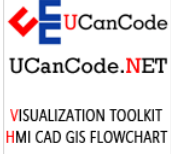




softwa

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Get Ready to Unleash the Power of UCanCode .NET

How to install E-XD++ Evaluation Kit?



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Topics:

- [1. Unpack password](#)
- [2. Installing](#)
- [3. Setup with Visual Studio 6.0](#)
- [4. Setup with Visual Studio 2005](#)
- [5. Setup with Visual Studio 2008](#)
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- [8. Create Classes Using E-XD++ Library add-in](#)
- [9. Setup AppWizard for Visual Studio](#)

"UCanCode Software is a market leading provider of HMI & SCADA, CAD, UML, GIS and Data Visualization Graphics Source Code C/C++ and .NET software developers more than 40 countries around the world!"

Notes: E-XD++ Visualization Source Code kit is full compatible with Visual Studio 6.0, Visual Studio .NET/2005/2008/2010 and it had full tested on all windows platforms.

The library include files are located in <install dir>\UCanCode Software directory. (The default installation folder is "c:\program files\UCanCode Software\E-XD++ Visualization Enterprise Suite"). The product LIB files pre-built for Visual C++ 6.0, Visual S Visual Studio.NET 2003, Visual Studio 2005, Visual Studio 2008, Visual Studio 2010 are located in <install dir>\Lib (VS2005\VS2008Lib, VS2010Lib, etc.) directory. All DLLs are located in your <WINDOWS>\system32 folder.

Download: [How to install XD.pdf](#)

Important: it's highly recommended to sign in to Windows as an administrator to evaluate the product.

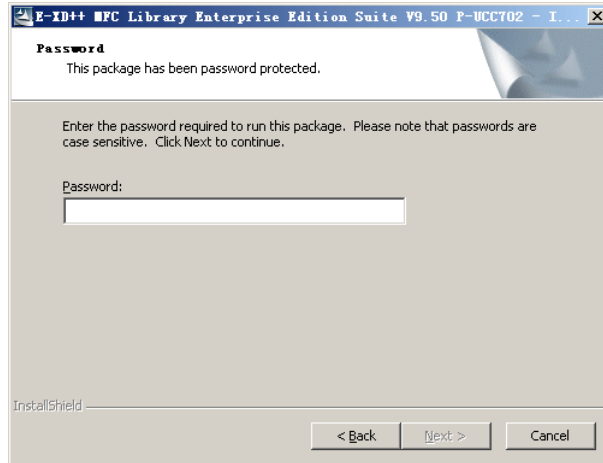
1. The following convention is used for library/DLL names:
(Note: If you use other edition of Visual Studio, please also let us known, we will help you. Click [here!](#))

ANSII	Description
E-XDEnt****Eval.dll	Visual C++ 6.0 DLL
E-XDEnt****Eval.lib	Visual C++ 6.0 Library
E-XDEnt****EvalVC80.dll	Visual Studio 2005 DLL
E-XDEnt****EvalVC80.lib	Visual Studio 2005 Library
E-XDEnt****EvalVC90.dll	Visual Studio 2008 DLL
E-XDEnt****EvalVC90.lib	Visual Studio 2008 Library
E-XDEnt****EvalVC100.dll	Visual Studio 2010 DLL
E-XDEnt****EvalVC100.lib	Visual Studio 2010 Library

Install And Uninstall

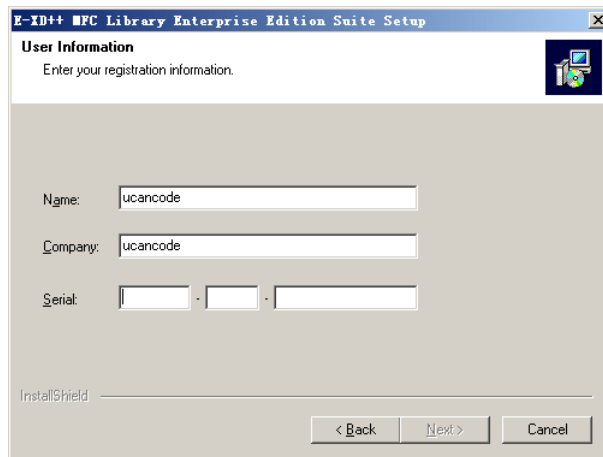
By default, E-XD++ Full Evaluation kit is protected with passwords, mostly, once you get the full edition, two passwords will be also shipped, one is Unpac the other is Install serial code:

1. the Unpack password is for the following field:



The Unpack Passwords as below:
 E-XD++ Professional Edition is: **tHMQ35ILSRpvIMSqDJNirEK**
 E-XD++ Enterprise Edition is: **eMVF5\$Ddf2006N&CE5nbMVMDV**
 (Please note that all of these entries are case sensitive.)

2. The second install serial will be used with the following dialog:



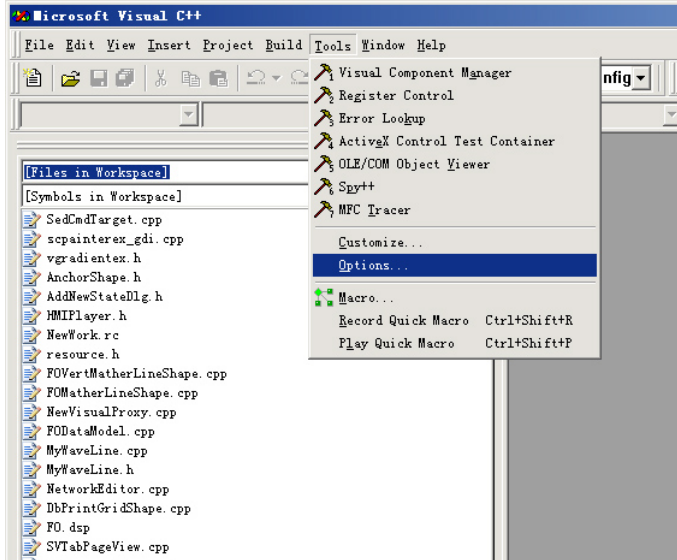
For this dialog, you should enter the following serial:

UCanCode-demo-1111111111

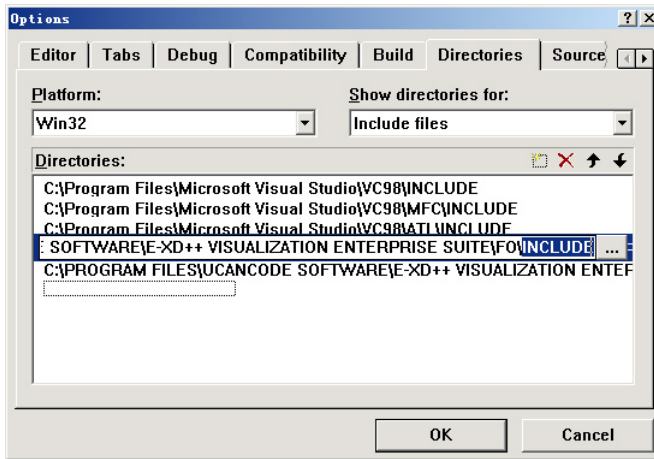
3. Visual Studio 6.0

1). Check Visual Studio 6.0 Paths:

a. Click on "Tools | Options..." as below:

