

Windows users need to use WSL with Ubuntu 18 or Ubuntu 20 for this lab. Type Ubuntu at a windows terminal. It is recommended that you run the following commands after changing the working directory to a mounted drive. For example, /mnt/c/ would point to C Drive which is accessible through Windows File Explorer.

ns3 requires python3, gcc to be installed - these are usually present by default in Ubuntu, macOS, and WSL.

Download and extract ns3

1. `wget http://www.nsnam.org/release/ns-allinone-3.30.1.tar.bz2;`
2. `tar -xf ns-allinone-3.30.1.tar.bz2;`

Install ns3

3. `cd ns-allinone-3.30.1/;`
4. `./build.py --enable-examples --enable-tests;`

Test and run ns3

5. `cd ns-3.30.1/;`
6. `./waf --run scratch-simulator;`

In Windows, you can also access the files created within WSL via

1) Open "File Explorer"

2) Connect to your running WSL instance just like you would connect to a network drive: -->
Enter \\wsl\$\\Ubuntu in the address bar

3) Browse your WSL folder structure

Following are additional steps if you get an error at INSTALL ns3 for MAC users especially with the M1 chip.

1) Go to file "ns-allinone-3.30.1/ns-3.30.1/wscript"

Change line 65 to `VERSION = '3.30.1'`

2) Delete the file "ns-allinone-3.30.1/ns-3.30.1/Version"

3) Go to folder "ns-allinone-3.30.1/ns-3.30.1" and run

`CXXFLAGS="-Wall" ./waf configure --enable-examples --enable-tests`
`./waf -vv`

It should compile successfully