To build and run solution the following software is required:

1. Visual Studio 2010;
2. Microsoft SQL Server 2005 or later;
3. Microsoft Report Viewer 2010 Redistributable Package (http://www.microsoft.com/download/en/details.aspx?id=6442).

Build process is simple: it is necessary to open solution in Visual Studio and select **Build -> Build Solution** menu item.

Application works with database, so it is necessary to create database to be able to run and debug solution. To create database it is necessary to do the following:

1. Connect to database engine using SQL Management Studio;
2. Create new database, select name for new database (for example UC\_DB\_TESTING);
3. Run script **trunk\ucweb\db\tables.sql** on a recently created database;
4. Run script **trunk\ucweb\db\proc.sql** on a recently created database;
5. Run script **trunk\ucweb\db\init\_data.sql** on a recently created database.

After database is created it is necessary to update database connection strings in configuration files:

1. **UCENTRIK.Properties.Settings.UcConnectionString** connection string in **trunk/ucweb/src/UC\_DATASETS/app.config**;
2. **UCENTRIK.Properties.Settings.UcConnectionString** connection string in **trunk/ucweb/src/UC\_WEB\_Kiosk/Web.config**;
3. **UCENTRIK.Properties.Settings.UcConnectionString** connection string in **trunk/ucweb/src/UC\_WEB\_Platform/Web.config**.

Provide correct database server name, database name, login credentials:

<add name="UCENTRIK.Properties.Settings.UcConnectionString" connectionString="server=[SERVER]; user=[USER]; password=[PASSWORD]; database=[DATABASE]; Connection Timeout=10; Connection Reset=False; Min Pool Size = 20; Max Pool Size=2000;" providerName="System.Data.SqlClient" />

After database is created and database connection strings are updated it is possible to run and debug solution.

**UC\_WEB\_Kiosk** and **UC\_WEB\_Platform** projects are web-application projects. They can be started with/without debugging or published to IIS.

If running/debugging Kiosk application the following pre-populated credentials may be used:

User name: **kiosk**

Password: **welcome**

If running/debugging Platform application the following pre-populated credentials may be used:

User name: **agent**

Password: **welcome**