NetBurner NBEclipse Installation Notes

The installation file, setup.exe, will create a new NetBurner Network Development Kit (NNDK) installation. If you are installing the NNDK for the first time, then simply run setup.exe and follow the prompts. If you are upgrading an existing NNDK installation please follow the instructions below.

Installation Requirements

- Windows 2000, XP or Vista
- NBEclipse must be installed using a Windows User account with administrative permissions.
- NBEclipse must be run with the same User account used during the installation.
- Java 1.5 or later must be installed to run NBEclipse.

Upgrading an Existing NNDK Installation

You cannot install a new NNDK version over an existing NNDK version.
This section will describe an installation procedure to save your existing projects and source code while installing a new version of the NNDK.

1. Rename the existing NNDK installation directory. A common method is to rename C:\Nburn to C:\NburnRevX, where 'X' is the old revision number. For example, C:\NburnR1p99. We will not make any modifications to this renamed directory, so your projects and source code are safe from being deleted or overwritten.
2. Run setup.exe for the new NNDK. In this example, you would install it in C:\Nburn.

Transferring Projects to a New NBEclipse Installation

There are 3 methods to import projects into a new workspace. Some methods will copy your application source code files into a new workspace, and other options will reference them in their current location. If your workspace in the previous installation was located under the c:\nburn directory, we recommend that you use one of the copy methods to copy your source files to the new workspace. Otherwise, if you delete the old install directory you will be deleting your source code files as well.

1. Import Existing Application Source Code Files into a New Workspace

Create a new empty project, and import the application source code files into the new workspace. This procedure will copy the application files into the new workspace.

After installing the tools, create a new **empty project** using the application wizard. An empty project is one in which you do not check any of the code generating check boxes at the end of the application wizard process. The newly created empty project will have no source code files.

Once the empty project is created, right-click on the project in the C/C++ Projects window, select Import -> File System and select your application source code files. Normally you will only include the html directory (for web based apps), .cpp and .h files. **Be sure not to include the htmldata.cpp file, which is autogenerated by the tools.**

This is an easy way to import files, but you will need to edit the project properties if you have changed any of the default project settings or included other source code files outside of your project directory.

2. **Import an Existing Project into the New Workspace**

After installing the tools, from the main menu bar select File -> Import -> Existing Projects into Workspace, then navigate to select your project.

Important: This method provides the option to copy your source files into the new workspace, or to reference them in their current location (the default). It is highly recommended that you check the box for "Copy Projects into Workspace" so your source code files are not inadvertently deleted at a later time.

3. Change to an Existing Workspace (not located in the \nburn directory)

If you have crated a workspace outside of the default c:\nburn directory, you can reference it by selecting File -> Switch Workspace, then navigating to your existing workspace.