Installing GNU/Linux

- in this module some of the tutorials will be undertaken on the GNU/Linux operating system
- there are two supported approaches to install GNU/Linux
 - firstly using VMware
 - secondly using the Raspberry Pi-4
- both give the same user level experience, see later on for install instructions

Installing GNU/Linux

- either approach can be used:
 - VMware (VMware runs under Windows, OSX and GNU/Linux)
 - Raspberry Pi-4
- you only need to choose one approach!

Installing GNU/Linux

- the aim at the end of this weeks tutorial is to have installed either:
 - VMware and to have run the associated operating system image
 - or alternatively have successfully installed the Raspberry Pi4 image
- once you have succeeded installing either of these you could use the remainder of the time to explore the operating system

- you will need to download this zip archive: https://splendidisolation.ddns.net/download/targz/deb10.zip
- you will need to obtain a legal vmplayer, an evaluation/home use can be tried here evaluation-home-student (https://www.VMware.com/uk/products/workstation-player/workstation-player-evaluation.html)
- if you are a University of SouthWales student you can email Robert Thomas (robert.thomas@southwales.ac.uk) in our dept for a VMware licence. He needs to register you to the VMware academic programme. Please only email him from a University email account.

■ to install on a GNU/Linux machine you need to:

```
$ cd

$ mkdir VMware

$ cd VMware

$ wget http://floppsie.comp.glam.ac.uk/download/targz/deb10.zip

$ unzip deb10.zip
```

- you need to install vmplayer using the instructions provided by VMware
- now start vmplayer
- \$ vmplayer &

- you should now open a virtual machine and choose the top Debian 10
 - your account name is: student and password is a
 - the root account password is also a

About the VMware image

- it is based on the Debian 64bit Buster distribution
- as far as known it has all the tools necessary to complete the courseworks for Game Engine Design, Game Tool Development and Operating Systems
 - caveat, there maybe additional packages, necessary, but these should be a single command line instruction away
- it comes with gcc, g++, gdb, vi, emacs, python3, python2, pge, chisel, gm2, openconnect (a vpn client) and thousands of other packages
 - C++-17 is also installed as an extra, the gcc-10 is also installed which contains detailed semantic analysis of your C programs!

Installing the Raspberry Pi-4 image

- the Raspberry (https://splendidisolation.ddns.net/download/bootimages/student-rpi4-22-09-2020-shrink.img)Pi-4 is a 32bit arm7 for the Raspberry Pi-4 (either 8GB or 4GB variety).
- the image is just over 6GB and needs to be etched or dd'd to a micro USB card
 - the image contains a self inflating filesystem which will expand when the machine first boots and it will utilise the whole micro USB card
 - it has been tested successfully with a 32GB card

Placing the contents of the image onto the micro USB card

- if you are on a Windows or OSX or Raspberry-Pi machine you should install etcher (https://www.balena.io/etcher) and use this tool to prepare the card
- you need to run the etcher program, locate the .img file and write the image file to the micro USB card
- notice that the Raspberry Pi-4 image is not zipped

Placing the contents of the image onto the micro USB card

- the user account is: student and the password is a
- the student user account can sudo to root and the password for root/sudo is a
 - you might want to change this (see the command line program passwd)
- when your Raspberry Pi-4 boots for the first time you need to be patient as the self expansion can take 3-4 minutes, during this time the screen is pretty near blank.
 - thankfully this only occurs once and thereafter it boots in seconds

About this Raspberry Pi-4 image

- it is based on the Raspbian 32bit Buster distribution
- as far as known it has all the tools necessary to complete the courseworks for Game Engine Design, Game Tool Development and Operating Systems
 - caveat, there maybe additional packages, necessary, but these should be a single command line instruction away
- it comes with gcc, g++, gdb, vi, emacs, python3, python2, pge, chisel, gm2, openconnect (a vpn client) and thousands of other packages
 - C++-17 is also installed as an extra, the gcc-10 is also installed which contains detailed semantic analysis of your C programs!