Used to specify different aspects of the transformation.

See detail sheet for more information

#### **Parameters**

- language
- debug
- inherits
- hostspecific

# @template

Used to load assemblies so that your template code can use its types. Similar to adding a reference within Visual Studio.

#### **Parameters**

 name: The strong name or full path and name to the assembly

# @assembly

You can use the class feature blocks in your text templates to add helper functions.
Helper functions enable you to avoid repeating common code

Syntax:

<#+

Feature Code

#>

### feature block

Used to specify the output characteristics of the generated text output.

### **Parameters**

- extension: The file extension
- encoding: The text encoding used when creating the output file.

### @output

Allows you to include another template as though that text were included in the template currently being processed.

#### **Parameters**

file: The path to the file to include

### @include

You can use statement blocks in text templates to control the flow of processing in the text template

Syntax:

<#

Syntax Code

#>

### statement block

Used to refer to elements in a referenced assembly without providing a fully-qualified name. Equivalent of *using* in C# or *imports* in Visual Basic.

#### **Parameters**

• namespace: The namespace.

## @import

Used to declare properties in your template code that are initialised from values passed in from the external context.

#### **Parameters**

- type: The full type name of the property
- name: The name of the property

### @parameter

You can use expression blocks in text templates to add strings to the generated text output

Syntax:

<#=

Syntax Code

# >

# expression block

