

Loading and compiling the Ecopath source code

In order to load the EwE6 sources into Visual Studio or Visual Basic express, please follow these instructions:

- i. If you have not done so, [install a development environment such as Visual Studio or Visual Basic Express](#).
- ii. If you have not done so, [please obtain the EwE6 sources from SVN](#).
- iii. If you are using Visual Studio 2010, open the file [Ecopath_dev]\Ecopath6\Sources\EwE6.sln, where [Ecopath_dev] is where you downloaded the sources from SVN.
- iv. If you are using Visual Basic Express, open the file [Ecopath_dev]\Ecopath6\Sources\EwE6_vbexpress.sln, where [Ecopath_dev] is where you downloaded the sources from SVN.

Your development environment will now load the EwE sources.

If you are loading the sources into your development environment for the first time, you will need to make two adjustments to make sure that the sources compile and run well:

- i. In the Solution Explorer panel (by default shown on the right side in the development environment), browse to the Project *Scientific Interface*.
- ii. Right click on *Scientific Interface* > *Set as Startup Project*. This will tell the compiler that the EwE application starts by launching the Scientific Interface project.
- iii. Make sure the Solution Explorer is visible (at the right-hand side by default). You can make the Solution Explorer appear via *Menu > View > Other Windows > Solution Explorer* (in Visual Studio) or via *Menu > View > Other Windows > Solution Explorer* (in Visual Basic Express). Don't you love these differences?!
- iv. In the Solution Explorer, right-click the Solution, and select *Configuration Manager....* Change the Active Solution Platform from 'Any CPU' to 'x86' if you have the 32-bit version of the Access database drivers installed, or 'x64' if you are using the 64-bit version the Access drivers. This is unfortunately necessary to help Windows find the Microsoft Access database drivers on your system when EwE6 needs them.

Now you are ready to compile and run the EwE sources:

- i. Hit F5 to compile and run the application.