

Client Installation Guide

BigWorld Technology 2.0. Released 2010.

Software designed and built in Australia by BigWorld.

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Chapter 1. Overview

This document describes how to properly install the BigWorld Technology Client and Tools and how to use them for the first time.

Chapter 2. Client and Tools Machine Requirements

2.1. Client using New Terrain

	Minimum	Recommended
Graphics	GeForce 6600 128Mb Radeon 9600 128Mb	GeForce 7600 Radeon x1600
CPU	2 GHz	2 GHz
Physical RAM	512 MB	1 GB
Operating System	Windows XP Home 32-bit	Windows XP Home 32-bit Windows Vista Home 32-bit

2.2. Client using Classic Terrain

	Minimum	Recommended
Graphics	GeForce4 MX Radeon 7 Series	GeForce4 Ti Radeon 9500
CPU	2 GHz	2 GHz
Physical RAM	512 MB	1 GB
Operating System	Windows XP Home 32-bit	Windows XP Home 32-bit Windows Vista Home 32-bit

2.3. Tools

	Minimum	Recommended
Graphics	GeForce 7900 GT Radeon X1800 XT	GeForce 8800 GTX Radeon HD 3870
CPU	Athlon 64-bit 3800+ Dual Core Pentium D 820	Athlon 64-bit 4200+ Dual Core Pentium T4200
Physical RAM	2 GB DDR2	2 GB DDR2
Operating System	Windows XP Professional 32-bit Windows Vista Ultimate 32-bit	Windows XP Professional 32-bit Windows Vista Ultimate 32-bit

Chapter 3. Installing the BigWorld Technology Client

3.1. Customers Using The BigWorld Technology Commercial Edition (Distribution is done using SVN)

- Please review the instructions at <https://svn01.bigworldtech.com/docs/> pay special attention to the section https://svn01.bigworldtech.com/docs/svn_guide.html.
- DirectX and VC80 runtimes need to be installed in order to run the BigWorld Technology Client. Redistributable installations for both are included in the `directx-redist` and `vc80-redist` directories at the root of the BigWorld package.

3.2. Customers Using The Evaluation Edition or The Indie Edition

- To install, run the setup executable and follow the prompts.
- To uninstall, use the uninstallation program that has been placed in the the Start Menu or from the *Add or Remove Programs* control panel.

3.3. Additional Notes

- The client startup and loading of the first space might be slow on the first client run due to art assets compilation.
- A number of client tools, such as CAT (Client Access Tool) and `asset_processor`, require Python to be installed. Python can be downloaded from <http://www.python.org>. Python 2.5.2 or greater is recommended.
- SpaceViewer and CAT require wxPython, a GUI toolkit for Python. wxPython can be downloaded from <http://www.wxpython.org>.