

# deldotvs

Recursive deletion tool for .vs folders for Visual Studio 2017/2019/2022

Version 1.0

## Operating instructions

```
usage : deldotvs.exe
VS++ project temporary .vs dir remover!!!
$>deldotvs [delete root path] [Enter]
$>deldotvs [.% | ./] [Enter]

#####
■■■ Important: deldotvs recursively searches all folders under the specified
■■■ root path and continues deleting the .vs folder. We always recommend backing up
■■■ the original project file before execution.

■ Caution!!! Be sure to back up the .vs project
  to be deleted before executing this command.
■ Be sure to set Release/Debug x86/x64 when reloading the project.
#####
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(Q)uantum entanglement (U)nlimited (I)psilon (Z)ero
deldotvs.exe Version 1.0.0.1 2025/03/10 17:07:18:0214
```

QUIZ LAB LLC. 2025

2025/03/14

Document Version 1.0

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## 1. About deldotvs

### 1.1. Overview of deldotvs

deldotvs.exe is a utility that deletes temporary environment files when developing with Visual Studio C/C++.

The directory to be deleted is the .vs folder directly under the solution.

The reason for deleting it is that the size of .vs is huge, so it is necessary to compress the size when moving the source.

For example, by running deldotvs on a group of 10G projects, it is possible to compress them to around 350M.

-You can reduce the size of a backed up project of 20G or so and save it.

-You can reduce the size of the project file when carrying it around, making it easier to handle.

### 1.2. Side effects of removing .vs

If you delete the .vs folder, the definitions of Release/Debug and x86/x64 will be undefined when you reopen the project.

You will need to remember the project parameters before deleting it. Also, the .vs folder does not contain basic source programs or include files, so the source will not be lost. (Except when the user intentionally saves it in .vs)

This tool is "very dangerous." When using this tool, be sure not to use the original project source. Copy the original projects to another safe location and run deldotvs on the copied project folder.

We recommend that you make multiple backups of your original files before proceeding.

We cannot take any responsibility if you do not follow the procedure and lose your original project. We strongly recommend that you first create a new sample project on a safe removable disk, carefully check the .vs deletion status of that project, and repeatedly test it before using it.

### 1.3. Supported OS

Compatible with Windows 10 Developed with Visual C++ x64 Win64 API. As a result, it has achieved a smooth startup with little overhead. It also uses little memory, about 2MB at startup. When launching processes, it uses about 12MB.

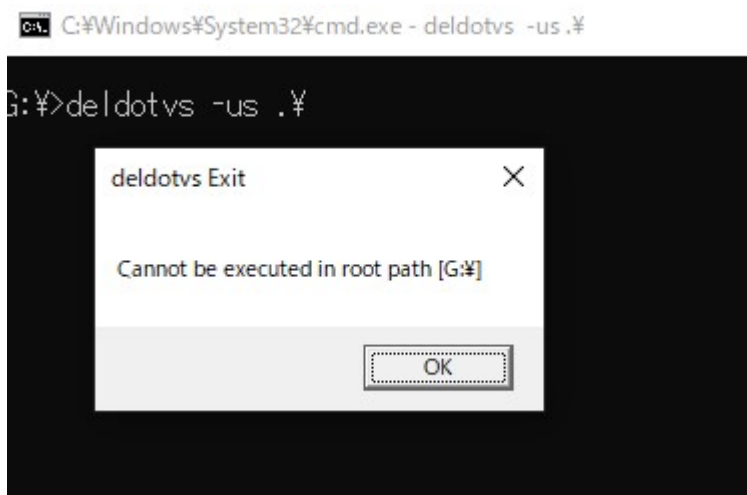
### 1.4. License Free

It is license-free. It can be used for free even for commercial development. Use deldotvs to accompany your C/C++ development in Visual Studio.

### 1.5. Simple Interface

This tool cannot be run on the root drive to ensure safety. If not, run it with a subfolder as the current path.

(dot yen ... jp os mode) please replace yen → back slash.



Other than that, it has few functions and options, so it is very simple to use.

### 1.6. Dangerous option -b

deldotvs -us -b .¥ [Enter] The -b option is "an even more dangerous option."

Binary .exe in VC++ x64/release

Delete .obj files from the Solution/Project/Project/x64 folder

Delete the same x86 .obj files.

In this case, if the created .exe is in a source state that cannot be rebuilt, you will not be able to recover the .exe.

(You can fix the problem in the source, but if this is not possible, you cannot recover it.)

Please handle this option with care. We recommend that you run it on a temporary copy of the project, open each solution, and check carefully for side effects before running it officially.