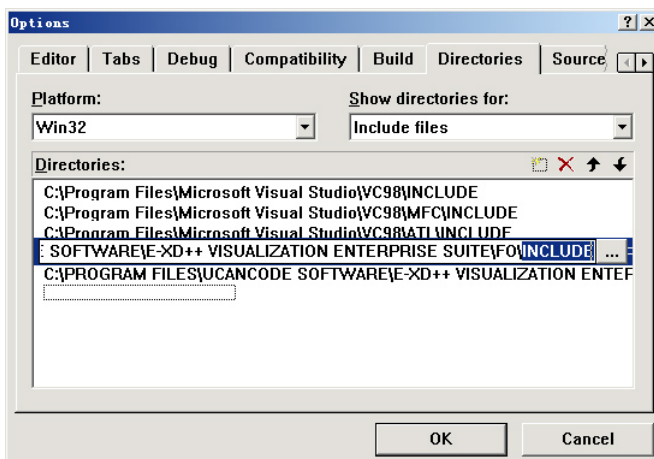


b. With the following dialog, choose "Directories" tab page:



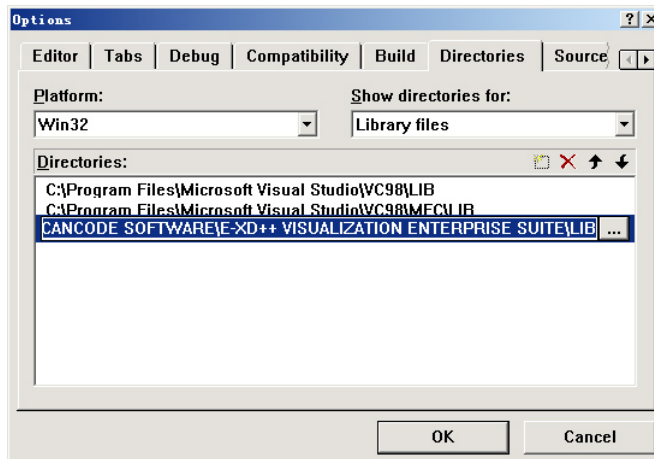
c. From Show directories for combo box, choose "Include files", and add the following two paths:

C:\PROGRAM FILES\UCANCODE SOFTWARE\E-XD++ VISUALIZATION ENTERPRISE SUITE\FO\INCLUDE
 C:\PROGRAM FILES\UCANCODE SOFTWARE\E-XD++ VISUALIZATION ENTERPRISE SUITE\GDI+



d. From show directories for combo box, choose "Library Files", and add the following path:

C:\PROGRAM FILES\UCANCODE SOFTWARE\E-XD++ VISUALIZATION ENTERPRISE SUITE\LIB



e. Then you need to close OK, then you need exit your Visual Studio and open it again (Restart Visual Studio).

f. That's all, you can now open any sample codes of E-XD++ for building.

2). Problem with Visual Studio 6.0

For some kind of Visual Studio 6.0, when you rebuild the evaluation edition of E-XD++ samples (include ShapeDesigner project), the sources compile with when you try to run the Application, the following assertion fails:

```
ASSERT(m_dwRegister == 0);
in the function
BOOL COleLinkingDoc::Register(COleObjectFactory* pFactory, LPCTSTR
lpzPathName)
```

at line 82 in file OLELINK.CPP file.

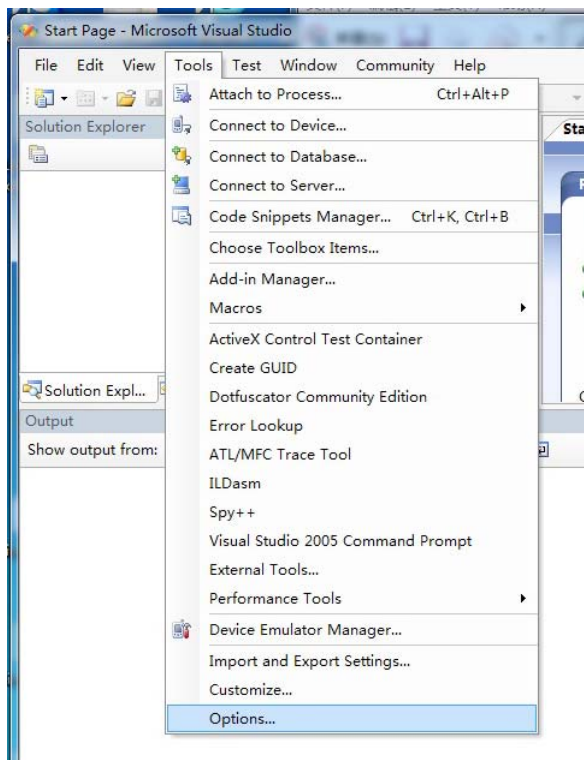
You can try the following steps to fix this problem:

- (1). Select Visual C++ IDE " Project | Setting"
- (2). Set Parameter /MDd to /MD and _DEBUG to NDEBUG
- (3). Select OK to make sure these settings and then rebuild all the projects.

The problem will be solved.

4. Visual Studio 2005

Click on Tools | Options... and select the Directories tab, and make sure that all of the directory settings are correct for your s



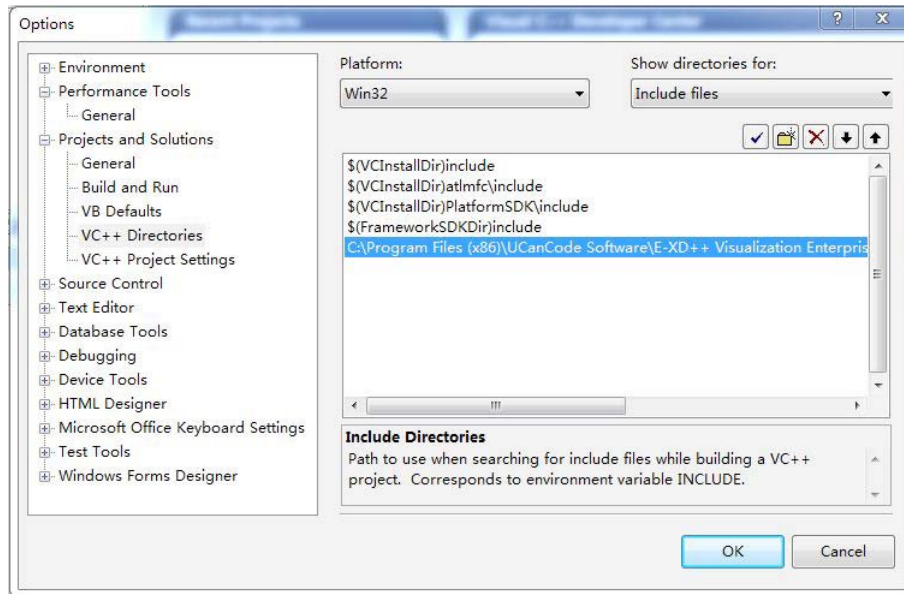
Also, make sure that the include and lib paths only include the directories of the current installation of E-XD++ Visualization Tool! directory settings may differ (depending on how your products were installed), but here are some sample directory settings:

