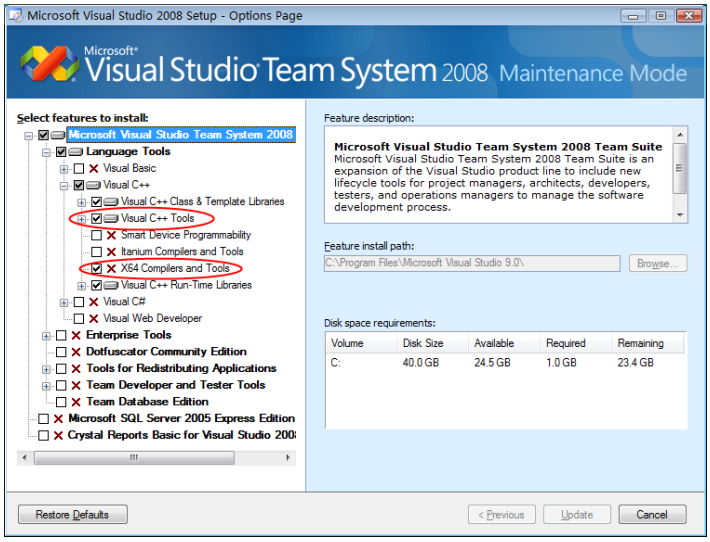
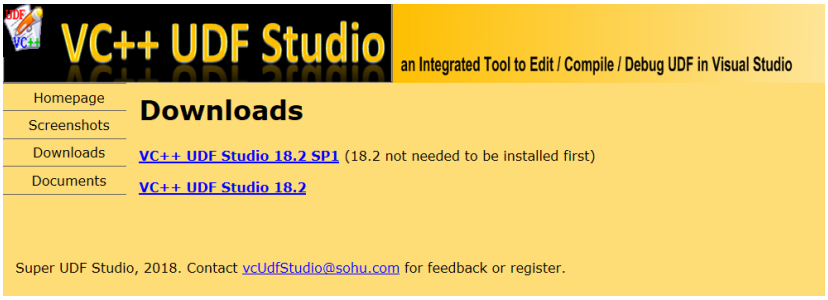
The simplest way to debug Fluent UDF

Debugging Fluent UDF is always the pain point for users. Intermediate variables can't be inspected and the source can't be traced step by step. User's progress remains stagnant especially because of inexplicable errors. Here, we recommend a UDF debugging tool that can directly inspect intermediate variables and trace the UDF source step by step.

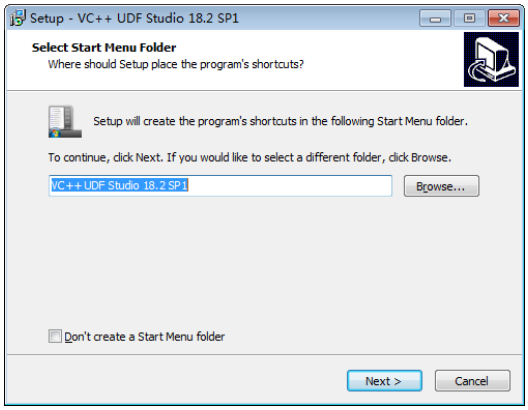
1. Install Visual Studio. C++ and C# are recommended to be installed together. For 64 bit, X64 compiler should be installed.



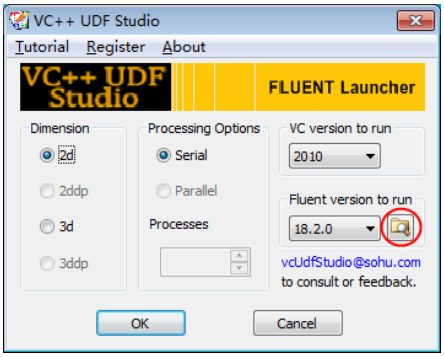
2. Download the latest tool version from website: https://vcudfstudio.bitbucket.io/download_en.html



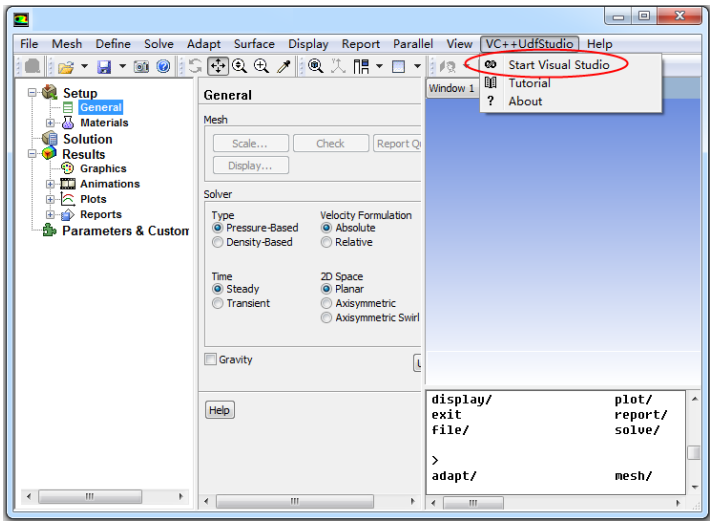
3. Install the tool using administrator right.



