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Introduction

H2Sharp can be built on all the platforms supported by MonoDevelop.

However so far it seems to work well only on Microsoft .NET (hence, on Windows).

Prequisites

- On Unix / MacOS X : Install Mono and MonoDevelop
- On Windows : Install the free Visual C# 2008 Express Edition (not tested yet with 2010)
- Install IKVM.NET and set the IKVM_HOME environment variable to its main directory (should have a 'bin' sub-directory)

Compiling H2Sharp

- Checkout H2Sharp
- Open h2sharp/H2Sharp/H2Sharp.sln with MonoDevelop or Visual C++ and build

Updating to a newer version of H2

- Delete `h2sharp/H2Sharp/Dlls/*.jar`
- Optional: put the version of h2.jar you want in the Dlls directory
- Run the script `h2sharp/H2Sharp/CreateH2Dll.sh` : it will download the latest h2 JAR and convert all JARs in Dlls to DLL files

- In Visual C++ or MonoDevelop, update the references to h2-xxx.dll in all the projects so that they point the newly generated h2-yyy.dll