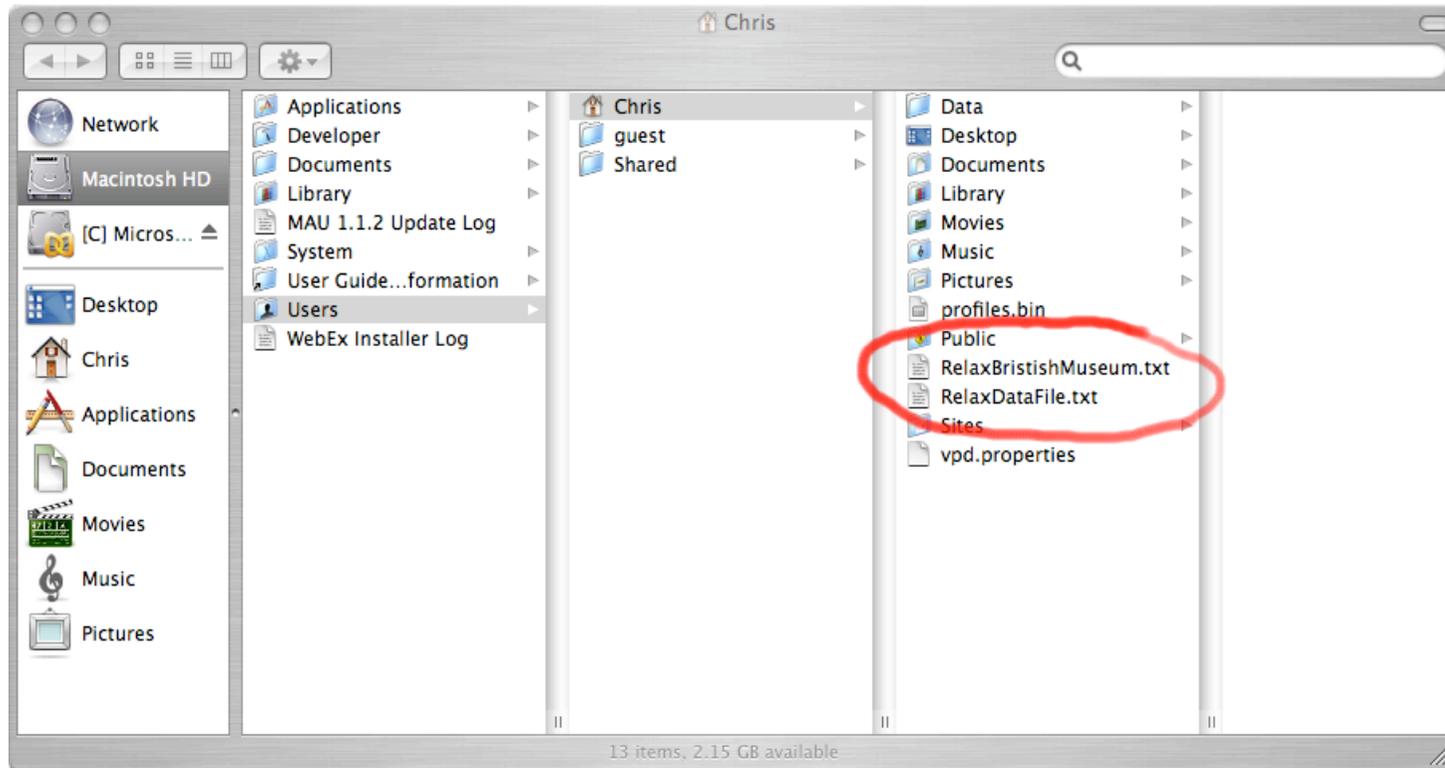


# 1 Instructions for running executable files on Macintosh, Linux and Windows computers

## 1.1 Macintosh

This only applies to Intel Macintoshes. However, the source code can still be run on pre-Intel machines (see below).

The data files, RelaxDataFile.txt and RelaxBritishMuseum.txt, should be in the User's root directory:



Clicking on the Relax(Intel) file (which is a Unix Executable and can be in any folder) will run the program.

## **1.2 Linux**

In preparation

## **1.3 Windows**

The data files, RelaxDataFile.txt and RelaxBritishMuseum.txt should be in the same folder as Relax.exe.

Clicking on Relax.exe will run the program.

