

MATH MATTERS

INSTALL GUIDE

- CLIENT -

TABLE OF CONTENTS

PREREQUISITES	1
SYSTEM CONFIGURATION.....	1
INSTALL GUIDELINES	2
CLIENT INSTALLATION	3
ENTERING COMMAND-LINE INPUT	4

PREREQUISITES

Below are the specifications that define the system configuration and environment set-up essential to install the database, admin utility and the games.

System Configuration

- Intel Core 2 Duo Processor E6300 (1.8GHz, 1066FSB) with 2MB cache
- 2 GB RAM
- 768MB NVIDIA GeForce 8800 GTX
- 250 GB SATA II hard drive
- Windows XP Operating System
- 16x DVD+R/RW CD-RW combination drive

A successful environment setup requires you to ensure the following two ports are not in use by other processes:

- Port number 3306
 - Port number 9090
-

INSTALL GUIDELINES

All the software required for 3D Games is installed into one directory which is by default c:\3dgames. The install DVD contains config.properties file with default values for all required parameters. At the time of installation if there is no change in these values, just press enter key to accept the values (**with the exception of the IP Address**). It is recommended to accept the default values which are designed to keep all the relevant software together in one location.

CLIENT INSTALLATION

Client machine is the one used by player to play the game and it should always be able to access server machine for logging game performance information. **Without the network access to server machine game cannot be continued.**

Installation for client machine is very simple with the install scripts included in DVD. It is recommended to accept default values for target directories for client installation so that everything is installed into a central directory. If the game is running for the first time the machine needs to have ODBC driver installed which is also included in DVD.

Client Installation includes the following components:

- ODBC Driver
- OGG music format driver
- The Providers
- ~~Towers of Zehn~~ (No longer included in package)
- The Sustainers
- The Outbreak – Unknown

To start client installation insert the DVD and change the directory to DVD drive. Execute **SETUP_mmClient.cmd** and provide answers to all the questions like installation target directory and database server IP address. It is recommended to install the software into **c:\3dgames** directory which is shown as default value. Just press enter to accept the default value for any parameter.

ENTERING COMMAND-LINE INPUT

Following the remaining application installers is a list of prompts within the command-line.

Please follow along and enter the appropriate responses.

[input] Enter destination for games (press Enter if it is C:/3dgames):

- Under typical situations, simply press the enter key

[input] Enter database server IP Address (press Enter if it is localhost):

- **You MUST enter the IP Address for the server** here (i.e. the IP Address of this machine). **The only case in which you should leave this entry as the default (localhost) is if you are setting up a STAND-ALONE SERVER/CLIENT DUO.** If you are unaware of this IP Address, please contact someone within your department who is.

Also, please check to make sure you have received the following conclusion:

- BUILD SUCCESSFUL

If you have not received this notice (it appears at the bottom of the output), then something went wrong. In this circumstance, please restart the installation process.

- If this is your second time receiving an error in the installation process, you should consider the possibility that your installation files are corrupt and contact your supervisor or download a new installation package.