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.

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?.