

# BSim GUI *beta* - Readme

BSim Team\*

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## 1 What is BSim GUI?

The BSimGUI package is an experimental graphical user interface (GUI) for the BSim agent-based bacterial population modelling package. For more information on the BSim software itself please visit the [BSim website](#) on Sourceforge. The GUI was originally intended to provide a layer of abstraction over the raw Java in which BSim is coded, thus simplifying the process of creating BSim simulations. A brief overview of the original design intentions and a more detailed overview of creating BSim simulations using the GUI can be found at the [BCCS-Bristol 2010 iGEM entry](#).

## 2 Requirements

BSimGUI is packaged as a standalone runnable Java archive, and generates simulations in the form of Java code. Therefore to be able to run BSimGUI, it is important to have installed a recent copy of the Java runtime and compiler; we recommend at least Java 1.6.

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## 3 Running BSim GUI

The GUI itself is compiled and packaged into a runnable Java .jar file. Additionally included in the release should be this file ([readme.pdf](#)), the BSim 3.0 library, and shell scripts `run_all` and `run_output_only` (\*.cmd for windows, \*.sh for UNIX, Mac OS). The GUI works by generating a BSim simulation file which is then compiled and run. The script `run_all` will run the GUI, wait for the simulation to be generated, compile the simulation and run it. The script `run_output_only` will compile the generated simulation file if necessary and run it, without starting the GUI. It is of course possible to start the GUI directly rather than through a script either by double-clicking on it or by running the command `"java -jar BSimGUI.jar"`.

## 4 Known issues

### 4.1 Command order dependency

The scene creation process must take place in the order that components appear in the GUI menu (i.e., the order specified on the [BSimGUI iGEM page](#), where more detailed instructions and descriptions of the available options can be found in the section "Interface Design"). This is a limitation of the current GUI implementation and will be resolved in a future version.

## 5 Revision history

### 21st June 2011

Repackaged release of the BSimGUI experimental beta with some small fixes.

- Repackaged classes into single runnable .jar.
- Removed the need to compile the GUI itself.
- Included BSim release library — BSim3.0.jar.
- Small bug fixes regarding resource paths.
- Created readme.

### 4th November 2010

Initial beta release of BSimGUI.

- BSimGUI source with scripts to compile and run.
- Packaged with Java runtime.