- Sample Executable path directory settings (based on a Windows NT installation of E-XD++ Enterprise Edition):

```
C:\Program Files\Microsoft Visual Studio\Common\MSDevxx\Bin
C:\Program Files\Microsoft Visual Studio\VCxx\BIN
C:\Program Files\Microsoft Visual Studio\Common\TOOLS
C:\Program Files\Microsoft Visual Studio\Common\TOOLS\WINNT
C:\WINNT\system32
C:\WINNT
C:\Program Files\UCanCode Software\E-XD++ Visualization Enterprise Suite\Lib
```

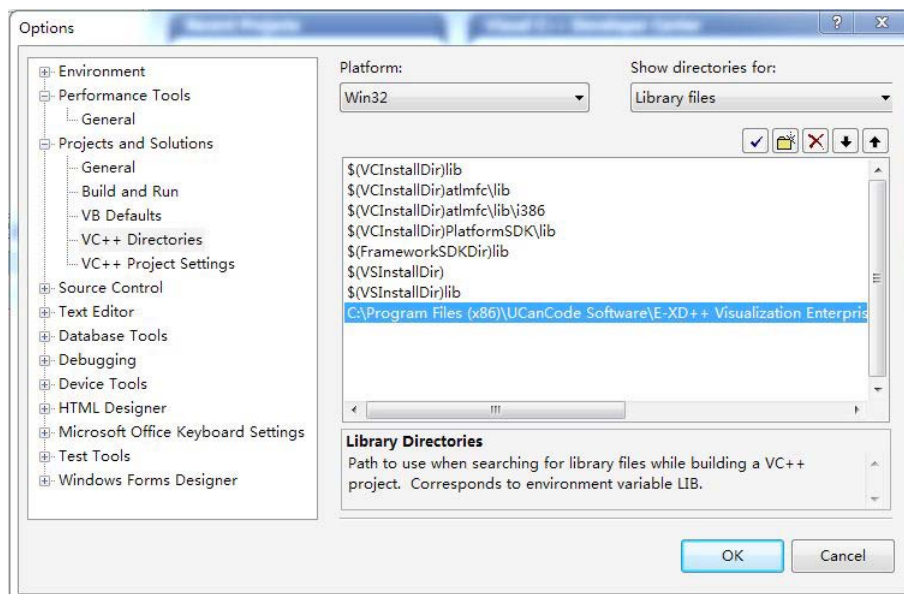
- Sample Include path directory settings:

```
C:\Program Files\Microsoft Visual Studio\VCxx\INCLUDE
C:\Program Files\Microsoft Visual Studio\VCxx\MFC\INCLUDE
C:\Program Files\Microsoft Visual Studio\VCxx\ATL\INCLUDE
C:\Program Files\UCanCode Software\E-XD++ Visualization Enterprise Suite\FO\Include
```



- Sample Lib path directory settings:

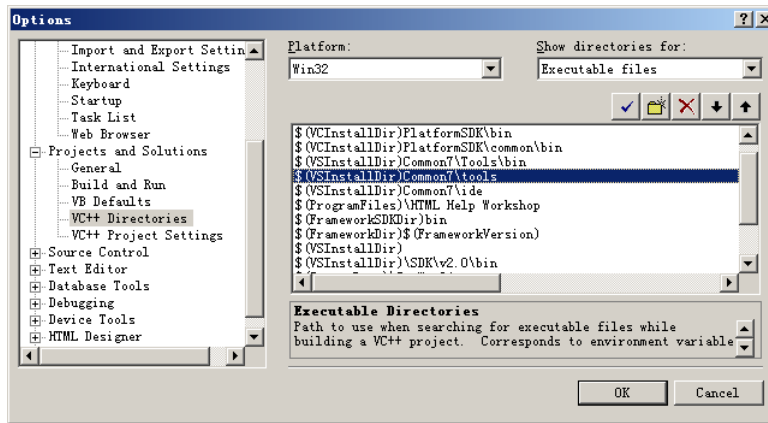
```
C:\Program Files\Microsoft Visual Studio\VCxx\LIB
C:\Program Files\Microsoft Visual Studio\VCxx\MFC\LIB
C:\Program Files\UCanCode Software\E-XD++ Visualization Enterprise Suite\VS2005Lib
```



x. Then you need to close OK, then you need exit your Visual Studio and open it again (Restart Visual Studio).

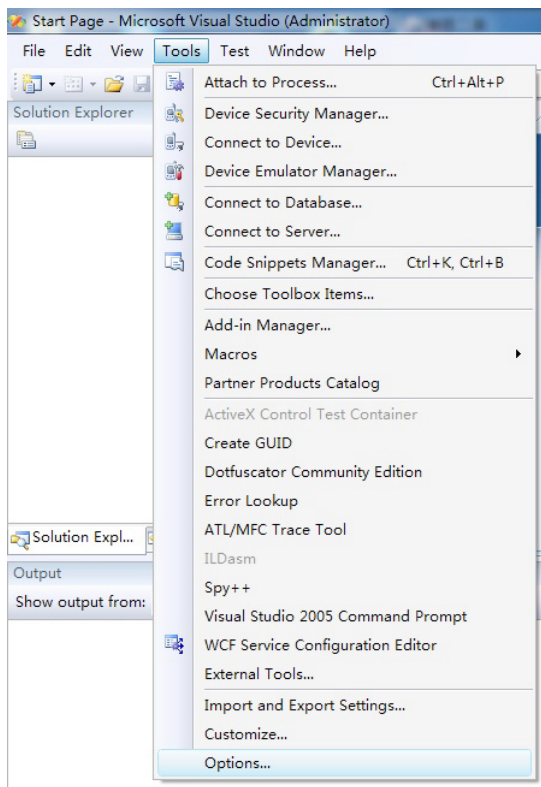
x. That's all, you can now open any sample codes of E-XD++ for building.

