Building APBS with Visual Studio 2010

These notes are primarily for APBS developers. Most information users need for build local versions of APBS can be found at <http://www.poissonboltzmann.org/apbs/user-guide/installation-and-avil>.

The following directions were prepared by Nathan Baker on Windows 7 with Visual Studio 2010 and Intel Parallel Studio XE 2011.

# Create the solution

1. Create a new "Win32 Project" in VS 2010 named APBS and located outside of the APBS source tree. It's easiest if the relative path from VS 2010 to the APBS source tree is relatively simple. For the purposes of these instructions, I'll be creating a VS 2010 project at the same directory level as the "trunk" of the APBS source code.
   1. I unchecked the "Create a directory for the solution" box.
   2. Under "Application Type", I selected "Console Application" and checked "Empty Project".
2. After your project is created, in the Solution Explorer, right-click on your APBS project and click “Use Intel Compiler” from the obscure set of context menus you’re presented with.

# Build MALOC

1. In the Solution Explorer, right-click on your solution and “Add… New Project” your solution. Name the project "MALOC" and use the "Win32 Project" template.
   1. Select "Static library" and uncheck "Precompiled header".
2. Right-click on the MALOC project and select “Use Intel Compiler”