

Installing Linnaeus NG

Make sure you have a webserver available, for instance by installing WAMP, MAMP or LAMP on your desktop computer. See:

WAMP (Windows): <http://www.wampserver.com/en/>

MAMP (Apple): <http://www.mamp.info/en/>

LAMP (Linux): <http://lamphowto.com/>

Point your SVN client to `svn://145.18.162.103/linnaeus_ng/trunk` and download the latest version to the root folder of your webserver (Fig. 1).

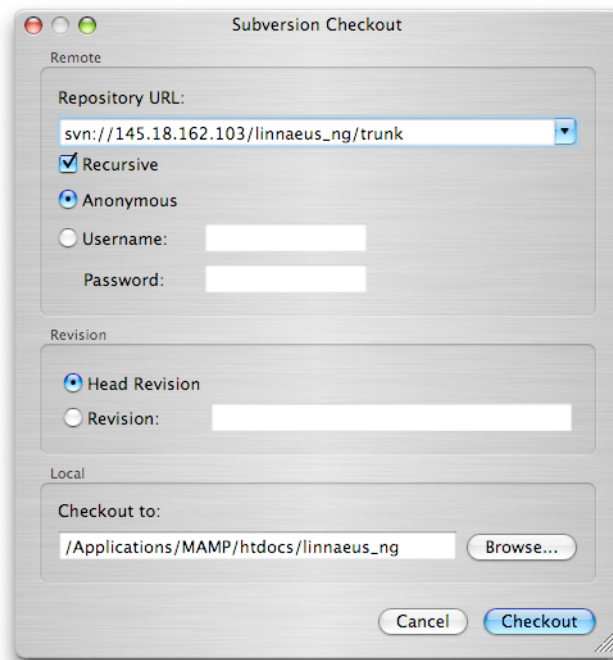


Fig. 1 Subversion checkout

Make sure that in *sites/default/development/flex/Linnaeus Next Generation/html-template* the files *main.html* and *main.swf* are not present. Delete them if they are present. See also point 4 in Fig. 2.

Open <http://localhost/phpMyAdmin> and create a new database called *druplex*. Next, import from *sites/default/development/sql/druplex.sql* the necessary tables and fields in the database (see point 5 in Fig. 2).

Copy the file *sites/default/default.settings.php* and rename it to *settings.php*. See also point 3 in Fig. 2. Open *settings.php* with a text editor and find the following lines (almost halfway in the file):

```
* Database URL format:
* $db_url = 'mysql://username:password@localhost/databasename';
* $db_url = 'mysqli://username:password@localhost/databasename';
* $db_url = 'pgsql://username:password@localhost/databasename';
*/
$db_url = 'mysql://username:password@localhost/databasename';
$db_prefix = '';
```

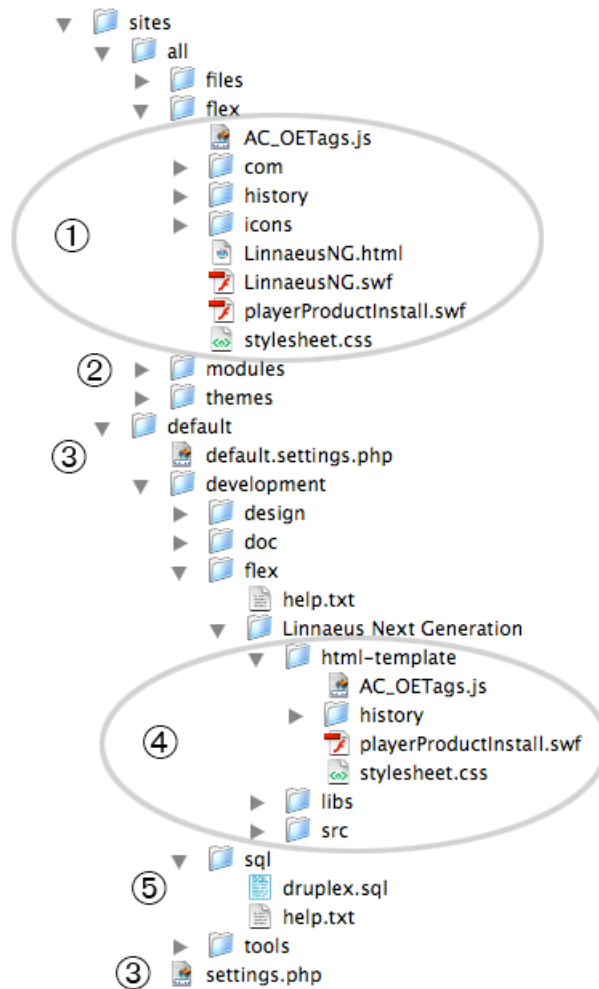


Fig. 2 Linnaeus NG file structure:

- 1: Compiled Flex code
- 2: Drupal modules
- 3: PHP default settings and settings
- 4: Flex source code
- 5: Script for creating Druplex database

Change the username and password to those of your database user and change the name of the database to *druplex*, e.g.:

```
$db_url = 'mysql://eti:etimysql@localhost/druplex';
```

Start *Adobe Flexbuilder* and select File menu - Import - Flex Project. For *Import project from*, select *Project folder* and browse to *sites/default/development/flex/Linnaeus Next Generation* (point 4 in Fig. 2). Under *Project location*, de-select *Use default location*. The import dialog box will now look like Fig. 3.

