

Steps to build Oracle's Berkeley DB using Microsoft Visual Basic

1. Download Berkeley DB (zipped files) from the following URL
<http://www.oracle.com/technology/software/products/berkeley-db/index.html>
2. Open My Documents/Visual Studio 2005 folder. Create a folder named Projects in this folder. Unzip the above zipped file into the Projects folder.
3. Start Microsoft Visual Studio 2005.
4. Click on File->Open->Projects/Solutions
5. In the dialogue box, double click on the unzipped directory and then double click on the build_windows directory.
6. Click on the Berkeley_DB.dsw file and in the next window click on "Yes to All".
7. Click on View->Solution Explorer tab.
8. In the Solution Explorer, right click on Solution 'Berkeley_DB' 46/47 Projects and click on Configuration Manager.
9. Change the Pull down menu option of "Active Solution Configuration" to Debug x86 and the pull down menu of "Active Solution Platform" to Win 32.
10. In the Configuration Manager, uncheck everything except for db_dll and then close the Configuration Manager.
11. Right Click on build_all in the Solution Explorer and click on build. This step builds Berkeley DB.
12. To write a program for creating databases and to add objects into and retrieve objects from the database, right click on Solution 'Berkeley_DB' in the Solution Explorer and click on Add and then click on New Project.
13. In the Project Types, click on Visual C++, and then select Win32. In the Templates, select Win32 Console Application. Type a name in the Name's field, say 'ProjectI'. Click OK.
14. You will see a new Project named ProjectI added to the Solution Explorer. Right Click on it, and then click on Properties.
15. Change the Configuration to Debug and the Platform to Win32.
16. Expand Common Properties and click on References. Click on Add New Reference. In the Projects Window, select db_dll, then click OK.
17. Expand Configuration Properties and then Expand C/C++. Click on the General tab. In the Additional Include Directories, copy paste the path of the directory that contains the file db_cxx.h, which is generally the build_windows directory then click OK to close the Properties Windows.
18. Now type in your code in the ProjectI.cpp file. #include "db_cxx.h".
19. To build, write click on ProjectI and click on build.