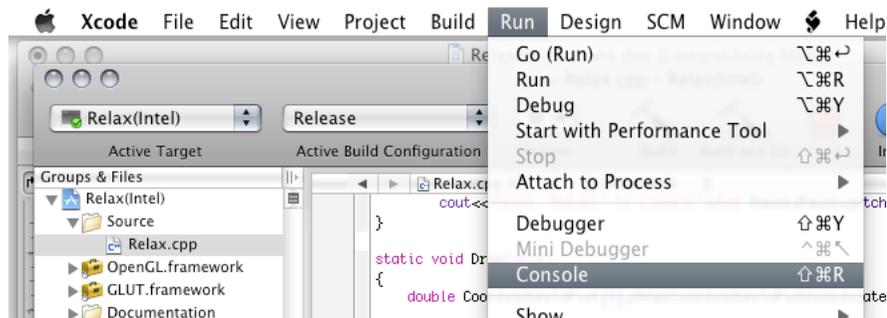
## **2 Instructions for running source code on Macintosh, Linux and Windows computers**

The source code Relax.cpp, data.h and Graphics.h are identical for Macintosh, Linux and Windows computers.

### **2.1 Macintosh**

Macintosh computers come with the Xcode compiler and also the OpenGL libraries. The Xcode project, Relax(Intel).xcodeproj, and the source code Relax.cpp, data.h and Graphics.h need to be in the same folder. The same applies to pre-Intel Macintoshes, except the Xcode project, Relax(Pre\_Intel).xcode, should be used.

Double click the Relax(Intel).xcodeproj (or Relax(Pre\_Intel).xcode) file to open the project and then click the green 'Build and Go' button. It will give a message 'Cannot find file "RelaxDataFile.txt"' but it will also create a folder 'build' which in turn contains a folder 'Release' (Intel machines). Note that the latest versions of Xcode will require you to go to the 'Run' menu at the top of the screen and then choose 'Console' (see image) before you can see console messages.



Put the data files 'RelaxDataFile.txt' and 'RelaxBritishMuseum.txt' into this 'Release' folder. For pre-Intel Macintoshes put the data files straight into the 'build' folder'.

Then click the green 'Build and Go' button again.

## 2.2 Linux

In preparation

## 2.3 Windows

Windows machines do not come with a C++ compiler or OpenGL. However they can be downloaded free and legally, probably from two different locations, one for the compiler and one for the OpenGL.

### 2.3.1 Dev C++

Download *Dev-C++ 5.0 beta 9.2 (4.9.9.2)* (9.0 MB) with Mingw/GCC 3.4.2 from <http://www.bloodshed.net/dev/devcpp.html> and install.

Download GLUT 3.7.6+ Dev Pak from <http://www.nigels.com/glt/devpak/> to a local folder.

In Dev C++ open the package manager:

- Tools->Package Manager
- Install the glut package:
- Package->Install Package
- Browse to the local location where the package was downloaded to and follow the installation wizard
- The glut package should now appear in the main pane
- Exit package manager

The Dev C++ project, Relax.dev together with Relax.cpp, data.h, Graphics.h and the data files RelaxDataFile.txt and RelaxBritishMuseum.txt all need to be in the same folder.

Press 'Execute > Compile & Run' to run the program.

### 2.3.2 Microsoft Visual Studio

#### If you have the full version:

- <http://www.xmission.com/~nate/glut.html>
- Click the link to glut-3.7.6-bin.zip
- Using the address above download the following files and put them in
- /glut32.dll/ -> C:\Windows\System or C:\WinNT\System
- /glut32.lib/ -> C:\Program Files\Microsoft Visual Studio 8\VC\PlatformSDK\lib
- /glut32.h/ -> C:\Program Files\Microsoft Visual Studio 8\VC\PlatformSDK\include\gl

**If running the Express version:**

- <http://www.xmission.com/~nate/glut.html>
- click the link to glut-3.7.6-bin.zip
- Using the address above download the following files and put them in
- /glut32.dll/ -> C:\Windows\System or C:\WinNT\System
- /glut32.lib/ -> C:\Program Files\Microsoft Visual Studio 8\VC\lib
- /glut32.h/ -> C:\Program Files\Microsoft Visual Studio 8\VC\include\gl (note make folder named gl first)

In both cases the Visual Studio project, Relax.vcproj, together with Relax.cpp, data.h, Graphics.h and the data files RelaxDataFile.txt and RelaxBritishMuseum.txt all need to be in the same folder. THIS NEEDS TO BE CHECKED

Chris J K Williams, University of Bath