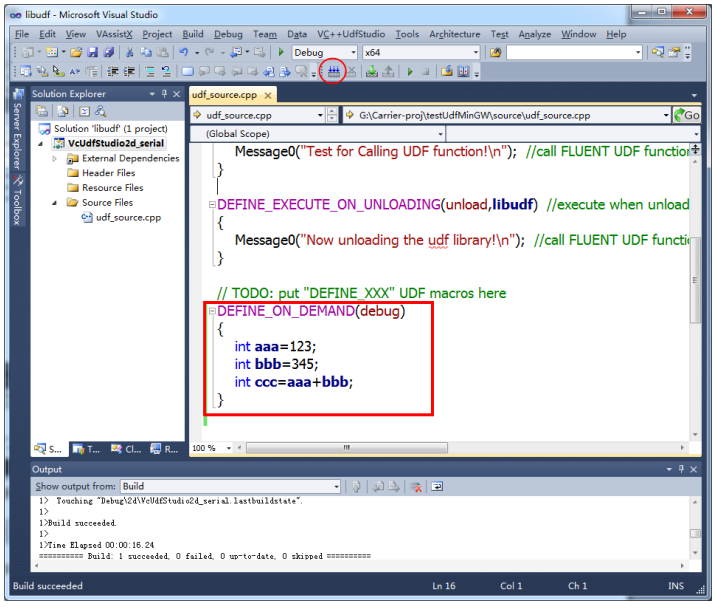
4. Start VC++ UDF Studio launcher and select VC/FLUENT versions to be run, then pressure OK button.



5. Read a case, then click the "Start Visual Studio" menu.

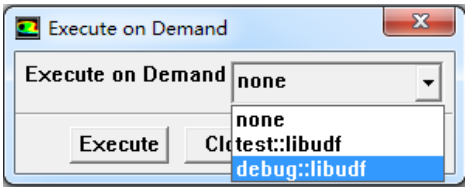


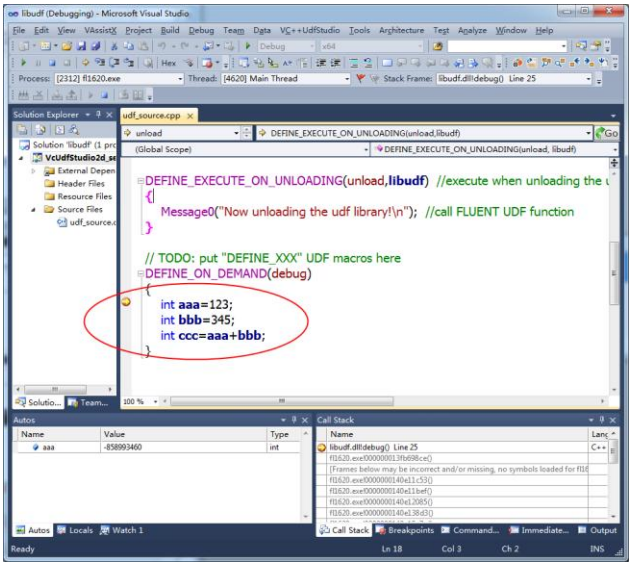
6. Edit source code and press "compile" button until no errors reported.



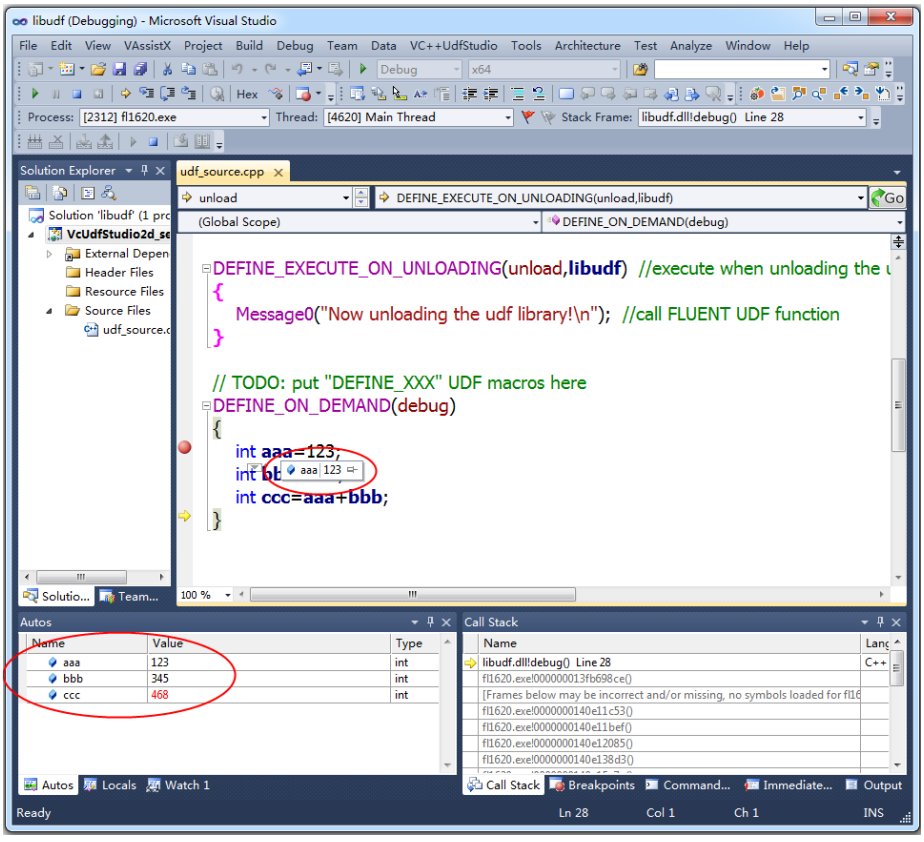
7. Set a breakpoint (F9) and press "debug" button to enter debug mode.

8. Run corresponding subroutine or macro. The program will stop at the breakpoint.





9. Run the code step-by-step (F10), then all intermediate variables can be inspected.



10. The unregistered tool can use 2d/3d serial version with maximum 3 UDF macros, which are enough for preliminary UDF programming. For more macros or parallel version, registration needed.