For Visual Studio.NET 2003, please change it with the following dialog:



5. Visual Studio 2008

Click on Tools | Options... and select the Directories tab, and make sure that all of the directory settings are correct for your s



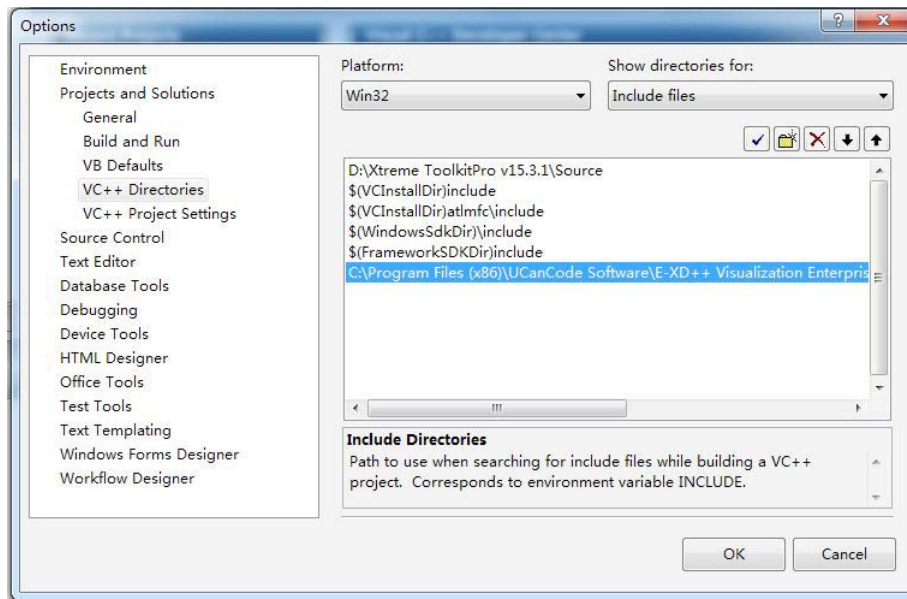
Also, make sure that the include and lib paths only include the directories of the current installation of E-XD++ Visualization Tool directory settings may differ (depending on how your products were installed), but here are some sample directory settings:

- Sample Executable path directory settings (based on a Windows NT installation of E-XD++ Enterprise Edition):

```
C:\Program Files\Microsoft Visual Studio\Common\MSDevxx\Bin
C:\Program Files\Microsoft Visual Studio\VCxx\BIN
C:\Program Files\Microsoft Visual Studio\Common\TOOLS
C:\Program Files\Microsoft Visual Studio\Common\TOOLS\WINNT
C:\WINNT\system32
C:\WINNT
C:\Program Files\UCanCode Software\E-XD++ Visualization Enterprise Suite\Lib
```

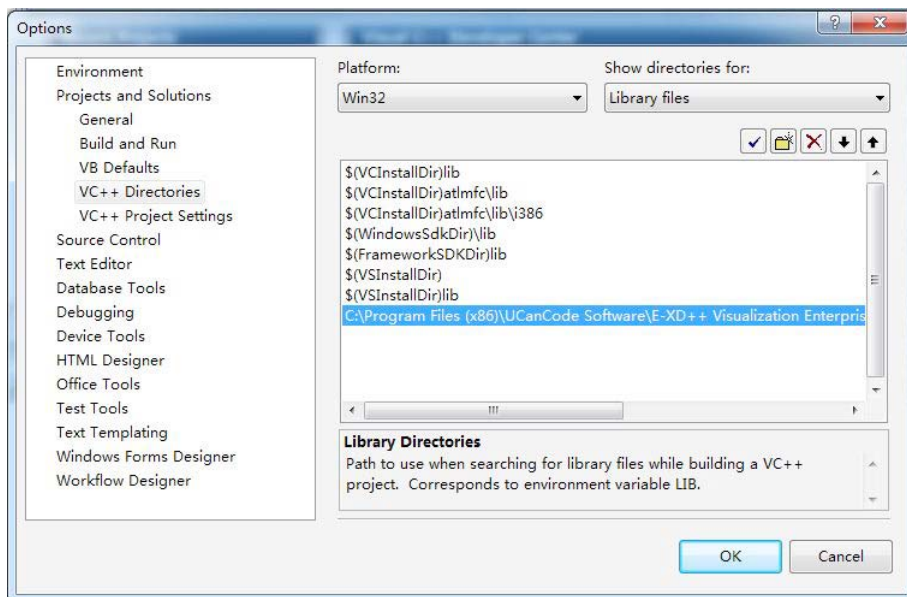
- Sample Include path directory settings:

```
C:\Program Files\Microsoft Visual Studio\VCxx\INCLUDE
C:\Program Files\Microsoft Visual Studio\VCxx\MFC\INCLUDE
C:\Program Files\Microsoft Visual Studio\VCxx\ATL\INCLUDE
C:\Program Files\UCanCode Software\E-XD++ Visualization Enterprise Suite\FO\Include
```



- Sample Lib path directory settings:

C:\Program Files\Microsoft Visual Studio\VCxx\LIB
 C:\Program Files\Microsoft Visual Studio\VCxx\MFC\LIB
 C:\Program Files\UCanCode Software\E-XD++ Visualization Enterprise Suite\VS2008Lib

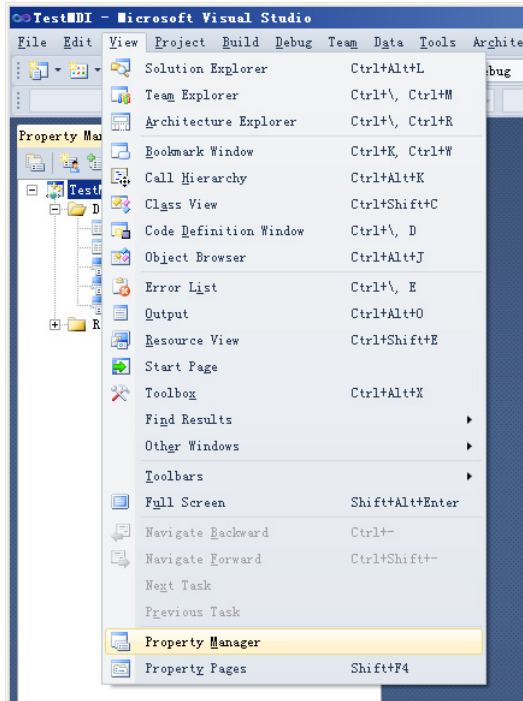


- x. Then you need to close OK, then you need exit your Visual Studio and open it again (Restart Visual Studio).
- x. That's all, you can now open any sample codes of E-XD++ for building.

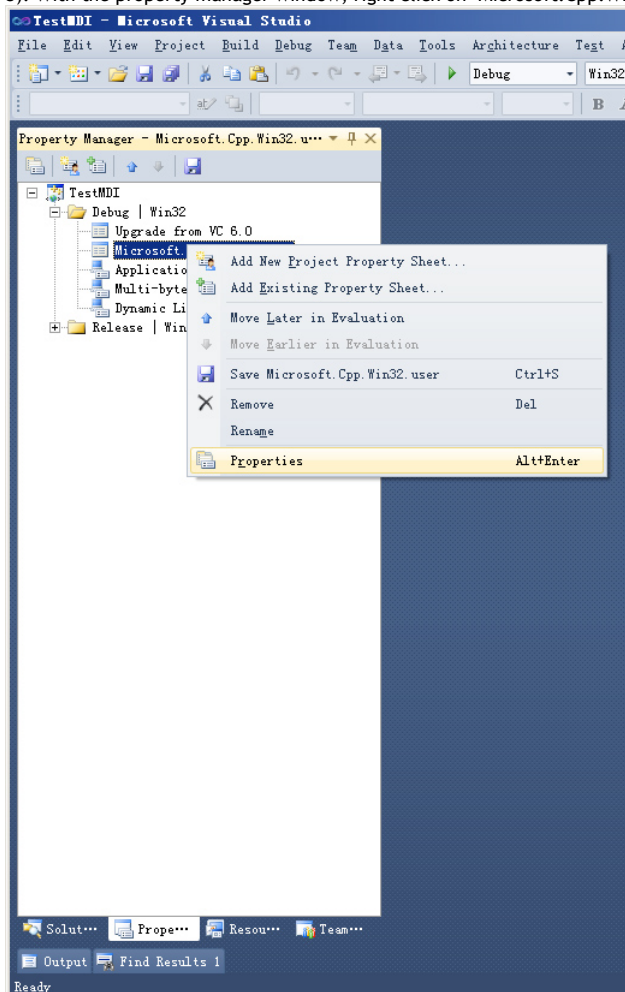
6. Visual Studio 2010

The setting for Visual Studio 2010 is not the same with Visual Studio 2008, please take the following two steps:

