

# PROCESSING INSTALLATION

## INSTALLING THE PROCESSING IDE

This manual provides a step-by-step guide on installing the Processing IDE and all support libraries needed to run a haptic simulation in the Processing Environment.

1. Download and install the Processing IDE from the main Processing download site: <https://processing.org/download/> for your specific system.

**\*Note:** Processing is built on top of Java, please ensure the bit-version of Processing that you are downloading for your system matches the version of Java you have installed on your machine. If you have a 32-bit version of Java installed, please download and use the appropriate 32-bit version of Processing. If you have a 64-bit version of Java installed match it with the appropriate 64-bit version of Processing. Not doing so will result in simulation slow down's and add to instabilities.

**Download Processing.** Processing is available for Linux, Mac OS X, and Windows. Select your choice to download the software below.



3.3.5 (23 June 2017)

Windows 64-bit  
Windows 32-bit

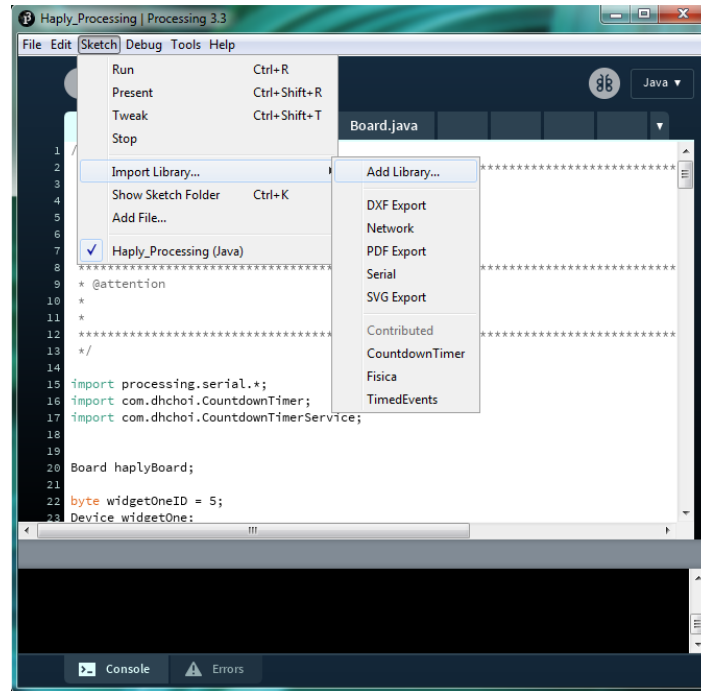
Linux 64-bit  
Linux 32-bit  
Linux ARMv6hf

Mac OS X

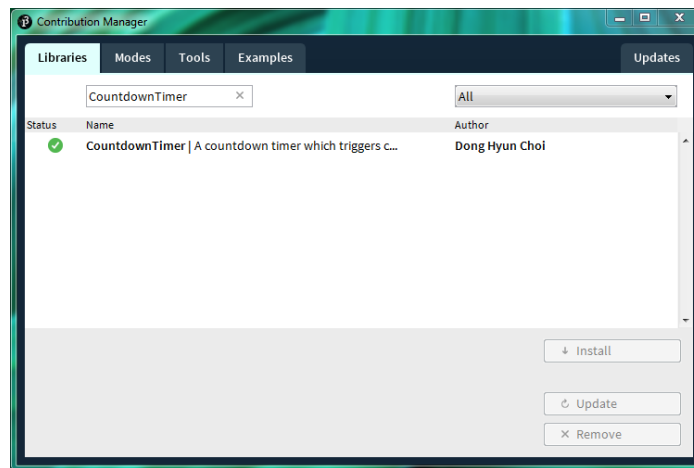
2. Once installation has finished please open the Processing IDE.

