

# Connecting to UtopiaNuguet

Link to UtopiaNuguet:

[https://dev.azure.com/eFileCabinet/Utopia/\\_packaging?\\_a=feed&feed=UtopiaNuguet](https://dev.azure.com/eFileCabinet/Utopia/_packaging?_a=feed&feed=UtopiaNuguet) (alternatively try this:

[https://pkgs.dev.azure.com/eFileCabinet/Utopia/\\_packaging/UtopiaNuguet/nuget/v3/index.json](https://pkgs.dev.azure.com/eFileCabinet/Utopia/_packaging/UtopiaNuguet/nuget/v3/index.json))

First connect to feed by pressing the Connect to Feed button at the top. Click on the Visual Studio option. Follow steps.

(Once you've created the Nuguet Package Source, try to build the project and see if it succeeds before moving trying the below stuff)

Once connected to feed then go ahead and find the nuguet that is needed and click on it. Then copy the nuguet command and go into visual studio and go to Tools-Nuguet Package Manager-Package Manager Console. Then paste the nuguet command into the console and run.

If issue of 401 comes up use link to resolve: [https://blog.rsuter.com/how-to-use-a-private-vsts-nuguet-package-feed-with-the-net-core-cli/#:~:text=If you have a.NET Core project which references,status code does not indicate success%3A 401 \(Unauthorized\) .](https://blog.rsuter.com/how-to-use-a-private-vsts-nuguet-package-feed-with-the-net-core-cli/#:~:text=If you have a.NET Core project which references,status code does not indicate success%3A 401 (Unauthorized) .)

## UtopiaNuguet on Mac

If you're doing this on mac (sorry), then the process is slightly different. [See this other wiki page.](#)

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