[Name Pending] User Manual

MOWS

**Introduction**

This software is meant to simulate the spread of invasive worms over a specified region

**Installation**

To run this software, you need NetLogo (version 5.3.1 or later). You can get the latest version of NetLogo from [here](https://ccl.northwestern.edu/netlogo/download.shtml). Once NetLogo is installed, you can move onto starting the simulation program.

Tip: We recommend you look at NetLogo’s own [user manual](https://ccl.northwestern.edu/netlogo/docs/) to get familiar with the general interface. Click on ‘Interface Guide’ on the left panel in the online manual. We will provide additional information about program specific controls later in this document.

**Starting the Program**

Double click the “worm\_sim\_main.nlogo” file present in the main ‘worm\_simulation’ folder to start the program. This should fire up NetLogo and you will be greeted to the interface tab.

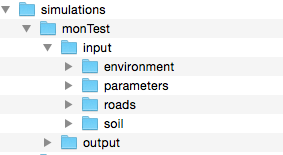
Alternatively, you can start NetLogo and then go to File>Open in the menu bar and open the “worm\_sim\_main.nlogo” file from there.

**Setting up Folders**

If you need to save/load data or import GIS, the software requires a specific folder hierarchy. All simulations will be present inside the “simulations” folder. Each simulation directory will have a main folder, which will have the name will enter in the “save\_name” box in the program. Sample simulation folders are provided with the program. One of them is shown below:

All simulations must have these folders following the hierarchy shown

This will be the name you put in the “save\_name” box in NetLogo



You can use the sample simulation folders for testing purposes and as templates for future simulations. Duplicate the sample folders and replace the top folder’s name to your desired simulation name. All the inner folders should have the same names as the samples’. Input data for your simulation will go into these folders as needed.

**Setting up a Simulation**

A simplified version of setting up a simulation is present in the “Info” tab in the program.

**Interface Guide**

**Program Controls**

This section of the guide will look at controls specific to the program