## INSTALLING PROCESSING CONTRIBUTION LIBRARIES

1. Contributed Libraries that are developed by the Processing community are needed to run a haptic simulation. Currently only the CountdownTimer library developed by Dong Hyun Choi is used. This section can be used to add any supported Contribution library from Processing. To Install the CountdownTimer library, click the Sketch tab and navigate to Sketch > Import Library > Add Library.

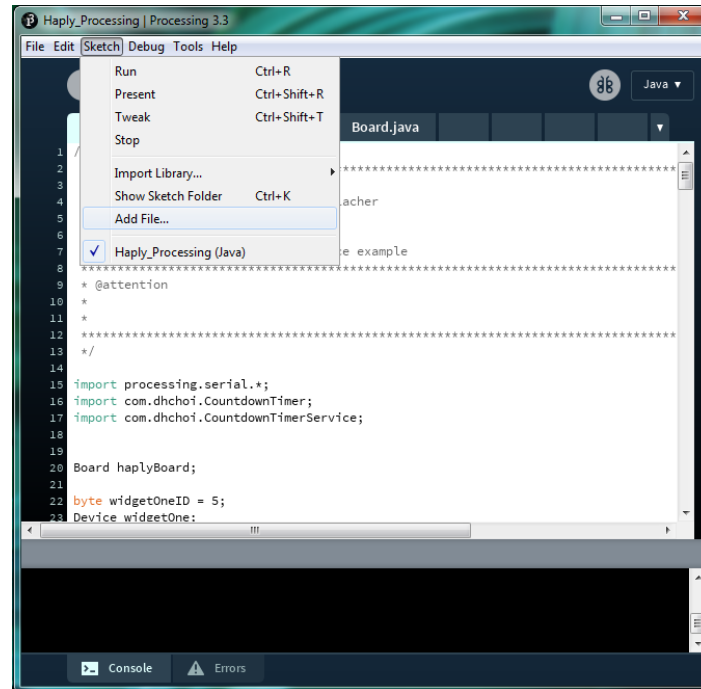


2. This will bring up the “Contribution Manager” window. In the search bar, type in “CountdownTimer” and select the CountdownTimer by Dong Hyun Choi to install.

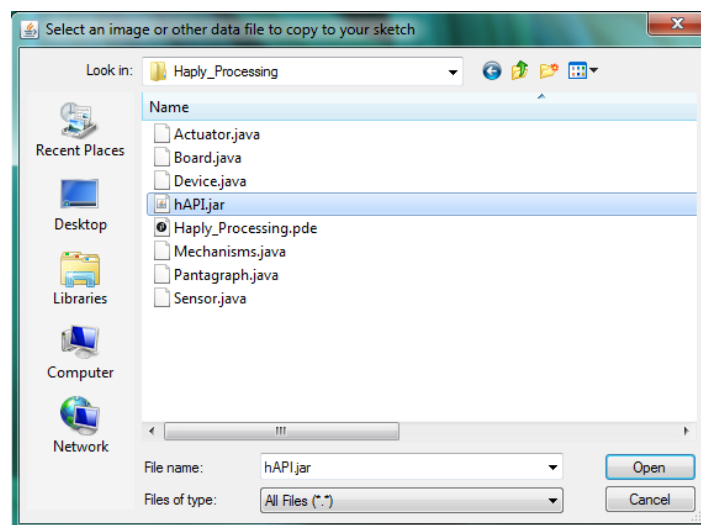


## INSTALLING THE HAPLY API LIBRARY

1. Although the hAPI library is included in every example project, you may find the need to include the hAPI library again. This guide can be used to add any additional specialized libraries in the future. Click the Sketch tab and navigate to Sketch > Add File.



2. This will open a file selection window. A version of the hAPI is included in every example Processing project, it is recommended that you make a copy of the hAPI in your local directory. Navigate to your directory with a copy of the hAPI and select the file hAPI.jar.



3. By including the library file, Processing will create a new folder called "code" in your project directory, the hAPI library has been included in your project.