## Prerequisite

1. Sync to trunk\DesignScript\Libraries\GLGeometry
2. Sync to ASM codes (//depot/acad/components/global/src/objectdbx/asm/), about 2.9GB. If you can't access Perforce, please copy the ASM binaries from [this location](file:///\\sinsgh93407yx\asm).
3. Download [boost 1.51](http://sourceforge.net/projects/boost/files/boost/1.51.0/boost_1_51_0.zip/download), and extract it under C:\boost\_1\_51 (note the name, no trailing zero).
4. Edit trunk\DesignScript\Libraries\GLGeometry\setupenv.bat to match your machine setup.
5. Ensure %ASM% in the above "GLGeometry\setupenv.bat" matches the ASM folder synced in Step #2.
6. Copy both debug and release folder [from here](file:///\\sinsgh93407yx\gl_3rdparty_x64), to a local folder (e.g. C:\gl\_3rdparty\_x64).
7. Sync to DesignScript Studio codes trunk\DesignScript
8. Edit trunk\DesignScript\Studio\Batch\setupenv.bat to match your setup (only the few environment variables marked within "machine specific configurations" section).

## Build Process

1. Open "Visual Studio Command Prompt (2010)" command prompt in Administrator mode.
2. Navigate to trunk\DesignScript\Studio\Batch folder and then run "setupenv.bat".
3. Run bs.bat ogl to build OpenGL geometries and all its dependencies (including Redist.sln)
4. Run bs.bat studio to build DesignScript Studio (with all binaries copied to %FINAL\_BIN%).
5. Run %FINAL\_BIN%\DesignScriptStudio.App.exe to launch DSS (not directly from VS).

If you make changes to anything under Redistributable.sln (e.g. ProtoScript.sln), you can build your stuff like this:

bs.bat redist

Then to make DSS up-to-date, do this:

bs.bat studio