

Maia installation guide

Part 1: Basic installation

1. Unzip the source file package into either the top-level directory of your project, or a sub-directory of your choice
2. Ensure that the directory is in your proppath
3. Modify the dotr/Maia.cls as follows
 - a. **ConfigDirectory**
where the config (xml) files are kept (default `_Maia-Config`)
 - b. **TemplateDirectory**
where the template files are kept (default `_Maia-Template`)
 - c. **UIDirectory**
top-level directory of UI files (default `UI/winform`)
 - d. **ImageDirectory**
where images for your project are to be kept (default `UI/images`)
4. Compile dotr/Maia.cls

Part 2: OEA Installation

1. Complete **Part 1** first
2. Unzip the dll files into your dll directory for your project
3. Add all the .dll files as assembly references
4. Select the **OE Editor** view
5. Select **Openedge->Tools->Customization Editor**
6. Select **Menu / Toolbar Entries**
7. Press the Add Button
 - a. **Name:** Object Maintenance
 - b. **Icon:** (Choose an icon)
 - c. **ToolTip:** Start the object maintenance window
 - d. **Program Name:** <<fullpathname>>dotr\Maia\OEABuild.p
 - e. **Parameter:** object
 - f. Tick the "Send file name of the current selection"
 - g. Select "Show on menu and toolbar"
8. Press the Add Button
 - a. **Name:** Rebuild Source
 - b. **Icon:** (Choose an icon)
 - c. **ToolTip:** rebuild the selected package
 - d. **Program Name:** <<fullpathname>>dotr\Maia\OEABuild.p
 - e. **Parameter:** build
 - f. Tick the "Send file name of the current selection"
 - g. Select "Show on menu and toolbar"
9. Press the Add Button
 - a. **Name:** Property Maintenance
 - b. **Icon:** (Choose an icon)
 - c. **ToolTip:** Update the properties of the selected package
 - d. **Program Name:** <<fullpathname>>dotr\Maia\OEABuild.p
 - e. **Parameter:** property
 - f. Tick the "Send file name of the current selection"
 - g. Select "Show on menu and toolbar"
10. Select **File->Save all**
11. Press the refresh button (top right, tooltip is "refresh customization options")
12. If all is well, there should be three new buttons on your OEA toolbar. Pressing the Object Maintenance button should load up a progress window