

Wikiprint Book

Title: Welcome to Ecopath

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Table of Contents

Welcome to Ecopath	3
EwE6 user information	3
EwE6 beta test program	3
EwE6 developer information	3

Welcome to Ecopath

Welcome to the Ecopath with Ecosim (EwE) Wiki. This Wiki is divided into 3 main sections:

- EwE6 development status
- EwE6 Beta test program
- Building onto the EwE6 engine

We hope to support your endeavours as much as possible. Please do not hesitate to contact us with questions, concerns, suggestions, or if you need access to the source code of EwE versions 5 or 6.

Best regards,
The EwE Development Team

EwE6 user information

EwE version 6 is under ongoing development. This section provides you access to the status of this development:

- [EwE6 user manual](#) - The EwE6 user manual, in Wiki format.
 - [Error reporting](#) - Let us know about errors that you encounter, and track the solution of known errors in EwE6.
 - [Tips and tricks](#) - Tips and Tricks on the usage of EwE6.
 - [Missing Features?](#) - An overview of features that are not yet implemented in EwE6.
 - [To do?](#) - An overview of planned developments in EwE6.
 - [?Change log](#) - An overview of changes and bug fixes of each major EwE6 release.
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EwE6 beta test program

The Ecopath development team would like you to participate in the [beta testing program](#). In brief cycles, two to three times per year, you will be asked to work closely with the development team on the latest version of the software to prepare EwE6 for a next release.

EwE6 developer information

The EwE6 source code is freely available upon request. This section aims to provide you with resources that would help you develop your own code using the EwE6 source code.

- [Basic tutorials](#) - Basic tutorials on using the EwE6 API for developing your own applications.
- [Plug-in tutorial?](#) - Basic tutorial on developing an EwE6 plug-in.
- [Ecopath Online tutorials](#) - Tutorials on using EwE6 web services across the Internet.
- [Technical FAQ](#)- FAQ, download links and resources that may aid you in your efforts.
- [?API documentation](#) - EwE6 Application Programming Interface (API) documentation.

The EwE6 source code is compiled daily around UTC/GMT 11am (2am in Vancouver, Canada) to verify integrity. If you experience problems compiling your own version, please check the following link:

- [EwE6 source code compiler errors FAQ](#)
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Complete list of local wiki pages, see [TitleIndex](#).