

Quick Start Tutorial

1. Start a new project

Before you can start using the build system, you have to have the following software installed on your system:

Software	Download	Remarks
Java SDK 1.3 or higher	http://java.sun.com	
Apache Ant 1.6.1	Ant home page	After installation, the environment variable ANT_HOME must point to the Ant root folder, and %ANT_HOME%\bin must be included int the PATH For example: <pre>set ANT_HOME=c:\ant set PATH=%PATH%;%ANT_HOME%\bin</pre>
Apache Forrest	Forrest Web site	After installation, the environment variable FORREST_HOME must point to the Forrest root folder.

Now you are ready to start a new project. First create an empty folder for your project. Download and store the file [install-importer.xml](#) in the project directory. Run `ant -f install-importer.xml` to install antworks importer. Remember, every developer on your project has to run this script once. Download and store the file [seed.xml](#) in it. Executing this Ant build script will seed your empty project folder with the folder structure and files needed by the build system. To start the script: `ant -f seed.xml` Input the necessary information about your project, as asked by the script. When finished, the file structure for the new project and several sample files will be created. More about the project structure can be read [here](#). Now you can build the new project, still consisting of one source file and the corresponding JUnit test. Run: `ant` As the build proceeds, depending on the libraries already installed and available to Ant, you may ne asked to install new Java libraries. Download them as requested. The easiest way to make these libraries available to Ant is to copy them in

`%ANT_HOME%/lib.`

Now you can [create an eclipse project](#)