### 1.7. Other Features

Nothing in particular

## 2. Operational Specifications

No.	specification	explanation
1	Memory requirements	At least 10MB
2	Compatible OS	Windows10 Pro
3	Interface specifications	console command line application
4	Executable file name	deldotvs.exe
5	build style	Windows x64 SDK style build - No shared MFCxx.DLL required
6	license	freeware

## 3. Copyright and License

The copyright belongs to QUIZ LAB LLC. It may be used by individuals or corporations without restrictions. However, we do not guarantee or warrant any defects or disadvantages that may arise as a result of using this software. The decision to use it is left to the user. In particular, this tool is a tool that deletes temporary binary files from source projects. We ask that you use it with care.

## 4. About redistribution

Redistribution is prohibited. If you require a new version, please download it from our website or the Vector website.

As of 2025.03.14, our website is under preparation. Please contact us at [netbsdmania@gmail.com](mailto:netbsdmania@gmail.com) until the website is ready.

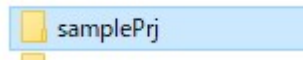
However, we cannot guarantee that we will be able to respond promptly.

Vector website URL <https://www.vector.co.jp/>

## 5. Bug Fixes and Maintenance

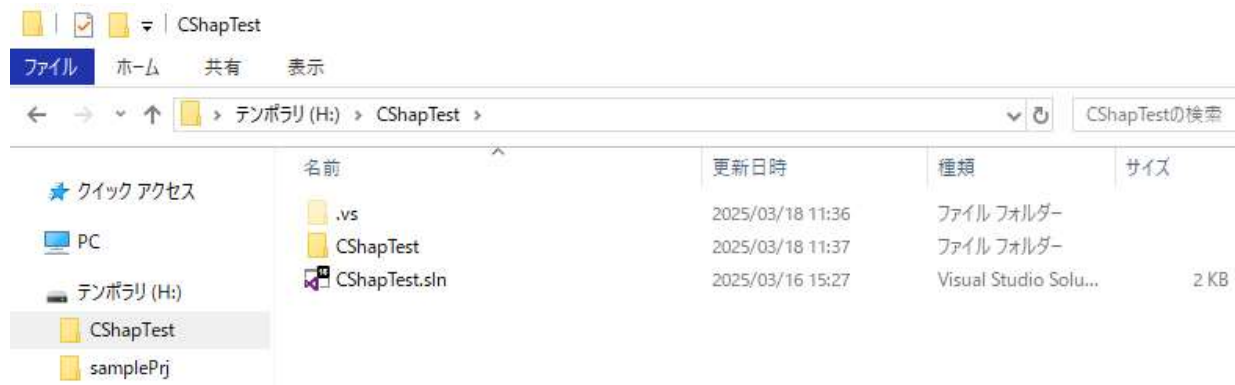
If any bugs are reported, we plan to respond to them proactively. Maintenance will be carried out every two years, and we plan to announce the continuation at that time. We would appreciate your feedback on usability.

## 6. Practice with sample projects



Copy the CShapTest project placed in samplePrj to a safe location (preferably not the disk where the current project is located). In this example, move it to H: on the removable disk.

When I opened CShapTest, I found the .vs folder. Its size is about 774KB. Depending on the user's settings, hidden files may not be visible in explorer. In that case, change the setting to show hidden files in System - Advanced Settings. (For a C++ project, the size is reduced from 90MB to 1.7MB. For distribution reasons, we were unable to use a C++ project.)



