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Installation



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To run DSMtk outside of Eclipse/RTC you will need to acquire (or build) release zip file. Some pre-built versions can be found [here](#) or you can create one in the *build* directory of the project using the DSM-Core/build/build.xml script inside Eclipse. With the zip in hand, perform the following:

Windows

1. mkdir c:\dev\dsm (Any directory of your choosing is fine here).
2. cd c:\dev\dsm
3. unzip\DSM-Core/build/dsm-X.Y-release.zip
4. unzip\DSM-Prototypes/build/dsm-proto-X.Y-release.zip (optional, created with DSM-Prototypes/build/build.xml)
5. set PATH=c:\dev\dsm\bin;%PATH%
6. set DSM_HOME=c:\dev\dsm

Unix

1. mkdir ~/dsm (Any directory of your choosing is fine here).
2. cd ~/dsm
3. unzip\DSM-Core/build/dsm-X.Y-release.zip
4. unzip\DSM-Prototypes/build/dsm-proto-X.Y-release.zip (optional, created with DSM-Prototypes/build/build.xml)
5. export PATH=~/dsm/bin:\$PATH
6. export DSM_HOME=~/dsm

SolidDB Considerations

DSMTk is now configured to use in-memory Apache Derby for its database, but can be configured to use SolidDB instead (see [configuration](#)). If using SolidDB, consider the following:

32-bit JVM

SolidDB uses a native library that is 32-bit and so you must be running a 32-bit JVM

when using SolidDB. If you run a 64-bit JVM you will get exceptions about not being able to load 'sasolidac65.dll' or libsolidac65.so.

License File

You will need to acquire a solid.lic file to enable the Solid database used by the DSM Rules Engine. This can be acquired [here](#) or you can get your own at the internal [eXtreme Leverage site](#) (search for *soliddb license*). The file needs to be placed in the DSM_HOME/lib directory.

Configuration

Configuration should be fine as installed, but can be modified through the DSM_HOME/lib/dsm.properties file and DSM_HOME/lib/wpml.properties file. See the [Configuration section](#) for more details.

Comments

There are no comments.