- 1). Open Visual Studio 2010, and then open E-XD++'s sample TestMDI.dsw (It is placed within **C:\Program Files\UCanCode Software\Visualization Enterprise Suite\Samples file folder**). You need to convert it before opening.
- 2). Then choose "View | Property Manager" menu item, as below:



3). With the property manager window, right click on "Microsoft.Cpp.Win32.user" and choose "Property" menu, as below:



4). Select the VC++ Directories tab, do the following changes:

Also, make sure that the include and lib paths only include the directories of the current installation of E-XD++ Visualization Toolkit. Your directory settings (depending on how your products were installed), but here are some sample directory settings:

- Sample Executable path directory settings (based on a Windows NT installation of E-XD++ Enterprise Edition):

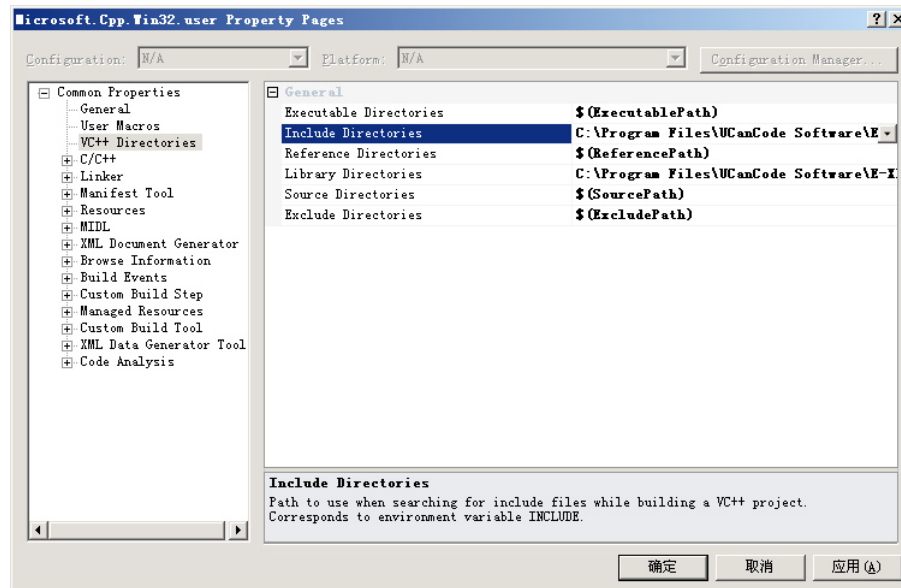
C:\Program Files\Microsoft Visual Studio\Common\MSDevxx\Bin
 C:\Program Files\Microsoft Visual Studio\VCxx\BIN
 C:\Program Files\Microsoft Visual Studio\Common\TOOLS
 C:\Program Files\Microsoft Visual Studio\Common\TOOLS\WINNT
 C:\WINNT\system32
 C:\WINNT
 C:\Program Files\UCanCode Software\E-XD++ Visualization Enterprise Suite\Lib

- Sample Include path directory settings:

C:\Program Files\Microsoft Visual Studio\VCxx\INCLUDE
 C:\Program Files\Microsoft Visual Studio\VCxx\MFC\INCLUDE
 C:\Program Files\Microsoft Visual Studio\VCxx\ATL\INCLUDE
 C:\Program Files\UCanCode Software\E-XD++ Visualization Enterprise Suite\FO\Include

- Sample Lib path directory settings:

C:\Program Files\Microsoft Visual Studio\VCxx\Lib
 C:\Program Files\Microsoft Visual Studio\VCxx\MFC\Lib
 C:\Program Files\UCanCode Software\E-XD++ Visualization Enterprise Suite\VS2010Lib

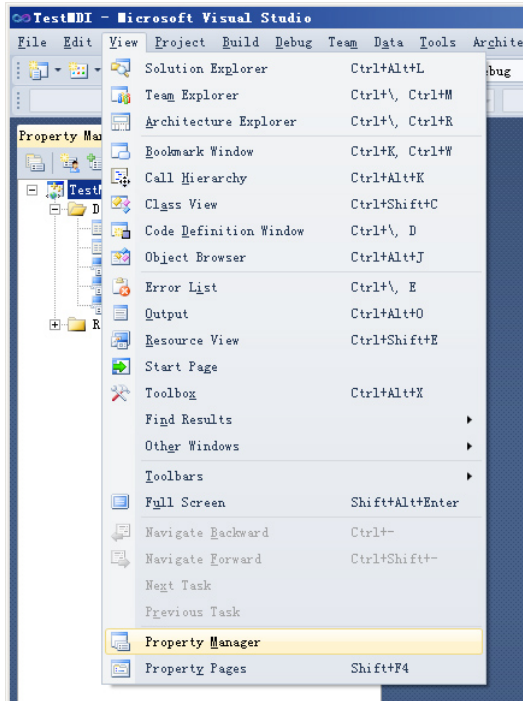


- x. Then you need to close OK, then you need exit your Visual Studio and open it again (Restart Visual Studio).
- x. That's all, you can now open any sample codes of E-XD++ for building.

