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Enzo Server SDK 2.0

Installation instructions

Updated On: 1/5/2019

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Pre-requisites

In order to build adapters using the Enzo Server SDK 2.0, you will need the following software already downloaded and installed:

1. A Windows 10 operating system (installed on a laptop, machine or VM)
2. SQL Server 2017 Express Edition (the Quick Install option with defaults settings are good enough)
3. SQL Server Management Studio (SSMS) 2017 or higher
4. Visual Studio 2017 or 2019 Community Edition or higher (ensure to select C#, and .NET versions 4.5, 4.6, and 4.7x)

Install Enzo SDK 2.0

After installing the pre-requisites, and after restarting your machine, you will need to install two pieces of software:

- Enzo SDK 2.0 Visual Studio extensions
- Enzo SDK 2.0 (DevHost)

Optionally you may need the Enzo Manager (Blue Syntax will provide you with a ZIP file of the manager program); the manager helps you configure adapters with a user interface.

Enzo SDK 2.0 (DevHost)

Download the latest Enzo SDK 2.0 installed from this link:

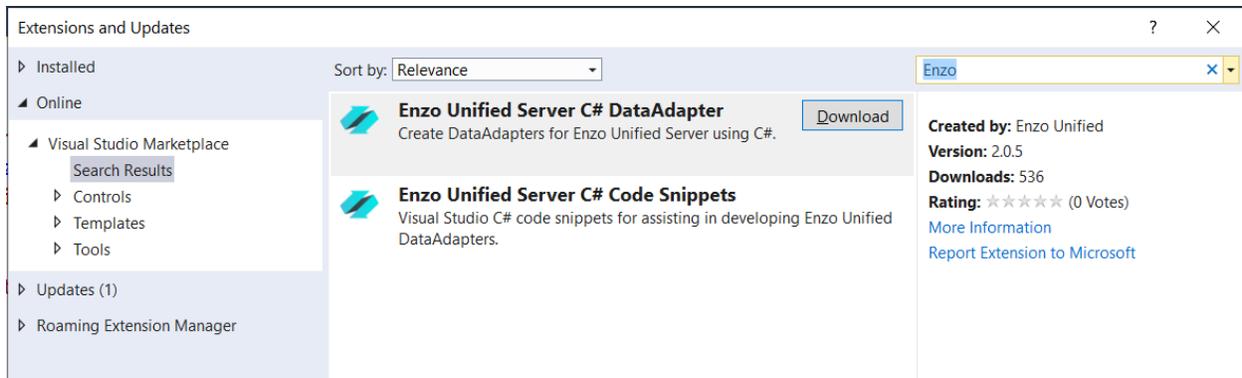
<https://www.enzounified.com/downloads/releases/2.0/latest/enzo-20-sdk-setup.zip>

Follow the onscreen instructions to install the SDK. As part of the installation process, 4 databases will be created on the local SQL Server you previously installed.

After this installation is complete, Enzo can be started using the DevHost application; this application hosts Enzo as a component, and allows you to execute SQL statements against Enzo. Note that after installing the Visual Studio Extensions (next step), the DevHost will start automatically when running your adapter from Visual Studio.

Enzo SDK Visual Studio Extension

To install the Enzo SDK Visual Studio Extension, start Visual Studio and go to **Tools -> Extensions and Updates**. From this window, click **Online** on the left bar then search for Enzo. The following result will be visible:



Download the Enzo Unified Server C# DataAdapter extension. The installation may require you to close Visual Studio before completing; restarting your machine may also be required at the end of the installation.

You may also want to install the Enzo Unified Server C# Code Snippets to simplify the implementation of adapters.

Create a Sample Adapter

Create a Hello Adapter

Now that the SDK has been installed, let's create a sample adapter.

Before proceeding you must make sure you are running Visual Studio in administrative mode.

EnzoUnified - Microsoft Visual Studio (Administrator)

-
1. Start Visual Studio in Administrative mode
 2. Create a new project
 1. Select Enzo Unified Adapter as the project type
 2. Enter Hello as the project name
 3. Select this path as the adapter directory (the BSC folder may need to be created; this is the default folder where the Enzo SDK DevHost is installed)
C:\Program Files\Enzo Unified SDK\Adapters\BSC
 4. Select .NET 4.6.1 as the .NET framework
 5. **Uncheck** the **Create a Directory for Solution** option
 6. Click OK
 3. In the new Adapter Window:
 1. Enter BSC as the namespace
 2. Leave the default values for the free form fields

