**Classroom Setup**

Windows Driver Foundation & Windows Debugging

# Instructor Station (One for the class):

* Projector
* Ability to hook up the instructor’s laptop
* Whiteboard, markers with different colors

# Student’s work station

**Each** student has to have a strong workstation, able to run both a development environment (host) as well as target machine (client).

## Hardware:

* A strong CPU (i5 or higher, i7 recommended)
* At least 8 GB memory
* Medium/large screen: 21’’ or higher
* A second USB mouse (will be used for development a driver for the mouse).

## Host PC Software:

* Windows 7 or Windows 8with recent service pack
* Microsoft Visual Studio 2012 PRO
* Windows SDK version 8  
  <http://msdn.microsoft.com/en-us/windows/desktop/hh852363.aspx>
* Windows Driver Kit: WDK Version 8:  
  <http://msdn.microsoft.com/en-us/windows/hardware/hh852365>
* VMWare workstation 9.0.
* Latest update pack  
  <http://www.microsoft.com/visualstudio/eng/visual-studio-update>
* Host PC has to have network rights to client PC.
* Debugging tools for Windows (part of WDK). Kernel debugging to Virtual PC is working. Symbols are set up.

# Virtual Client PC Configuration:

* Windows 8, 32 bits
* Network connection to host
* Debugging Tools for Windows
* COM Port defined, and forward to a named pipe on the host PC
* Client PC has to “see” the host PC via IP networking (ping) and file sharing.
* Kernel debugging defined on Virtual PC (COM or NET).

# Network Environment and settings

* All computers are connected in a LAN
* Able participant are connected to each other.
* A central share that students and instructor have read/write access
* Client (Virtual) computers also connected to LAN, and able to copy files from host computer, as well as central location.
* All computers have web access to internet
* Able to connect instructor laptop to network (wired or wireless).