

Welcome to Ecopath

Welcome to Ecopath.org's developer's site. This is your portal to gain access for Ecopath development. We hope to support your endeavors as much as possible. Please do not hesitate to contact us for any questions, concerns, suggestions, need access to sources. Rest assured that this site will continue to progress.

This wiki is divided into 3 main sections:

- Programming development
- Known bugs/features
- Beta testers

Regards,
EwE Development Team

Scientific development

- [EwE6 user manual](#) - The EwE6 user manual, in Wiki format.
 - [Error reporting](#) - Let us know about errors that you encounter, and track the solution of known errors in EwE6.
 - [Tips and tricks](#) - Tips and Tricks on the usage of EwE6.
 - [Missing Features?](#) - An overview of features that are not yet implemented in EwE6.
 - [To do?](#) - An overview of planned developments in EwE6.
 - [?Change log](#) - An overview what changed in each EwE6 release.
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Beta Tester

The Ecopath development team would like you to participate in the [beta test program](#). In brief cycles, two to three times per year, you will be asked to work closely with the development team on the latest version of the software to prepare EwE6 for a next release.

Building onto the EwE6 engine

Here are resources that would help you develop your own code using the EwE6 engine.

- [Basic tutorials](#) - Basic EwE6 programming tutorials.
- [\[MiscellaneousTutorials?\]](#) - Miscellaneous tutorials
- [EwE6 console application](#) - Basic code project that uses the EwE6 engine from a console application.
- [RunEcosimViaConsoleApplication](#)
- [EcopathOnlineTutorials](#)
- [CodeDocumentation](#)

If your sources do not run, do not forget to check the FAQ.

- [ScientificInterfaceKnownCompileErrorsFaq](#)
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Complete list of local wiki pages, see [TitleIndex](#).