BSim GUI *beta* - Readme

BSim Team*

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Contents

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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.