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. If you had an earlier version of Debug_Console_rc3 it may be best to delete the entire project folder and check out the new version from the repository. This solution should work for both the 32-bit and 64-bit versions of RC3, but note that this process must be done separately on each machine (not just copy the files).

1. Add the Debug Console project (LANDIS-II Debug Console.csproj) to an existing solution that contains your code project (e.g., succession).

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.

    a. Debug Console project (right-click) -> Properties -> Debug tab

    b. Working directory = full path to scenario file (but not including file name)

    c. Command line arguments = scenario.txt (or other name for scenario file)

4. Set the output path for building the Debug Console project.

    a. Debug Console project (right-click)-> Properties -> Build tab

    b. Output path = C:\Program Files\LANDIS-II\v6\bin\

5. Build the Debug Console project.

6. Change the build events for your code project file:

    a. Code project (right-click) -> Properties -> Build Events tab

    b. Post-build event command line = copy $(TargetName).* "C:\Program Files\LANDIS-II\v6\bin\extensions"

7. Build your code project.

8. Within the folder C:\Program Files\LANDIS-II\v6\bin:

    a. Create a copy of Landis.Console-6.0.exe and rename the copy to be Landis.Console.exe.

    b. Create a copy of Landis.Console-6.0.exe.config and rename the copy to be Landis.Console-Debug.exe.config.

After following the above steps, the Debug Console should work for RC3 versions of LANDIS-II. Step 8 only needs to be done once after installing RC3, and can be skipped when using the Debug Console with additional code projects. If you find that LANDIS-II extensions that were previously installed are no

longer recognized as installed after following these directions, this can be resolved by copying extensions.xml from the bin\extensions folder to the bin folder (replacing the existing file). Below are 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.

- Your code project should build to (Output path) bin\Debug\.

- The Build Configuration for both your project and the Debug Console project should be Active (Debug).

- When copying and renaming files (Step 8) ensure that the file extensions are not hidden so that you can make sure to work with the correct files. Tools -> Folder Options -> View -> Uncheck 'Hide extensions for known file types'