

## Best practices when coding EwE6

This page attempts to convey some of the oddities and nasties that we have ran into over the years when building EwE6.

### Resources and localization

Theoretically, the EwE6 scientific interface can be localized to any language, although we do not envy the poor soul commissioned to perform such a job. In intention all language-specific elements in EwE are provided in either localizable forms or in localizable resource tables. We have tried to consistently implement this but exceptions may exist; please let us know if you find any.

The ScientificInterfaceShared assembly offers a whack of shared resources, such as strings and images, for plug-ins and the main Scientific Interface to share to reduce the amount of scattered resources that need localizing. In your assembly simply add a statement such as `import ScientificInterfaceShared.My.Resources = SharedResources`, and access all shared resources on the imported SharedResources thingy.

When you develop your own plug-ins with a user interface, please try to stick to the following resource guidelines:

- Use resources provided in ScientificInterfaceShared when possible,
- Set the 'localizable' property of any forms that you develop to True.

### Target processor

To date, Microsoft has not updated its Access drivers, the core drivers that EwE6 needs to use its database, to 64-bit. EwE6 and ANY EWE6 PLUG-IN must be compiled at ANY TIME for 32 bit processors. Set all applications to build for x86 processors via: Menu > Build > Configuration Manager > x86 (new if not listed). See [?image](#).

### Nasty experiences

- Issue [#702](#): always override `Dispose(bDisposing)` to clean up controls, do not (smartly) use [OnHandleDestroyed?](#).