



Installation of SDSU Physics Learning Research Group (PLRG) Simulators

Download *SDSU_Simulators.zip* and unzip it to your desktop for ready access.

If you have older versions of CPU, CIPS, InterActions or other SDSU simulators, go to page 2 and follow the instructions there before you continue below.

After you unzip *SDSU_Simulators.zip*:

1) **COPY** all the files in *SDSU_Simulators/sdsu_jars* into the following folder:

On **PCs**:

[system drive, usually C]:\Program Files\Java\[java_version]\lib\ext

[system drive] is the letter of your system drive (usually "C"). *[java_version]* is the version of Sun's JRE (Java Runtime Environment) that you are using. For example, if you are using Java 6.0 and your system drive is "C", the directory path is:

C:\Program Files\Java\jre6\lib\ext

Always use your most recent Java version if you have multiple versions installed. (Or you could simply copy the files into the lib\ext folder for EVERY Java version.)

On **Macs**:

[system drive, usually Macintosh HD]/Library/Java/Extensions

Note on copying/pasting files: To **copy** the files, open the folder *SDSU_Simulators/sdsu_jars*, click-and-drag to select ALL the files in the folder, and then type control-C (PCs) or command-C (Macs) to copy the files. You can also select "Copy" from the Edit Menu. To **paste** the files into the new folder, type control-V (PCs) or command-V (Macs), or select "Paste" from the Edit menu.

2) Place the folder *SDSU_Simulators* in *Program Files* (PCs), *Applications* (Macs) or another location of your choice.

3) Make an alias or shortcut of *SDSU_Simulators/index.html*, move it to your desktop, and rename it *Run_Sims* or something else of your choice.

Contact Michael McKean (mmckean@sciences.sdsu.edu, or 619-594-2571) if you have any problems.

Older Installations

If you have older installations of CPU, CIPS, PET, InterActions or similar SDSU Simulators, do the following two steps

FIRST.

1) Delete any existing JAR files (i.e., files with the extension .jar) for CPU, CIPS or PET in the folders listed below. These include all JAR files that match the patterns:

int*.jar
pet*.jar

or any of the following: sysutil.jar, ifm.jar, metatex.jar, sound.jar, sysclbfactory.jar

You should also delete any REALLY OLD Jar files that are also SDSU Jar files. You can tell these files by old creation dates (like 2000, 2001) and their names, which will look like one of files with "int" or "pet" as a prefix. For example, you should delete cpu.jar, cips.jar, Inc.jar, etc.

DO NOT DELETE JAR FILES THAT DON'T MATCH THESE CRITERIA. IF YOU'RE NOT SURE, DON'T DELETE!

You can find them in the following locations:

On PCs:

[system drive, usually C]:\Program Files\Java\[java_version]\lib\ext

If you have several versions of Java, delete the JAR files in all of the relevant folders.

On Macs:

Either one or both directories (folders) below:

Macintosh HD/Library/Java/Extensions

Macintosh_HD/System/Library/frameworks/JavaVM.framework/Versions/[java_version]/Home/lib/ext

[java_version] is the version of Java you are using. For Java 5.0, the version number is 1.5.0. The directory path would be:

Macintosh HD/System/Library/frameworks/JavaVM.framework/Versions/1.5.0/ Home/lib/ext

Again, if you have several versions of Java, delete the JAR files in all of the relevant folders.

2) On both PCs and Macs, also check for old installation folders in *Program Files* (PCs) or *Applications* (Macs), or on the main directory of your system drive. They may be under various names, such as *CPU Simulators [or Simulator Software]*, *PET Simulators*, *CIPS Simulators* or *InterActions Simulators*. You don't need to delete these folders (though you can if you don't need them!). Just open the subfolder:

[Main folder name]/Simulators/Simulators

There may be a second "application" folder inside the first (e.g., *CIPS Simulation Softwars/CIPS Simulators*). For this example, go to the folder:

CIPS Simulation Softwars/CIPS Simulators/Simulators/Simulators

Delete the same set of files as listed above EXCEPT *intsoundarch.jar* and *sound.jar*.