Technical FAQ

Software requirements

To obtain the source code of EwE 5 and 6, you will need the following:

- A Subversion client such as ?TortoiseSVN to get a copy of the source code from the EwE Subversion repository,
- Log-in access to SVN, which we will provide to you upon request.
- The URL to our Subversion repository: http://sources.ecopath.org/svn/Ecopath/trunk/Ecopath6

[ShowMeUsingSVN Show me!]

To compile the source code of EwE 6, you will need:

- Microsoft Windows XP or newer. The EwE6 sources are not ?MONO compliant.
- A development environment such as ?Microsoft Visual Basic Express 2010 or newer, or ?Microsoft Visual Studio 2010 or newer
- ?Microsoft Jet Engine 4.0 for using MDB databases. Native to Windows XP and newer.

After installing the development environment, do the following to load the sources into Visual Studio:

i. Launch your development environment (Visual Studio or Visual Studio Express)
ii. Select *File > Open project / solution* (or similar, the wording may vary with different versions of Visual Studio)
iii. Browse to (EwE sources)\Sources, where (EwE sources) indicates the folder that you used to receive the EwE source code from Subversion
iv. Now open one of the two EwE6 solution files, depending on the version of Visual Studio that you use

The EwE sources should now be loaded without any complains. Once the sources are loaded, you will need to make three changes to Visual Studio to ascertain a proper working environment:

i. In the Visual Studio settings, make sure you always see Solutions via *Tools\Options\Projects and Solutions\Always Show Solution.* Visual Studio has the interesting but slightly impractical default setting of hiding solutions.
ii. Open the Solution Explorer panel, which by default is shown on the right hand side of the Visual Studio work space. If you do not see it, the View menu contains options to show this panel. In the Solution Explorer panel, expand the folder *ScientificInterface*, right-click the project *ScientificInterface'* and select Set As Startup Project. *This ensures that the EwE application correctly launches.*
iii. Lastly, make sure the EwE project is compiled for 32-bit machines. To do this, right-click the main solution again, select *Properties*, and in *Configuration Properties* switch the Platform to *x86*

You can now compile and run EwE6.

To load models stored in .eweaccdb, .accdb formats you will need:

- ?Microsoft 2007 Office drivers for using ACCDB databases. Installed with Office 2007, and native to Windows Vista and newer.

To compile the source code of EwE5, you require:

- ?Microsoft Visual Basic 6.
- Windows XP. Visual Basic 6 does not work well on the 64 bit versions of Windows Vista and Windows 7. You can develop using Windows' excellent ?Virtual PC.

Code documentation

- Documenting your code - How to write and publish in-code documentation with Visual Studio and ?SandCastle

Coding issues

We've ran into a series of limitations and oddities that we want to prevent from happening. Here are a few links that convey some of our experiences:

- Best practices, coding guidelines and user interface design guidelines
- Solving key EwE6 source code errors