EiffelStudio Installation

For Windows (tested on Windows 8)

1. Download EiffelStudio 14.05 from sourceforge: go to http://sourceforge.net/projects/eiffelstudio/files/, click on the folder icon labeled "Eiffel Studio 14.05" and then on the top build in the list (95417). Finally choose "Eiffel_14.05_gpl_95417-windows.msi" (32 bit) or "Eiffel_14.05_gpl_95417-win64.msi" (64 bit).

2. Start the installer and follow the instructions. When you open your first Eiffel project (see task **??**), EiffelStudio will ask if the required libraries should be precompiled. Answer **yes**; precompilation will take some time, but it will speed up things later.

For Linux

If you use a Debian based distribution (such as Ubuntu), installing EiffelStudio is very simple. You only need to open a terminal and run the following commands:

```
sudo add-apt-repository ppa:eiffelstudio-team/ppa
sudo apt-get update
sudo apt-get install eiffelstudio
```

The first line adds the repository for EiffelStudio to your package sources, the second command updates the list of packages in your package manager and the last command finally installs Eiffelstudio. To start EiffelStudio, simply type `estudio` in the console.

If you use a distribution that is not based on Debian, or the previous approach did not work for you, you can use the following instructions. Please note that we assume a basic set of preinstalled tools and libraries, including tar, gcc, pkg-config, and others. We recommend installing EiffelStudio with the default locale (en_US).

1. Install the *development* versions of libgtk and libxtst libraries, if you don't have them yet (`libgtk2.0-dev` and `libxtst-dev` on Ubuntu).

2. Download EiffelStudio 14.05 from sourceforge: go to http://sourceforge.net/projects/eiffelstudio/files/, click on Eiffel Studio 14.05 and then on the top build in the list (95417). Finally choose "Eiffel_14.05_gpl_95417-linux-x86.tar.bz2". Let's suppose you downloaded it to your Downloads folder.

3. Extract it: `sudo tar -xvjf ${HOME}/Downloads/Eiffel_14.05_gpl_95417-linux-x86.tar.bz2 -C /opt`

4. Set the following environment variables (note that how and where to change environment variables depends on which distribution you use). Make sure you set these permanently and system-wide! Note: If you download the 64 bit version of EiffelStudio make sure to change the environment variable `ISE_PLATFORM` accordingly (as explained in the installation instructions of EiffelStudio).

   Add the following lines to the end of `/etc/profile` with: `sudo gedit /etc/profile`

```
export ISE_EIFFEL=/opt/Eiffel_14.05
export ISE_PLATFORM=linux-x86
export PATH=$PATH:$ISE_EIFFEL/studio/spec/$ISE_PLATFORM/bin
```

5. Restart your account.

6. To start EiffelStudio type `estudio` in the console. When you open your first Eiffel project (see task **??**), EiffelStudio will ask if the required libraries should be precompiled. Answer **yes**; precompilation will take some time, but it will speed up things later.

For Mac OSX

The installation has been tested on OS X 10.9 (Mavericks).

1. Please follow the instructions on http://dev.eiffel.com/EiffelOnMac under section "Using Macports". When giving the command *sudo port install eiffelstudio*

2. After having installed and compiled EiffelStudio, as indicated by the message at the end of the installation process, you will have to update some configuration files. To achieve a consistent setup for `bash` and `X11`, we recommend to edit the following files located in your home directory: `.bashrc`, `.bash_profile` and `.profile`. If these files do not exist, create them. To edit the files, you can use for example the nano editor, as in `> nano .bashrc`. If they exist and already have content, add the following lines anywhere:

3. First you need to edit `.bashrc` according to the instructions you get after a successful installation. The following is an example:

   ```
   export ISE_PLATFORM=macosx-x86-64
   export ISE_EIFFEL=/Applications/MacPorts/Eiffel_13.11
   export PATH=$PATH:$ISE_EIFFEL/studio/spec/$ISE_PLATFORM/bin
   ```

   Copy your individual output to `.bashrc` or modify the above given example to your needs.

4. Then you should modify `.bash_profile` to link to `.bashrc`:

   ```
   . ~/.bashrc
   ENV=$HOME/.bashrc
   export ENV
   ```

5. Finally, you should modify `.profile` to link to `.bash_profile`. This step is necessary to propagate the environmental settings to the X11 X-window system:

   ```
   . ~/.bash_profile
   ```

6. To launch EiffelStudio, type `estudio` in a bash terminal window.

7. Important: there is an issue in EIffelStudio 13.11 that causes a compilation error on some machines. To fix it you need the latest EIffelStudio release (14.05), which is not yet available on MacPorts and needs to be downloaded separately, and then you need to fix the `.bashrc` configuration file to point to the EiffelStudio you just downloaded. Detailed instructions: go to http://sourceforge.net/projects/eiffelstudio/files/, click on Eiffel Studio 14.05 and then on the top build in the list (95417). Finally choose "Eiffel_14.05_gpl_95417-macosx-x86-64.tar.bz2". Unzip the file in the `/Applications` folder and modify the following line in the `.bashrc` configuration file to point at the new EiffelStudio installation (see the old and the new line below):

```
#Old
export ISE_EIFFEL=/Applications/MacPorts/Eiffel_13.11

#New
export ISE_EIFFEL=/Applications/Eiffel_14.05
```

Note that you still need the MacPorts installation, so please don't remove it and go through all the steps above in the suggested order. Perform a clean compilation (tick the "clean" checkbox in the GUI when you open the project) and you are done.