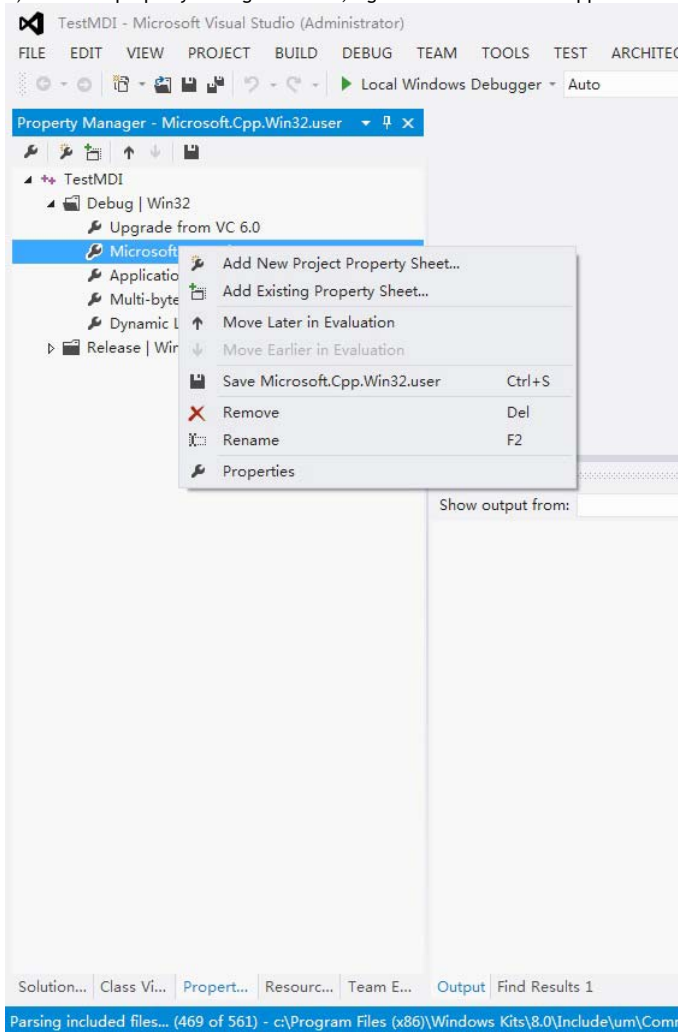
7. Visual Studio 2012

The setting for Visual Studio 2010 is not the same with Visual Studio 2008, please take the following two steps:

- 1). Open Visual Studio 2010, and then open E-XD++'s sample TestMDI.dsw (It is placed within **C:\Program Files\UCanCode Software\Visualization Enterprise Suite\Samples file folder**). **You need to convert it before opening.**
- 2). Then choose "View | Property Manager" menu item, as below:



3). With the property manager window, right click on "Microsoft.Cpp.Win32.user" and choose "Property" menu, as below:



4). Select the VC++ Directories tab, do the following changes:

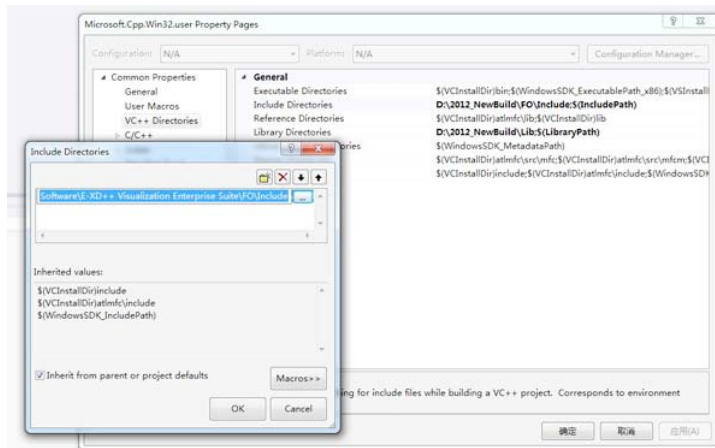
Also, make sure that the include and lib paths only include the directories of the current installation of E-XD++ Visualization Tool directory settings may differ (depending on how your products were installed), but here are some sample directory settings:

- Sample Executable path directory settings (based on a Windows NT installation of E-XD++ Enterprise Edition):

```
C:\Program Files\Microsoft Visual Studio\Common\MSDexx\Bin
C:\Program Files\Microsoft Visual Studio\VCxx\BIN
C:\Program Files\Microsoft Visual Studio\Common\TOOLS
C:\Program Files\Microsoft Visual Studio\Common\TOOLS\WINNT
C:\WINNT\system32
C:\WINNT
C:\Program Files\UCanCode Software\E-XD++ Visualization Enterprise Suite\Lib
```

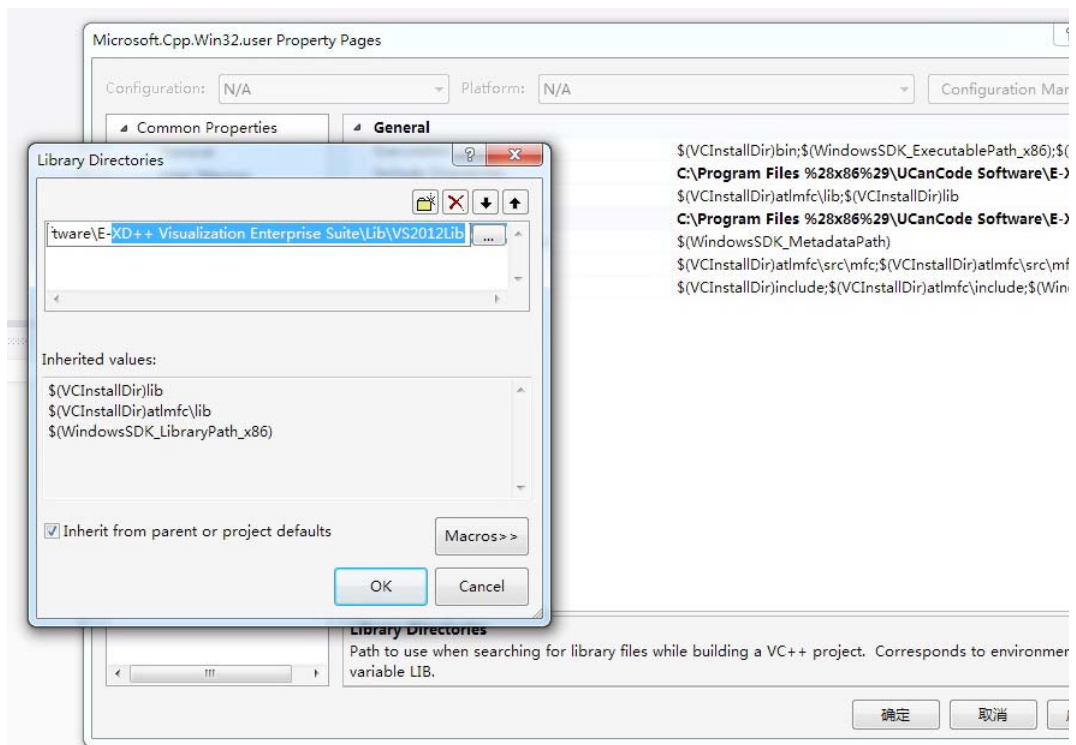
- Sample Include path directory settings:

```
C:\Program Files\Microsoft Visual Studio\VCxx\INCLUDE
C:\Program Files\Microsoft Visual Studio\VCxx\MFC\INCLUDE
C:\Program Files\Microsoft Visual Studio\VCxx\ATL\INCLUDE
C:\Program Files\UCanCode Software\E-XD++ Visualization Enterprise Suite\FO\Include
```



- Sample Lib path directory settings:

```
C:\Program Files\Microsoft Visual Studio\VCxx\LIB
C:\Program Files\Microsoft Visual Studio\VCxx\MFC\LIB
C:\Program Files\UCanCode Software\E-XD++ Visualization Enterprise Suite\VS2012Lib
```



- Then you need to close OK, then you need exit your Visual Studio and open it again (Restart Visual Studio).
- That's all, you can now open any sample codes of E-XD++ for building.

