Setting up ADMB 6.0 in Visual C++
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1. Install Visual C++
2. Create the directory c:\admodel
3. From the AD model CD copy the folder vcpp.60 from ADMB to the above folder
4. Put a shortcut to Visual C++ in the admodel folder
5. copy the file msc6disk.exe from the vcpp.6 folder into c:\admodel
6. at the command prompt and execute the above file by typing "msc6disk.exe –d". The –d is needed to create the directory structure. It creates the folders BIN, INCLUDE, LIB, and workshop.
7. add the following system paths by right clicking on my computer>properties>advanced>environment variables. Highlight path, under system variables, choose edit, add the following: c:\admodel\bin;c:\ path name \vc98\bin
8. Create the folder/workspace you wish to work in, for example RESEARCH
9. Create a project folder within the workspace, for example SALMON
10. Copy the following files into the project folder: *.tpl, *.dat, *.ctl, *.mak, and if your using SS2 also copy SS2names.nam. Each of these files should have the same name.
11. Open the *.mak file and edit the NAME so that it matches the file name used above.
12. Open Visual C++
13. Create a new workspace: File>New>Workspace
14. Create a new project within the current workspace: File>New>Project>Makefile. Check the bullet that says "add to current workspace"
15. Add files to the project: Project>Add to Project>Files>add the .tpl, .dat, .ctl, .mak files
16. Create a tool called tpl2cpp: Tools>Customize>Tools. Go to the bottom and type tpl2cpp in the blank space, hit return. At the Command space: browse to c:\admodel\bin and choose it. At the argument space: click on the black arrow and choose filename. At the initial directory space: click on the black arrow and choose file directory. Check the box that says "use output window".
17. To run the program: Open the .tpl file. Go to tools>tpl2cpp and choose it. Click on the build icon. Click on the execute program icon.