Launch cmd.exe in the current location (deldotvs.exe is assumed to have been installed using the installation instructions).

```
C:\Windows\System32\cmd.exe

H:\CShapTest>dir /AH
ドライブ H のボリューム ラベルは テンボラリ です
ボリューム シリアル番号は 7EDD-5867 です

H:\CShapTest のディレクトリ

2025/03/18  11:36  <DIR>          .vs
               0 個のファイル          0 バイト
               1 個のディレクトリ  30,867,542,016 バイトの空き領域

H:\CShapTest>dir
ドライブ H のボリューム ラベルは テンボラリ です
ボリューム シリアル番号は 7EDD-5867 です

H:\CShapTest のディレクトリ

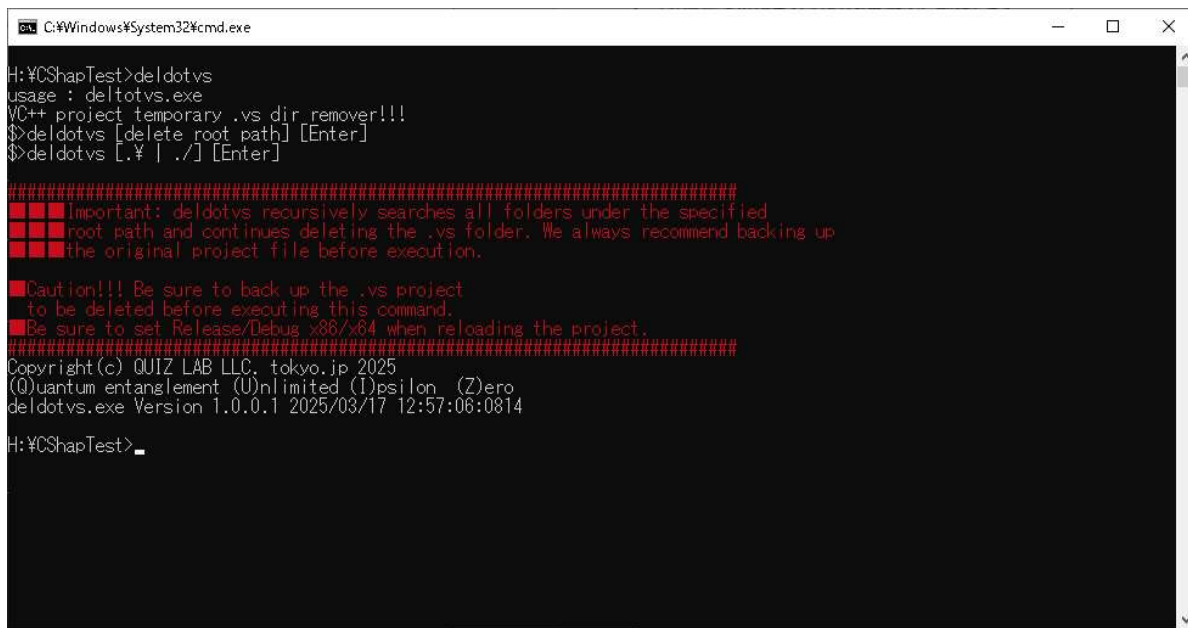
2025/03/18  11:37  <DIR>          .
2025/03/18  11:37  <DIR>          ..
2025/03/18  11:41  <DIR>          CShapTest
2025/03/16  15:27      1,125 CShapTest.sln
               1 個のファイル          1,125 バイト
               3 個のディレクトリ  30,867,542,016 バイトの空き領域

H:\CShapTest>
```

.vs is a hidden file, so it will be displayed with dir /AH, and the others with dir.

Press deldotvs [Enter]

Notes and basic usage will be displayed.



```
C:\Windows\System32\cmd.exe
H:\¥CShapTest>deldotvs
usage : deldotvs.exe
VC++ project temporary .vs dir remover!!!
$>deldotvs [delete root path] [Enter]
$>deldotvs [.¥ | ./] [Enter]

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■■■■ Important: deldotvs recursively searches all folders under the specified
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■■ Caution!!! Be sure to back up the .vs project
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■■ Be sure to set Release/Debug x86/x64 when reloading the project.
#####
Copyright(c) QUIZ LAB LLC. tokyo.jp 2025
(Q)uantum entanglement (U)nlimited (I)psilon (Z)ero
deldotvs.exe Version 1.0.0.1 2025/03/17 12:57:06:0814
H:\¥CShapTest>
```

Execute the deletion, making sure that the path is a safe location.

(Here, the safe location H:\¥CShapTest> is the current location)

Note: You can also specify the backup destination project using a batch.

Example: \$>deldotvs -s h:\¥CShapTest

In this case, no error or confirmation dialog will be displayed. Add the -s option.

First, always start from the current location and make sure that the current prompt location is a safe location.

deldotvs will continue to recursively delete the .vs folders of multiple projects under the current location.

If you don't want to delete multiple projects, copy a single project to the working location as in this example before running it.

When you run it, a confirmation dialog box will be displayed. You can exit without doing anything by selecting Cancel.

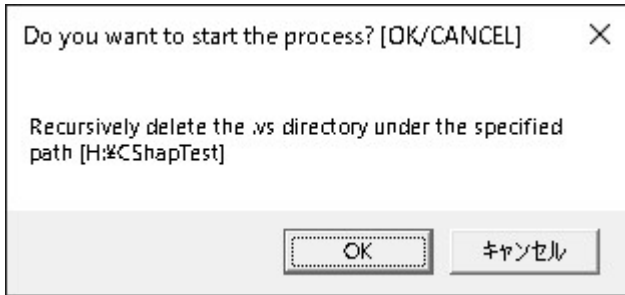
**If you accidentally specify a path to the original project folder, all of the original .vs files will be deleted.**

**Please be very careful and test thoroughly with a dummy project before releasing the batch.**

Enter the execution command

deldotvs -us ./ [Enter]

-us us mode message. Default jp mode.



Note: If you don't want to display the confirmation dialog, add the -s option to the command line options.

The reason why you need to delete recursively is that if you only want to delete the .vs of a single project, you can just delete it in Explorer.

It's a pain to delete the .vs of a huge project folder one by one.