8. Create Classes Using E-XD++ Library add-in

For Visual Studio.NET 2003 or Visual Studio.NET 2005, Visual Studio 2008 and Visual Studio 2010, please use ClassWizard.e

In this section, you learn how to:

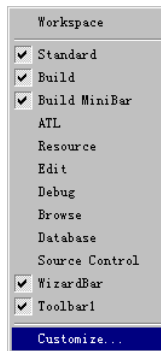
(1). Install E-XD++ Library add-in

(2). Run E-XD++ Library add-in

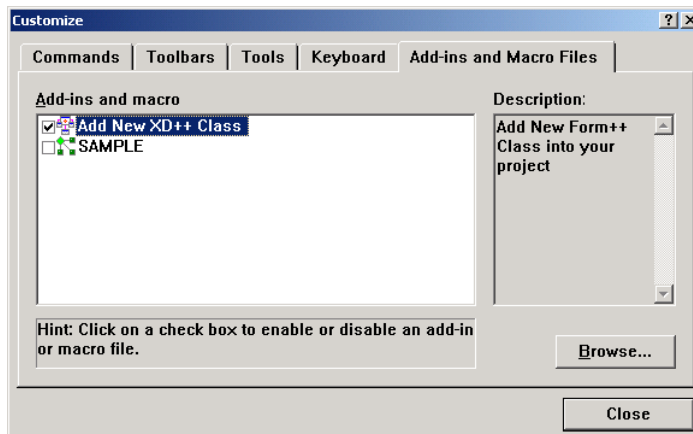
Install E-XD++ Library add-in

1. Copy FormAddIn.dll to any directory you like. If you insert the DLL into the Addins directory (Under the directory where MSDE resides, then Visual Studio will automatically load it the next time it starts.

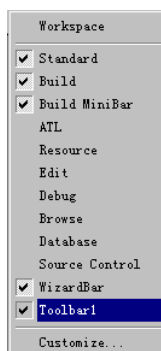
2. Start Visual Studio and go to the "Tools/Customize" menu item. Click on the menu. The Customize dialog will appear, as follo



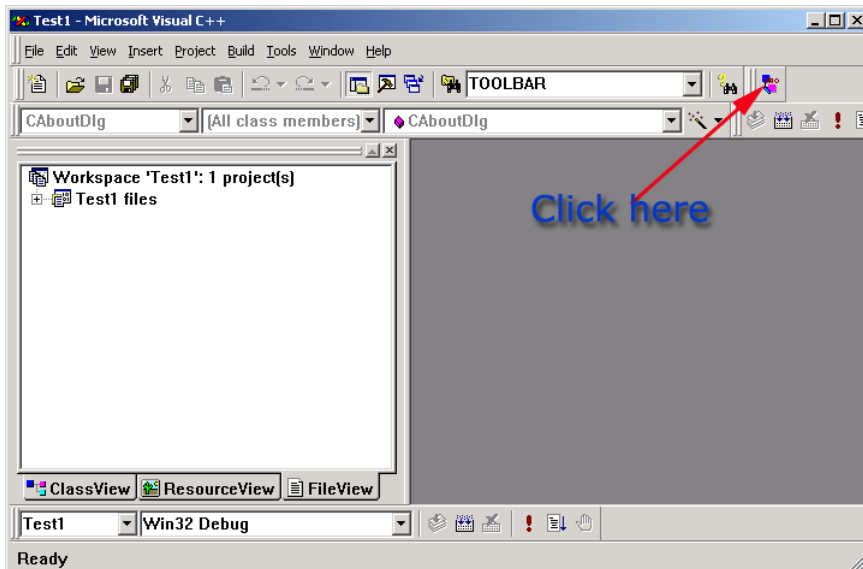
3. In the Customize dialog, go to the "Add-ins and Macro Files" tab. If you placed the DLL in the Addins directory, then it will sh here, otherwise use the "Browse" button to local the DLL.



4. Once the DLL is registered in Visual Studio, click the add-in from within the list to show its button.

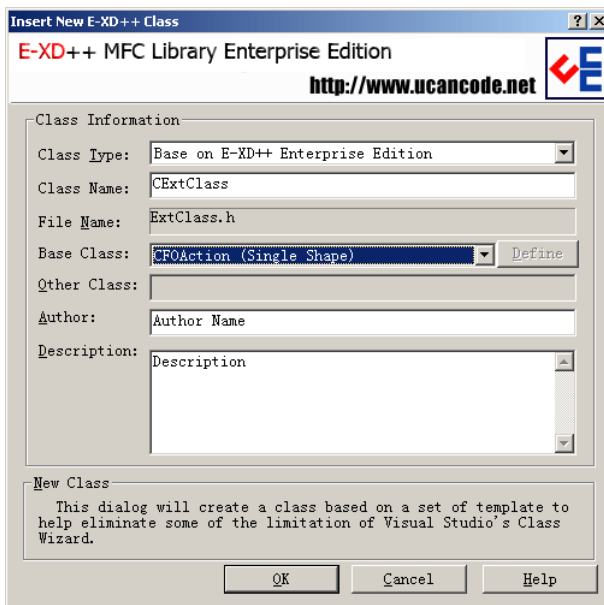


5. Installation is complete. You can now use the add-ins toolbar buttons.



Run E-XD++ Library add-in

click the E-XD++ Library add-in button you just add, the following dialog will pop up:



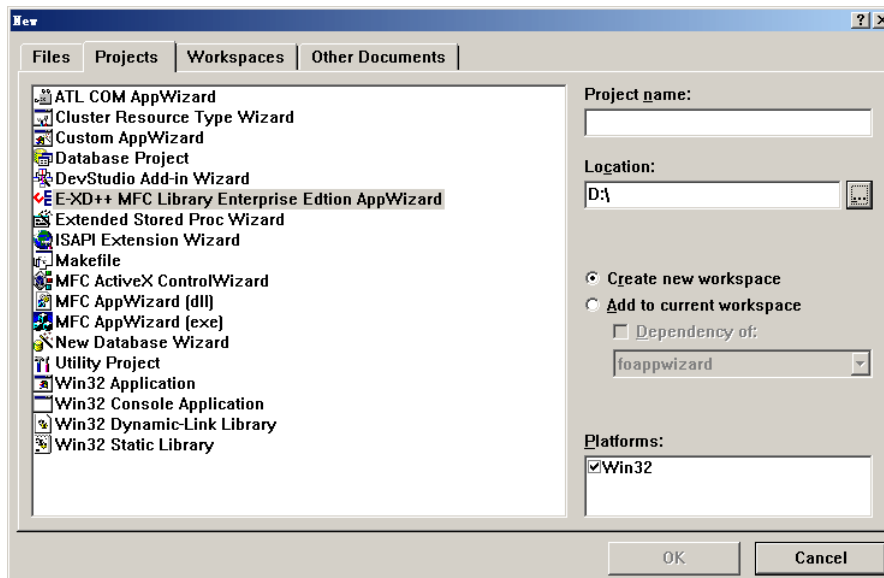
Here you can select the base class and name the class name. Once you finish filling these options, click ok. Then the class will be created and the corresponding files will be inserted into the project too. If you are using Visual C++. NET or Visual C++ 5.0, using ClassWizard instead (You can find this file within the sub folder of the product).

