Installation	instructions.	Animator

DaCoPAn

Helsinki 27th May 2004 Software Engineering Project UNIVERSITY OF HELSINKI Department of Computer Science

UNIVERSITY OF PETROZAVODSK Department of Computer Science

#### **Course**

581260 Software Engineering Project (6 cr)

#### **Project Group**

Carlos Arrastia Aparicio

Jari Aarniala

Alejandro Fernandez Rey

Vesa Vainio

Jarkko Laine

Jonathan Brown

Kirill Kulakov

Andrey Salo

Andrey Ananin

Mikhail Kryshen

Viktor Surikov

#### Customer

Markku Kojo

## **Project Masters**

Juha Taina (Supervisor)

Yury Bogoyavlenskiy (Supervisor)

Turjo Tuohiniemi (Instructor)

**Dmitry Korzun (Instructor)** 

#### Homepage

http://www.cs.helsinki.fi/group/dacopan

#### **Change Log**

Version	Date	Modifications
1.0	20 May 2004	First version

# Contents

1	Introduction  System requirements			
2				
3 Installation instructions		allation instructions	1	
	3.1	Installing Java	1	
	3.2	Downloading DaCoPAn animator	1	
	3.3	Installing DaCoPAn animator	1	
	3 4	Running DaCoPAn animator	1	

## 1 Introduction

This document explains the installation process of the DaCoPAn animator. More detailed information and a complete user manual is distributed in HTML format along with the product. It is also available at the DaCoPAn web site at http://www.cs.helsinki.fi/group/dacopan/

# 2 System requirements

- Java 1.4 or newer, available at http://java.sun.com/downloads/
- A reasonably fast machine, 800 Mhz or better recommended
- 800x600 display mode, 1024x768 or higher recommended

## 3 Installation instructions

## 3.1 Installing Java

If you don't have Java installed, you need to install it before installing the DaCoPAn animator. Follow instructions presented at http://java.sun.com/downloads/.

## 3.2 Downloading DaCoPAn animator

The DaCoPAn products (both analyzer and animator) can be downloaded from the distribution site at http://www.cs.helsinki.fi/group/dacopan/. On that site, select the animator distribution package designed for your system (Linux, Windows, or generic) and download it to your computer. You can also download the full sources from the download site.

# 3.3 Installing DaCoPAn animator

Once you have downloaded the animator distribution package, you can install it simply by unpacking it to a directory of your choise. If you are using the Windows installer, just run it and follow its instructions.

# 3.4 Running DaCoPAn animator

The animator can be run in some alternate ways. You can either run it from command line by typing

```
java -jar animator.jar
```

or by clicking on a shortcut (animator.sh in Linux and animator.bat in Windows). When using the Windows installer, shortcuts are also created in the start menu.

To be able to use the animator for anything productive, you also need to have some scenario or protocol event files. To get them, you can either use the DaCoPAn analyzer to create such files or go to the DaCoPAn distribution site and download predefined scenario files. Some example files are also delivered in the animator distribution package.

For more help on using the DaCoPAn animator, refer to the help menu in the animator.