Using the Debug Console with Release Candidate 3 (RC3)

A new version of the Debug Console project has been added to the Google code repository (landis-extensions\trunk\Debug\_Console\_rc3). Be sure you are using this updated version. This solution should work for both the 32-bit and 64-bit versions of RC3.

1. Add the Debug Console project to an existing solution that contains your code project.
2. Set the Debug Console project as Startup Project (right-click Debug Console project).
3. Set the path and file name for the scenario file to use for debugging.
   1. Debug Console project (right-click) -> Properties -> Debug tab
   2. Working directory = full path to scenario file (but not including file name)
   3. Command line arguments = scenario.txt (or other name for scenario file)
4. Build the Debug Console project.
5. Change the build events for your code project file:
   1. Code project (right-click) -> Properties -> Build Events tab
   2. Post-build event command line = copy $(TargetName).\* “C:\Program Files\LANDIS-II\v6\bin\extensions”
6. Build your code project.
7. Within the folder C:\Program Files\LANDIS-II\v6\bin:
8. Create a copy of Landis.Console-6.0.exe and rename the copy to be Landis.Console.exe.
9. Create a copy of Landis.Console-6.0.exe.config and rename the copy to be Landis.Debug.Console.exe.config.

After following the above steps, the Debug Console should work for RC3 versions of LANDIS-II. Step 7 only needs to be done once after installing RC3, and can be skipped when using the Debug Console with additional code projects. Below are a some additional items to check if you encounter errors getting the Debug Console to work.

* Debug Console project References should include Landis.Console-6.0.exe.
* The Debug Console project should build to the folder C:\Program Files\LANDIS-II\v6\bin\.
  + Debug Console project -> Properties -> Build tab -> Output path