1

Chapter One
INSTALLATION

Hardware and Software Requirements

All versions of Proof Animation require the following:

- Video hardware of SVGA (800 x 600) or higher resolution.
- At least 1MB of video memory.
- At least 6MB of free space on your hard disk.
- Windows 95/98/ME/NT4/2000/XP. (For NT4, Service Pack 6 or later is required.)
- Microsoft DirectDraw™ support and up-to-date video drivers. (Note that DirectDraw is built into all Windows operating systems except Windows 95. See Appendix E for further details.)
- Simulation (or other) software that can write ASCII data to files to be read by Proof or format command strings to be passed to the library version of Proof.

Installing Proof Animation

A CD containing all of Wolverine's software packages (commercial versions as well as student versions) is enclosed in the back of this book. When you insert the CD, the Windows Installer should start the installation process automatically. If not, you must start the CD's installation procedure, setup.exe, manually. By default, a Student installation is performed, installing student versions of Wolverine's Proof Animation, SLX, and GPSS/H. If you've purchased commercial versions of any of these products, you'll probably want to do a Complete installation. If you wish, by choosing a Custom installation, you can control precisely which software is installed.

What the Installation Procedure Does

The installation program provides a variety of installation options. Once all options have been specified, and you have given approval to go ahead with the installation, the Windows Installer will copy files from the CD to your system and install into Windows all the software drivers and other components necessary to run Proof, except DirectDraw and machine-specific video drivers. (If you're running Windows 95, it's your responsibility to make sure that DirectDraw in installed on your computer.) The Installer creates a program group named Wolverine and adds it to your Start menu, and it places a "Wolverine" folder on your desktop. This folder contains icons for invoking Wolverine products. If you use Proof frequently, you may want to drag the Proof icon from the Wolverine folder onto your desktop.

The installation program runs a utility program that analyzes your computer's video hardware to assure that your hardware/software configuration is adequate for running Proof. Configur-ation information is saved in a file named p4w.ini. In the unlikely event the utility program's analysis of your hardware fails, please consult Appendix E.

Screen Resolution

The video hardware analysis utility attempts to run Proof at same resolution you use on your desktop. However, for a variety of reasons, your computer may not be able to run Proof at this resolution. If so, the utility will search for a lower resolution that works. Subsequent to installation of the software, you can select any *supported* screen resolution through Proof's **Setup** menu; however, Proof will never allow you to exceed desktop resolution.

Running on a "Different" Computer

Software installation is a complex process. It is impossible to install Proof on a computer by copying files manually from another computer. If you want to run Proof Animation on a computer different from the one on which you installed it, you must *install* Proof Animation on that computer, using the Wolverine-provided installation procedure.

Using Commercial Versions of Proof for Student Exercises

You can use a commercial version of Proof Animation for all the exercises in this book. The folders referred to in this text are subfolders of the main Proof folder, which may contain Student Proof, a commercial version of Proof, or both. The commercial versions of Proof require the use of a hardware protection key, sometimes called a dongle. Wolverine provides keys that plug into a parallel port, keys that plug into a USB (Universal Serial Bus) port, and keys that can be installed on a network, allowing more than one use at a time.