Creating a working MiraclJavaInterface environment

When we build a new environment to our miracl Dll, we always get some problems with the compiler and linker. This file lists the required orders to execute in order to create a working environment.

In order to get a working MiraclJavaInterface environment **for win 32** we need to follow the next steps:

* Create a new project with the miracl solution.
* Right click on the project name->properties->VC++ directories.
* In include directories put:

1. The directory of jni.h (for example C:\Program Files\Java\jdk1.6.0\_45\include)
2. The directory of jni\_md.h (for example C:\Program Files\Java\jdk1.6.0\_45\include\win32)
3. The directory of miracl include files (for example C:\development\SDK\Code\ExternalLibraries\Miracl\v\_5.2\include)
4. The directory of mirdef.h file that **compatible to 32 bit platform** (for example C:\development\SDK\Code\ExternalLibraries\Miracl\v\_5.2\include\win32)

* In Library directories put:

1. The directory of miracle.lib that **compatible to 32 bit platform** (for example C:\development\SDK\Code\C++Src\JniMiracl\miraclLibrary\v\_5.2\Win32)

In order to get a working MiraclJavaInterface environment **for x64** we need to follow the next steps:

* Create a new project with the miracl solution.
* Right click on the project name->properties->VC++ directories.
* In include directories put:

1. The directory of jni.h (for example C:\Program Files\Java\jdk1.6.0\_45\include)
2. The directory of jni\_md.h (for example C:\Program Files\Java\jdk1.6.0\_45\include\win32)
3. The directory of miracl include files (for example C:\development\SDK\Code\ExternalLibraries\Miracl\v\_5.2\include)
4. The directory of mirdef.h file that **compatible to 64 bit platform** (for example C:\development\SDK\Code\ExternalLibraries\Miracl\v\_5.2\include\x64)

* In Library directories put:

1. The directory of miracle.lib that **compatible to 64 bit platform** (for example C:\development\SDK\Code\C++Src\JniMiracl\miraclLibrary\v\_5.2\x64)

Now the project should be built correctly.