3. Check these options:
 - Support Configurations
 - Hello World
 - Include Annotations
4. Click Okay

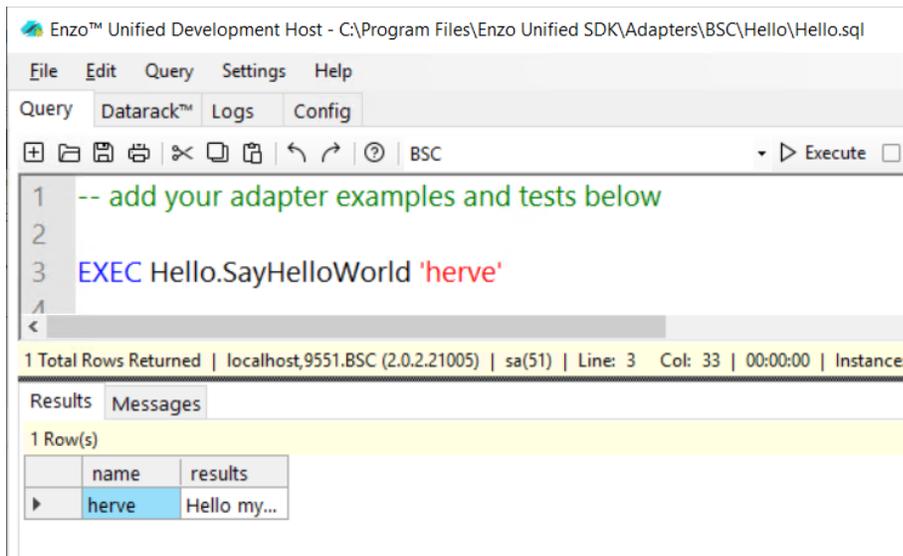
Test the Hello Adapter

Start the adapter by pressing F5. It may take a few minutes depending on the speed of your machine.

Check the troubleshooting section if you are experiencing issues starting the adapter.

Once started you will see the DevHost user interface. Type the following command and run it using the Execute button:

EXEC Hello.SayHelloWorld 'herve'



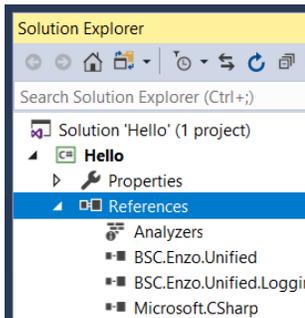
Save the script by pressing **Ctrl + S**. The next time you start Enzo, you will see the SQL commands loaded on the user interface. This allows you to enter simple commands to test your adapter.

Troubleshooting & Known Issues

Compilation Errors

If the project does not compile, check the following:

- A. Fix broken references if any (BSC.EnzoUnified.dll) to SDK path



C:\Program Files\Enzo Unified SDK\SDK v2.0\bin\libs\x64\debug\BSC.Enzo.Unified.dll
C:\Program Files\Enzo Unified SDK\SDK v2.0\bin\libs\x64\debug\BSC.Enzo.Unified.Logging.dll

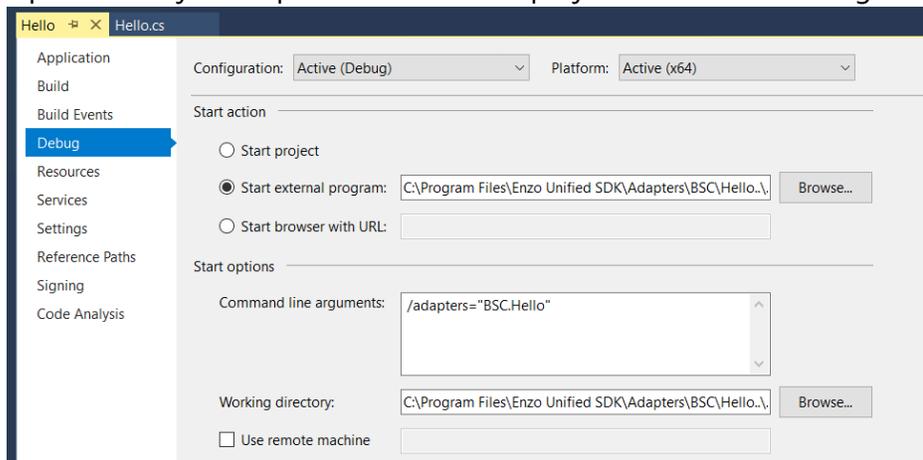
- B. The SayHelloWorld method may be missing from the code; if so, add the following snippet of code:

```
public EventResult SayHelloWorld(object sender, ExecEventArgs e)
{
    EventResult res = new EventResult(e);
    res.AddResultRow(e.GetArg("name"), "Hello my friend.");
    return res;
}
```

Project Does Not Start: Working Directory Not Found

If the project does not start with an exception saying that a working directory does not exist:

- A. Open the Project Properties of the Hello project and choose Debug on the left menu



- B. Verify that the Start external program path points to:
C:\Program Files\Enzo Unified SDK\SDK v2.0\bin\EnzoUnifiedDevHost\x64\debug\EnzoUnifiedDevHost.exe
- C. Verify that the Working Directory path points to:
C:\Program Files\Enzo Unified SDK\SDK v2.0\bin\EnzoUnifiedDevHost\x64\debug\

Visual Studio Crashes Upon Adapter Startup

In certain cases, Visual Studio may crash if Visual Studio was not started in administrative mode. Restart Visual Studio in administrative mode.

Paging Memory Error

In certain cases, Visual Studio may throw a paging memory error; this indicates that there is not enough memory on the machine to run Enzo. Check online for possible ways to increase your Paging Memory size in Windows. While increase your paging memory size is an option, this can slowdown Enzo.