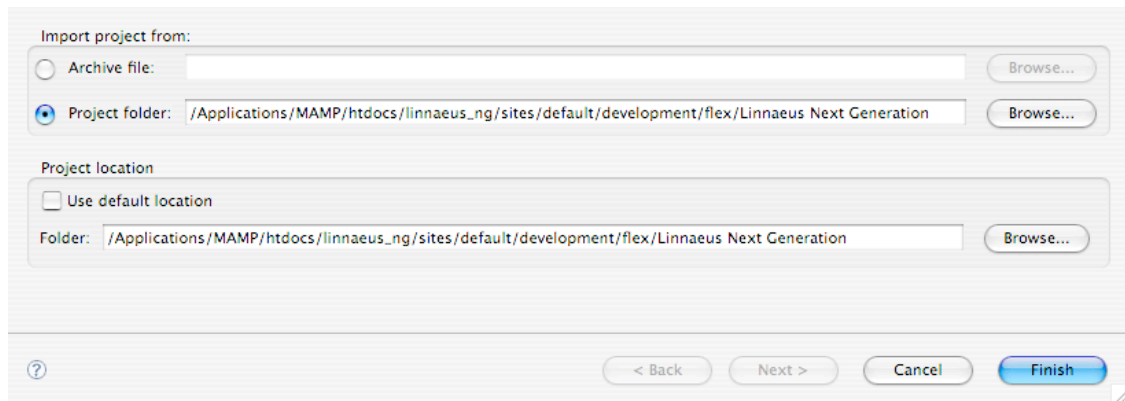


Fig. 3 Import Flex Project dialog box

During import you may see errors regarding pathnames if the previous build comes from a different computer than yours. They may look like Fig. 4. Don't worry about them.

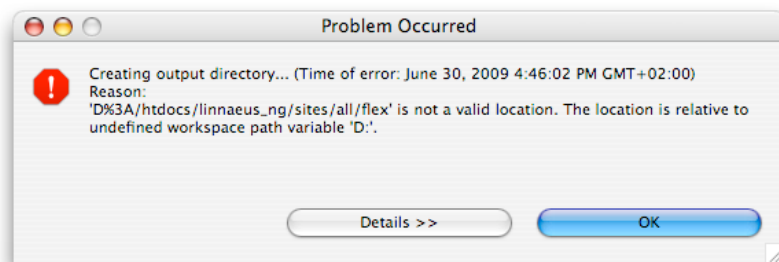


Fig. 4 Problematic pathname during import

After import, select *Properties* from the *File* menu. Select *Flex Build Path*. If you did not see the error in Fig. 4, you can leave this as it is. If you did see a pathname error, change the *Output folder* to the location of point 1 in Fig. 2, so it will look something like:

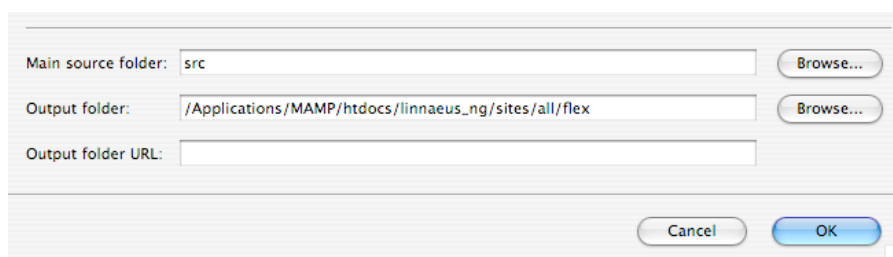


Fig. 5 Pathname for the Output folder in the Properties window

There seems to be a bug in the present version of *Flexbuilder* which prevents changing the *Output folder* in one action. Instead, you first have to erase the old location, press OK and then enter the new location.

While the *Properties* window is open, you may also like to check the *Flex Compiler* settings. They should resemble Fig. 6. In particular the text for the *Additional compiler arguments* should be identical.

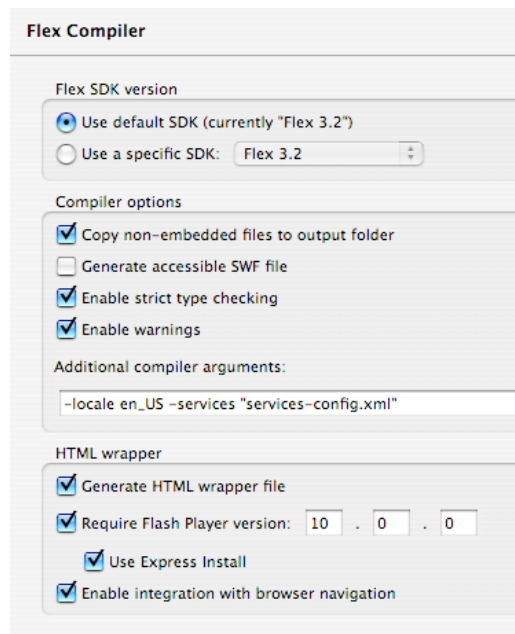


Fig. 6 Flex Compiler settings

Now you can run the Flex application by compiling the code. To see it inside its Drupal frame, point your webbrowser to: http://localhost/linnaeus_ng

If, instead of the latest version, you see a previous one, you must first clear the cache of your webbrowser.

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