9. Setup AppWizard for Visual Studio

With the latest edition of E-XD++, three AppWizards are also shipped for Visual Studio 6.0, Visual Studio .NET 2003 and Visual Studio 2005, below are the steps for setting these appwizards:

1). AppWizard for Visual Studio 6.0:

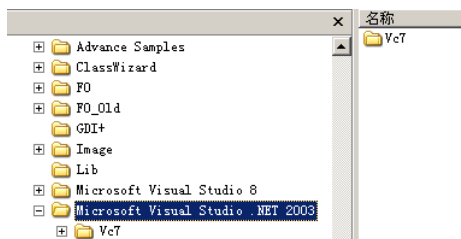
Once you finish to install the full kit or the Evaluation Kit, the AppWizard will be automatically placed at the right place within the Visual Studio 6.0, when you create a new project, you can find an option within the following wizard dialog:



So there is no other steps you need to setup for Visual Studio 6.0, just use it.

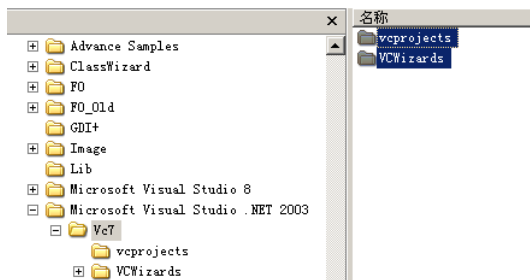
2). AppWizard for Visual Studio.NET 2003:

Once you finish to install the full kit or the Evaluation Kit, the appwizard for Visual Studio.NET 2003 will be also installed, and you find the following sub file folder:



The following are the steps for setting it:

(1). Open vc7 sub folder, and you can find the following two sub folders:

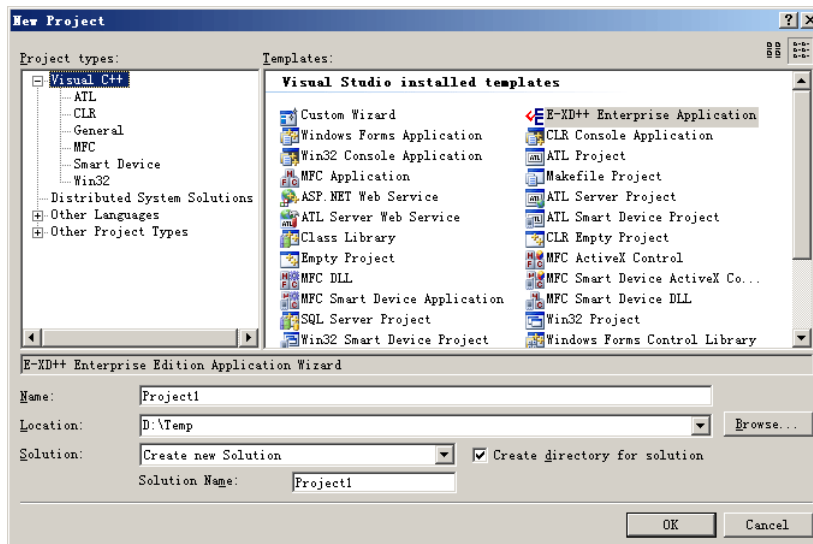


(2). Select both of them (or press Ctrl+A), and select "Edit | Copy" menu item (or press Ctrl+C), and open the following folder (Microsoft Visual Studio .NET 2003 | Vc7):

"Microsoft Visual Studio .NET 2003 | Vc7"

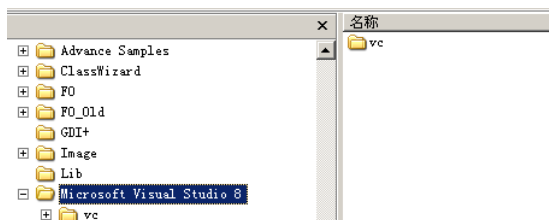
(3). Then select "Edit | Paste" menu item (or press Ctrl+V) to paste these two sub folders and place them to sub folder Microsoft Visual Studio .NET 2003 | Vc7.

That's all, now when you running the new project of Visual Studio.NET 2003 again, you can find the following appwizard icon, just to create new project:



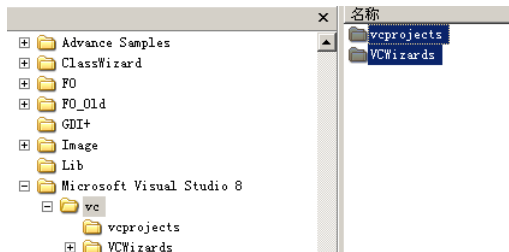
3). AppWizard for Visual Studio.NET 2005:

Once you finish to install the full kit or the Evaluation Kit, the appwizard for Visual Studio.NET 2005 will be also installed, and you find the following sub file folder:



The following are the steps for setting it:

(1). Open vc7 sub folder, and you can find the following two sub folders:

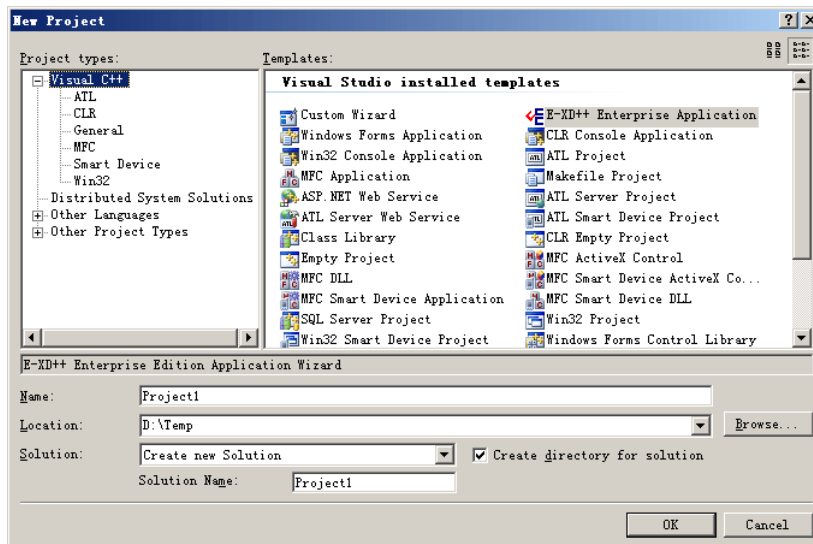


(2). Select both of them (or press Ctrl+A), and select "Edit | Copy" menu item (or press Ctrl+C), and open the following folder of Studio.net 2005:

"Microsoft Visual Studio 8 | Vc"

(3). Then select "Edit | Paste" menu item (or press Ctrl+V) to paste these two sub folders and place them to sub folder Microsoft Studio 8 | Visual C++.

That's all, now when you running the new project of Visual Studio.NET 2005 again, you can find the following appwizard icon, ju to create new project:



For any questions, please contact us with: support@UCanCode.net, or call us with: +86-28-8535-4545.

Talk us with MSN Messenger (Skype ID): UCanCode@hotmail.com for online help at any time <recommend>.

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