



**OpenEye**  
Scientific Software

**OpenEye Toolkit QuickStart – C++**

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**OpenEye Scientific Software, Inc.**

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# FRONT MATTER

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At startup, the application looks for a valid license in the following default locations:

- In a file specified by the environment variable **OE\_LICENSE**.
- In a file named `oe_license.txt` in the directory specified by the environment variable **OE\_DIR**.
- In a file named `oe_license.txt` in the user's platform-specific local OpenEye application data directory. The location of this directory is detailed below:
  - Linux/UNIX:  
    `~USERNAME/.OpenEye`
  - Mac OS X:  
    `/Users/USERNAME/Library/OpenEye`
  - Microsoft Windows 2000/XP  
    `C:\Documents and Settings\USERNAME\Application Data\OpenEye`
  - Microsoft Windows Vista/7  
    `C:\Users\USERNAME\AppData\Local\OpenEye`
- In a file named `oe_license.txt` in the current working directory



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# INSTALLATION



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