Check again that the path location is correct and click OK.

```
C:\Windows\System32\cmd.exe
H:\CShapTest>deldotvs -us ./
Delete only the .vs folder

DIR [H:\CShapTest\*.vs]
DelDir [H:\CShapTest\*.vs]
DelDir [H:\CShapTest\*.vs\CShapTest]
DelDir [H:\CShapTest\*.vs\CShapTest\v15]
DelDir [H:\CShapTest\*.vs\CShapTest\v15\Server]
DelDir [H:\CShapTest\*.vs\CShapTest\v15\Server\sqlite3]

=====
Number of .vs tem dir deletions 5
=====

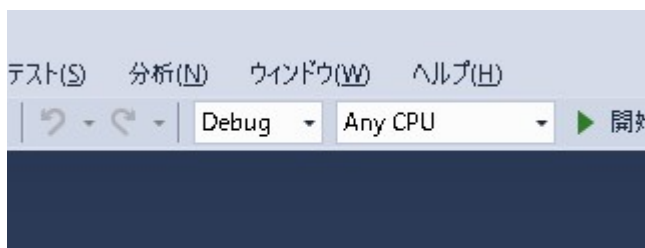
H:\CShapTest>
```

774KB has become 69.6KB.

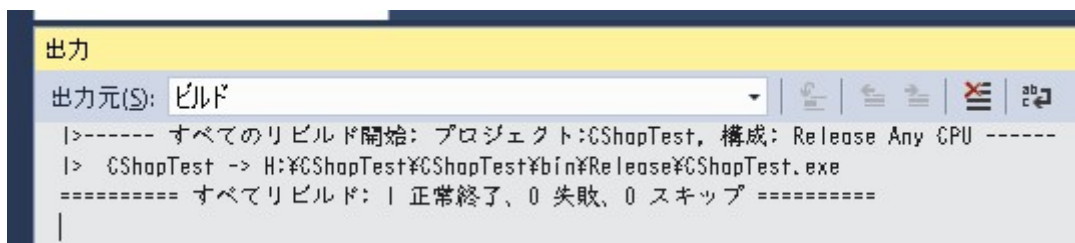
With the VC++ project (standard wizard-created console x64 release), the size has gone from about 90MB to 1.7MB. (The VC++ project is not included for distribution purposes.)



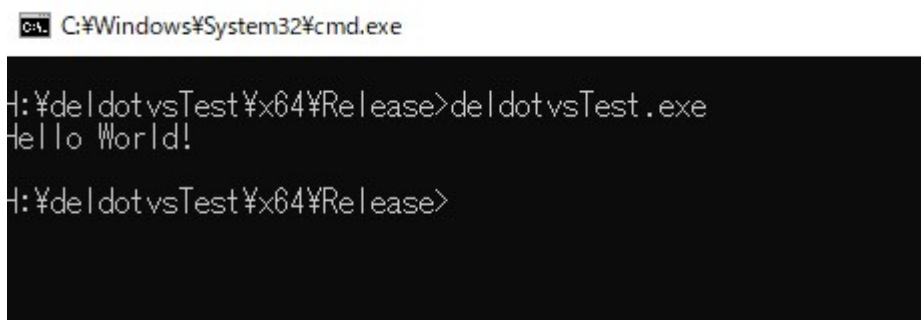
When you open the project after deleting, it will change from Release/x64 to Debug/x64.



Change Debug to Release and build again. Build was successful.



Confirmed execution (sorry we're in jp os mode)





Please copy the test project again and check the -b option.

```
C:\Windows\System32\cmd.exe

H:\CShapTest>del /s /q *.vs

DIR [H:\CShapTest\*.vs]
DelDir [H:\CShapTest\*.vs]
DelDir [H:\CShapTest\*.vs\CShapTest]
DelDir [H:\CShapTest\*.vs\CShapTest\v15]
DelDir [H:\CShapTest\*.vs\CShapTest\v15\Server]
DelDir [H:\CShapTest\*.vs\CShapTest\v15\Server\sqlite3]

DIR [H:\CShapTest\CShapTest\bin\Release]
DelDir [H:\CShapTest\CShapTest\bin\Release]

DIR [H:\CShapTest\CShapTest\obj\Release]
DelDir [H:\CShapTest\CShapTest\obj\Release]
DelDir [H:\CShapTest\CShapTest\obj\Release\TempPE]

DIR [H:\CShapTest\CShapTest\bin\Debug]
DelDir [H:\CShapTest\CShapTest\bin\Debug]

DIR [H:\CShapTest\CShapTest\obj\Debug]
DelDir [H:\CShapTest\CShapTest\obj\Debug]
DelDir [H:\CShapTest\CShapTest\obj\Debug\TempPE]

=====
Number of .vs tem dir deletions 11
=====

H:\CShapTest>
```