

## Using ACE

1. Build ACE library from source codes
2. Prepare the environment for using ACE library
3. Build an application with ACE

## Building ACE library

- Download the source code of the ACE library from [www.riverace.com](http://www.riverace.com). In our case, we choose **ACE-5.4.zip**
- Extract the archive file
- Create the file config.h under the folder ace of the extracted archive. E.g. C:\ACE\_Wrappers\ace
- The config.h contains the following two lines

```
#define ACE_HAS_STANDARD_CPP_LIBRARY 1
#include "ace/config-win32.h"
```

## Building ACE library

- Use Microsoft Visual Studio to open the file ace.dsw under the folder ace. E.g. C:\ACE\_Wrappers\ace\ace.dsw
- Select batch build, then build all

## Preparation for using ACE

Setting the Environment variables:

- Right click at My Computer, then select Properties
- Then select Advanced → Environment Variables
- At the user variables, add or modify the variable PATH to include the folder containing the ACE library DLL files. E.g. C:\ACE\_Wrappers\lib

## Preparation for using ACE

Setting the search path for the ACE library:

- From menu, select Tools → Options → Projects and Solutions → VC++ Directories
  - For include files, add the root folder of the ACE library. E.g. **C:\ACE\_Wrappers**
  - For library files, add the lib folder of the ACE library. E.g. **C:\ACE\_Wrappers\lib**

## Building software using ACE

- Create an empty Win32 Console project
- Add the appropriate files
- Configuring the compiling options
  - Right click at the Project name, then select Properties
  - At C/C++ → Code Generation → Runtime library, select **Multithreaded Debug**
  - At Link → Input → Additional Dependencies, add **aced.lib**