity plugin Github repository](#)
2. Click the download link for the [latest release](#).

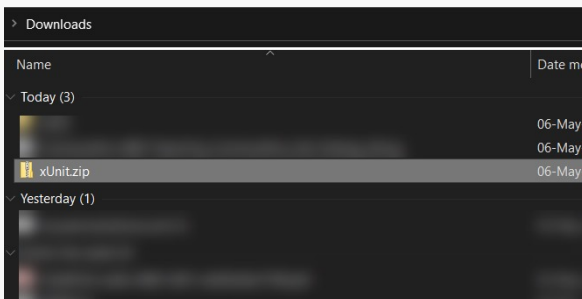


3. Click the xUnit.zip to download the plugin we need





Zip will be downloaded in the "Downloads" folder



4. Go to "Administration" panel in your teamcity website (admin/admin.html) and click "Plugin List" option on the left hand side under "Server Administration" section.

Integrations
Tools

Server Administration
Global Settings
Authentication
Updates
Nodes Configuration
Email Notifier
Jabber Notifier
Diagnostics
Backup
Projects Import
Licenses
Clean-up Settings
Usage Statistics
[Plugins List](#)

5. Click the "Upload plugin zip" button and upload the zip we downloaded earlier.

Administration

Project-related Settings
Projects
All Builds
Build Time
Disk Usage
Server Health

Plugins List

This TeamCity installation has 99 plugins (including 1 external)

[Browse plugins repository](#)

[+ Upload plugin zip](#)

Periodically check for plugin updates [Check Now](#)

External plugins

| Plugin Name | Version | Vendor |
|--|---------|-----------|
| GitHub Commit Hooks Allows installing GitHub webhooks for GitHub repositories used by TeamCity VCS roots | 62 | JetBrains |

Bundled plugins

| Plugin Name | Version | Vendor |
|---|---------|-----------|
| Apache Ant runner support | 66526 | JetBrains |
| Apache Ant distribution rebundled by JetBrains | 66526 | JetBrains |
| Duplicates Finder (Java) | 66526 | JetBrains |

Plugins List

This TeamCity installation has **99** plugins (including 1 external)

[Browse plugins repository](#) [+ Upload plugin zip](#)

Periodically check for plugin updates [Check Now](#)

External plugins

| Plugin Name | Version | Vendor |
|--|---------|-----------|
| GitHub Commit Hooks Allows installing GitHub webhooks for GitHub repositories used by TeamCity VCS roots | | JetBrains |

Upload plugin zip

Plugin [Choose File](#)

[Upload plugin zip](#) [Cancel](#)

6. Click the "Enable uploaded plugins" button to enable the plugin.

Plugins List

This TeamCity installation has **100** plugins (including 2 external)

[Browse plugins repository](#) [+ Upload plugin zip](#)

Periodically check for plugin updates [Check Now](#)

⚠ Uploaded plugin: xUnit

[Enable uploaded plugins](#)

External plugins

| Plugin Name | Version |
|--|---------|
| ⚠ xUnit Runs tests written in xUnit Not loaded (new uploaded plugin) | 1.3.1 |

7. Click the "Enable" button presented in the modal

Plugins List

This TeamCity installation has **100** plugins (including 2 external)

[Browse plugins repository](#) [+ Upload plugin zip](#)

Periodically check for plugin updates [Check Now](#)

⚠ Uploaded plugin: xUnit

[Enable uploaded plugins](#)

Enable uploaded plugins

Enable all uploaded plugins **without server restart?**

[Enable](#) [Cancel](#)

External plugins

| Plugin Name | Version | Vendor |
|-------------|---------|--------|
| xUnit | 1.3.1 | Capeit |

After following the above steps you will notice that the xUnit plugin will be enabled.

Plugins List

This TeamCity installation has **100** plugins (including 2 external)

[Browse plugins repository](#)

[+ Upload plugin zip](#)

Periodically check for plugin updates [Check Now](#)

External plugins

| Plugin Name | Version | Vendor | Home Path |
|--|---------|-------------------|---|
| GitHub Commit Hooks Allows installing GitHub webhooks for GitHub repositories used by TeamCity VCS roots | 62 | JetBrains, s.r.o. | <TeamCity Data Directory>/plugins/teamcity-commit-hooks.zip |
| xUnit Runs tests written in xUnit | 1.3.1 | Capeit | <TeamCity Data Directory>/plugins/xUnit.zip |

You will be able to see the xUnit type in the Runner type while using it in the Build Steps of your configuration.

Runner type:

Step name:

- FxCop
- SSH Exec
- Xcode Project
- xUnit

tags : teamcity, xunit