Complete instructions for setting up the project

# Setting up the web server

* 1. Download and install WampServer from <http://www.wampserver.com/en/#download-wrapper>. Default settings are fine.
  2. Start WampServer.
  3. Use CMD to check that port 80 isn’t in use. Run ‘netstat –a –n’ and make sure TCP [::]:80 isn’t visible. If it is, the server won’t be able to start. Doing a search on the executable and port 80 should resolve the matter.
  4. Left-click on the WampServer tray icon and *Start All Services*.
  5. Open a web browser and navigate to ‘localhost/phpmyadmin’; username ‘root’; no password.
  6. Click the *Import* tab.
  7. Under *File to Import* go to *Choose File*, open the desired file, and click *Go* down the bottom. Do this for these files:
     + <ProjectRoot>\PHP\_MYSQL\veis\_knowledge\_base.sql\veis\_knowledge\_base.sql
     + <ProjectRoot>\PHP\_MYSQL\veis\_logging.sql\veis\_loggin.sql
     + <ProjectRoot>\PHP\_MYSQL\veis\_world\_states.sql\veis\_world\_states.sql

1. Now move the two folders in <ProjectRoot>\PHP\_MYSQL\www to your WAMP server. It’s likely to be C:\wamp\www.

# Setting up YAWL

1. Ensure you have a recent JDK installed (must be JDK; JRE etc will not suffice).
2. Download YAWL from <http://www.yawlfoundation.org/>.
3. Run the YAWL installer. When asked about the Java installation make sure it points to your JDK.
4. Once installed make sure you have full permissions on all files in the YAWL install directory; if not some services may not be able to start.
5. Execute <YAWLDirectory>\bin\startup.bat.
6. Open a web browser and navigate to ‘localhost:8080/resourceService’; username ‘admin’; password ‘YAWL’.
7. Click the *Org Data* tab.
8. Click the *Import Org Data from file* button in the top right (C:\Users\alexj_000\AppData\Local\Microsoft\Windows\INetCache\Content.Word\dbImport.png). Select *Choose File*, open <ProjectRoot>\YAWL\YAWL Specifications\YAWL Org Model.ybkp, and click *Import File*.
9. Click the *Cases* tab.
10. Under *Upload Specification* click *Choose File*, open <ProjectRoot>\YAWL\YAWL Specifications\TramaCentreA.yawl, and click *Upload File*.

# Setting up veis

1. Execute <ProjectRoot>\YAWL\veis\_java\_socket\_server\veis\Run.bat.

# Setting up OpenSim

1. Execute <ProjectRoot>\OpenSim 2013-12-15\bin\OpenSim.exe. Wait for the console to finish printing lines.
2. Download, install, and run Firestorm Viewer for OpenSim from <http://www.firestormviewer.org/downloads/>.
3. Down the bottom under *LOG IN* set *Username* to ‘Test User’ and *Password* to ‘test’. Set *Log into Grid* to ‘localhost’. Now you can log in.
4. To reduce texture glitches turn off HTTP textures; go to *Avatar* -> *Preferences* -> *Graphics* -> *Rendering*, and untick the box under *Texture Rendering*.