# ASF++ Installation Guide

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November 4, 2018

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# Installing ASF++

ASF++ is based on OMNeT++ 4.x and Castalia 3.x and it is designed to operate on Linux distributions. It also requires Python2 and the library libxml++.

**Remark**  The latest versions of OMNeT++ 5.x are not compatible with Castalia 3.x and, consequently, with ASF++ . ASF++ has been tested with Ubuntu 14.x to 18.x.

The instructions given henceforth refer to an Ubuntu environment.

## Prerequisites

ASF++ is a C/C++ and Python2 tool, and requires the libxml++ library also. You can install them by using the following commands in terminal:

```
$ sudo apt update
$ sudo apt upgrade
$ sudo apt-get install build-essential
$ sudo apt install python2.7
$ sudo apt-get install libxml++2.6-dev
```

## OMNeT++

ASF++ is built on OMNeT++ 4.6. You can obtain it from the official site `http://omnetpp.org`. Please, follow the official instructions to install it.

## ASF++

ASF++ is bundled with Castalia 3.3.

You can get it from `https://github.com/francescoracciatti/asfpp`.

Clone or unzip ASF++ in the folder `asfpp` in your home and build it:

```
$ cd ~/asfpp
$ ./makemake
$ make
```

It will take a while.

Give execution permission to the files contained in the folder `bin`:

```
$ chmod u+x Castalia
$ chmod u+x CastaliaPlot
$ chmod u+x CastaliaResult
```

To call the executables above from any location, export the environment variable:

```
$ export PATH=$PATH:~/asfpp/bin
```

and add the environment variable above to your `.bashrc` file.