

Creating *NModel.msi*

If you want to create a custom NModel installer from the sources, proceed as follows.

First ensure that you have *Sandcastle*, *Windows installer XML* (WiX), *NUnit-2.2.8-net-2.0* and *GLEE* (a graph layout engine that is used by the mpv utility) installed, if not:

Download Sandcastle from <http://www.microsoft.com/downloads>

Download WiX from <http://wix.sourceforge.net> (First install ProjectAggregator2 and then Wix)

Download NUnit-2.2.8-net-2.0 from <http://www.nunit.org>. (Part of the build process runs some unit tests.)

Download [GLEE](#).

Go to the build directory of the source tree and execute the command

```
> msbuild nmodel.build.xml
```

The above command produces the file NModel.msi with build and assembly version:

```
Version(1, 0, (((today.Year - 2006) * 100) + today.Month) * 100) + today.Day, 0)
```

If you want to provide a specific version x.y.z.w provide it with the parameter CCNetLabel

```
> msbuild nmodel.build.xml /p:CCNetLabel=x.y.z.w
```

Building NModel libraries and utilities

If you just want to build the libraries and the utilities, execute the following command in the src directory.

This does not require that you have installed *Sandcastle* or *WiX*, but it does require *GLEE* and it does require *NUnit* (unless the *.Tests unit test projects are excluded from the build).

```
> msbuild NModel.sln
```

This command builds and adds the libraries and the utilities to a top level bin directory of the source tree.

Creating *NModel.chm*

The documentation file NModel.chm can be built separately, without creating the full installer NModel.msi. A prerequisite is that you have installed *Sandcastle* (see above).

You must first build the NModel.dll library as described above.

Then run the script buildNModelDocs.bat in the build directory of the source tree.

The script will produce the NModel.chm file in the same directory.