DPC2018 Workshop Requirements

Unlike previous years, developers attending the pre- and post-conference workshops must bring their own laptop computers, as well as all of the prerequisite software that is required to complete the workshops.

Development Environment

Both workshops will require the following basic development environment components:

- **Visual Studio 2017** with at least the 15.8 update
- **Synergy/DE 10.3.3f (to be released in September)**
  - Synergy Development Environment (SDE) x86
  - Synergy Development Environment (SDE) x64
  - Synergy DBL Integration for Visual Studio
  - Synergy documentation (optional but recommended)
  - A local license manager with Synergy/DE 10 keys installed
- **Microsoft .NET Core SDK** (latest version). At the time of writing, the latest available version is 2.1.302 and can be obtained from https://www.microsoft.com/net/download
- **CodeGen** (latest version). At the time of writing we require version 5.3.5, but please check https://github.com/SteveIves/CodeGen/releases shortly before the conference begins and ensure you have the latest version installed
- **Postman** is a free HTTP testing tool that you can download from https://app.getpostman.com/app/download/win64

Synergy Licensing Requirement

The license keys required to complete the tutorials are

- RUN10
- WRUN10
- PSW10
- PSDE10

Verifying Your License Server Installation

If your system has a local Synergy License Server with these keys installed, you already have what you need. To verify, open a command prompt and type the following commands:

```
CALL "%SYNERGYDE64%\DBL\DBLVARS64.BAT"
LMU
```

Verify that the first line of the LMU output begins "Network Server on Port," make sure you see the required license keys in the list of installed keys, and for each key, verify that if an expiration date is specified (in YYYYMMDD format in the final), it's **later than 20181012**.

Verifying Your 32-bit License Configuration

For development systems with a local license server installation, the 32-bit environment should be configured to use the local 64-bit license server. To verify, open a command prompt and type the following commands:

```
CALL "%SYNERGYDE32%\DBL\DBLVARS32.BAT"
LMU
```

Verity that the first line of the LMU output begins "Network Client with Server LOCALHOST" (or if not LOCALHOST, then the name or IP address of your local machine).

MINIMUM Hardware Requirements for Visual Studio

- 1.8 GHz or faster dual-core processor
- 4 GB of RAM
- Hard disk space: Up to 130 GB of available space, depending on features installed; typical installations require 20-50 GB of free space
- Hard disk speed: To improve performance, install Windows and Visual Studio on a solid state drive (SSD)
- Video card that supports a minimum display resolution of 720p (1280 by 720); Visual Studio will work best at a resolution of WXGA (1366 by 768) or higher

RECOMMENDED Hardware Requirements for Visual Studio

- 2.5 GHz or faster quad-core processor or better
- 8 GB of RAM or better
- We strongly recommend systems running with solid state storage
- We recommend a video resolution of 1080p or higher

Operating System Requirements

In order to run Visual Studio 2017, you must be running one of the following supported operating systems:

Operating System	Specific Requirements
Windows 10	Version 1507 or higher: Home, Professional, Education, and Enterprise (LTSC and S are not supported)
Windows Server 2016	Standard and Datacenter
Windows 8.1	With Update 2919355. Core, Professional, and Enterprise
Windows Server 2012 R2	With Update 2919355. Essentials, Standard, Datacenter
Windows 7	With Service Pack 1 **and all latest Windows Updates**. Home Premium, Professional, Enterprise, Ultimate

Additional Requirements

- The user account that you log into must have administrative rights for the local computer.
- During the workshops you will be required to download and install components from various trusted internet locations, such as GitHub.com and NuGet.org. Therefore, you'll need WiFi internet capability. (A WiFi network will be available at the venue.)

Suggestions

In previous years it has become apparent that some developers are not accustomed to working on laptops, which typically have smaller keyboards, smaller screens, and touchpads. If you fall into this category, we recommend that you consider bringing the following USB or wireless devices:

- Full-size keyboard
- External mouse

Please do not bring external monitors, as there may not be enough desk space, and it's likely that the presence of desktop monitors would block the view of others.

SYNERGEX