

# LANDIS-II-v7: Setting Debug Environment in Visual Studio 2017

1. Download Core-Model-v7
  - git clone <https://github.com/LANDIS-II-Foundation/Core-Model-v7.git>
2. Open Core-Model-v7.sln in downloaded folder.
3. Remove Landis\_Installer project.
4. Build **Console** project.
5. Create **extensions** folder in **/bin** folder.
6. Right click **Solution 'Core-Model-v7** and **Add > Existing Project...**
7. Browse your *extension.csproj* file.
8. Make sure all **Assemblies** are free from *warning*.
9. Right click *extension project* and click **Edit extension.csproj**.
10. At the end of tag, add
  - false
  - NOTE: The **netstandard2.0** folder is not created by adding tag above.

```
<Company>LANDIS-II Foundation</Company>
<Description>Extension Base-Fire</Description>
<FileVersion>7.0.0.0</FileVersion>
<AppendTargetFrameworkToOutputPath>>false</AppendTargetFrameworkToOutputPath>
</PropertyGroup>
```

11. Open *extension project Properties* and select **Build** from left pane.
12. Set **Output path** to `\Core-Model-v7\Tool-Console\src\bin\extensions` and **Save** project.
13. Build extension project.

## Creating extension.xml file

1. Right click **Extension\_Admin** project and click **Set as a Startup Project**.
2. Create **extensions** folder in **bin** folder.
3. Build the project
4. Open **Extension\_Admin** property and select **Debug** in left pane.
5. **Application arguments: "add" "your extension .txt"**
6. In **Working directory:** browse the directory where your **your extension .txt** stored.
7. Save the Build the project.
8. You should find newly created **extensions.xml** file.
9. Go back to **Console**, right click **/bin/extensions** folder and **Add > Existing Item...**
10. Browse **extensions.xml** file > **Add**

## Debugging Extension

1. Make Console project as StartUp Project.
2. Open Console project properties and select Debug.
3. **Application arguments:** "scenario\_s1e1.txt"
4. **Working directory:**
5. Save
6. Add Break Point in your .cs.
7. Debug project