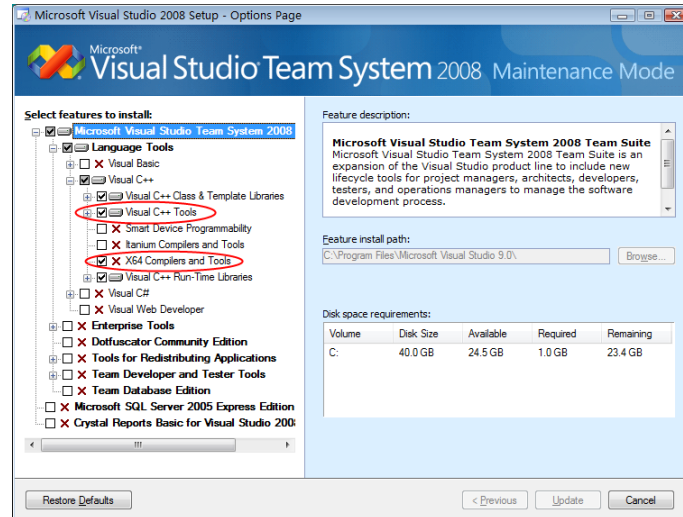


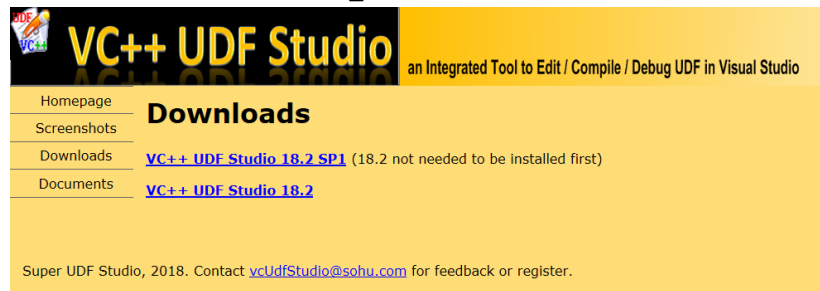
## The simplest way to build UDF compiling environment

UDF beginners always suffer a lot in building Fluent UDF compiling environment. Here, we recommend a UDF tool that can enable compiling UDF source right after it is installed.

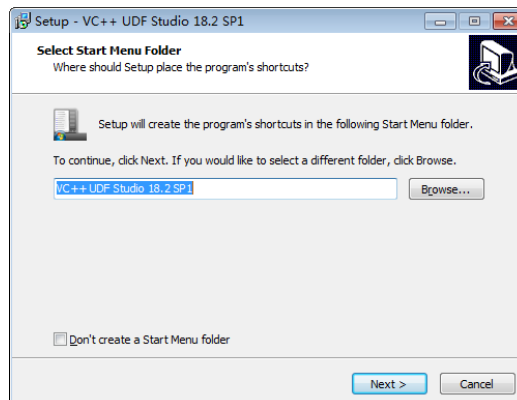
1. Install Visual Studio. C++ and C# are recommended to be installed together. For 64 bit, X64 compiler should be installed.



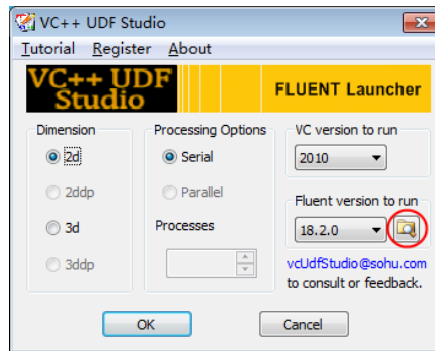
2. Download the latest tool version from website:  
[https://vcudfstudio.bitbucket.io/download\\_en.html](https://vcudfstudio.bitbucket.io/download_en.html)



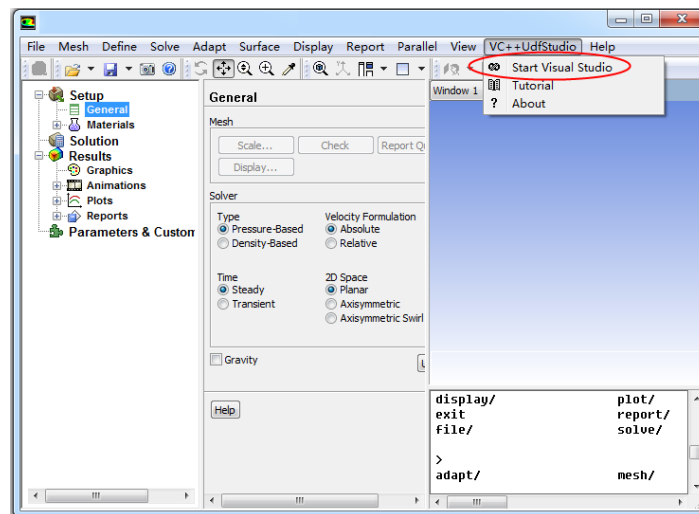
3. Install the tool using administrator right.



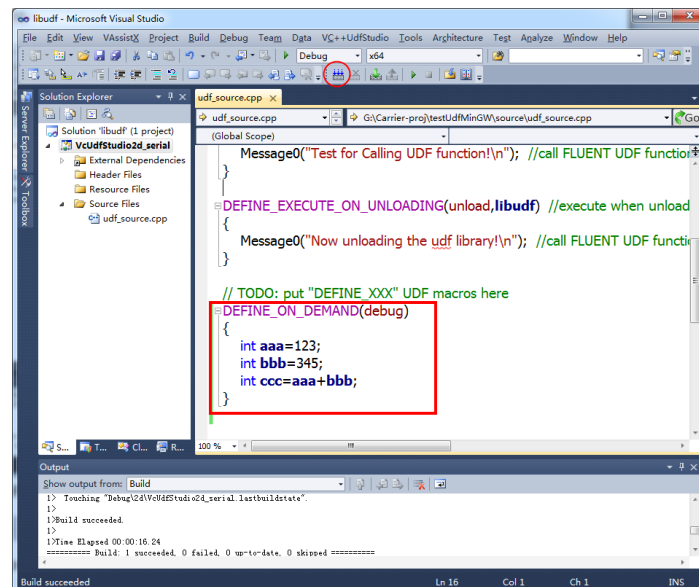
4. Start VC++ UDF Studio launcher and select VC/FLUENT versions to be run, then pressure OK button.



5. Read a case, then click the "Start Visual Studio" menu.



6. Edit source code and press "compile" button until no error reported.



7. The unregistered tool can use 2d/3d serial version with max. 3 UDF macros, which are enough for preliminary UDF programming. For more macros and parallel version, registration needed.