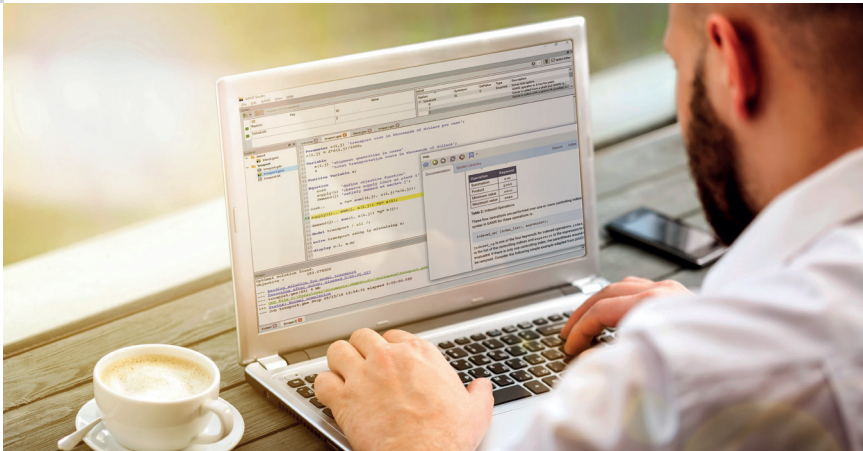




GAMS

STUDIO

GAMS Studio is a completely new integrated development environment for GAMS, which is available for Windows, Mac OS X, and Linux. The GAMS Studio development follows an agile methodology based on Scrum and thus it was released at a very early stage of development to encourage the GAMS users to weigh in and help prioritize future development directions.



TAKE A LOOK AT OUR
VIDEO ON STUDIO

[youtube.com/GAMSLessons](https://www.youtube.com/GAMSLessons)

Users can also contribute directly or build on top of GAMS Studio, since it is open source under the GNU GPL license:
<https://github.com/GAMS-dev/studio>

Although GAMS Studio is still in an early development stage, it combines already many features of the classic GAMS IDE with some new elements:

- A code editor to write GAMS models (including basic syntax coloring, block edit mode, ...)
- GAMS models can be executed and there is an interactive option editor to set GAMS parameters
- The output panel presents the progressing GAMS log
- The listing viewer (including a tree view to navigate through the file) allows inspection of the output file
- The GDY viewer shows the table of content and data of GDY files and offers useful details like sorting and filtering of data
- The project explorer helps manage different projects in one session
- The integrated help system makes it easier to find additional information

We will be very thankful for any feedback about GAMS Studio. If you miss features or have comments, please send a note to studio@gams.com

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