

Vulcan.NET Installation Steps

Step 1: .NET Framework

- .NET Framework version 2 or later is required
- If you are running Windows Vista then the .NET Framework version 3 is already installed.
- If you are running an earlier version of Windows you will need to install .NET Framework version 2 or above.
- Download from <http://www.microsoft.com/netframework/downloads>

Step 2: Visual Objects

- If you want to use Transporter, the Vulcan.NET utility to extract and process code from Visual Objects, you need to have Visual Objects 2.8 Service Pack 1 or later installed.

Step 3: Visual Studio

- The default development environment for Vulcan.NET is Visual Studio. While use of Visual Studio is not mandatory it is strongly recommended that you have it available; the standard Vulcan.NET application templates and the Vulcan.NET documentation are integrated into Visual Studio.
- If you already have a standard or higher version of Visual Studio 2005/2008, then the Vulcan.NET installer will detect it and set up Vulcan as one of the available languages. You can proceed directly to the Step 5. Visual Studio Express Editions, as well as Visual Studio 2003 and earlier, are not supported.
- If you do not have a qualifying version of Visual Studio you can use the Vulcan Edition of Visual Studio provided by GrafX; it can be downloaded from <http://www.GoVulcan.net>, located under the Trial Version menu option.

Step 4: .NET Framework/MSDN Library

- This step is not required if you have Visual Studio installed.
- If you do not have Visual Studio installed then you will need to complete this step to be able to have access to the Vulcan.NET documentation.
- The Vulcan help is in MS Help 2.0 format, as used by Visual Studio. To install the MS Help 2.0 document explorer, used to read the help, you need to install the MSDN Library, or the .NET Framework 2 (or higher) Software Development Kit (downloadable from <http://www.microsoft.com/netframework/downloads>).

Step 5: Vulcan.NET

- Having worked through the earlier steps you can now install Vulcan.NET. Note that if you reinstall Visual Studio, or install a new version of Visual Studio, you will need to re-run the Vulcan.NET setup to ensure the integration components are installed.

Step 6: Vulcan IDE

- As a complement to the full .NET experience using Visual Studio you can choose to use Vulcan IDE from Chris Pyrgas. Vulcan IDE provides a more VO-like development experience, which may be more comfortable and familiar to current VO users.

Vulcan.NET Support

If you have a problem during the installation of Vulcan.NET, or find that you have code that works in Visual Objects that does not work in Vulcan.NET, please open a report at <http://customer-portal.govulcan.net> so that it can be resolved. Everyone has access to the customer support system. If you have not been to the site before, click on the "Register" link and register. Access is granted immediately. If you have already registered and forgot your password, click on the "Forgot password" link.

To discuss Vulcan.NET with other users please go to the Vulcan newsgroup, `grafx.public.vulcan.general`. You can get to it in your newsreader by using the `news.cavo.com` server. Or you can use the web interface <http://news.cavo.com>.

For code samples, tips, and contributions from the Vulcan.NET community visit <http://wiki.govulcan.net>.

You will always find the latest information and updates relating to Vulcan.NET at the official web site: <http://www.govulcan.net>.