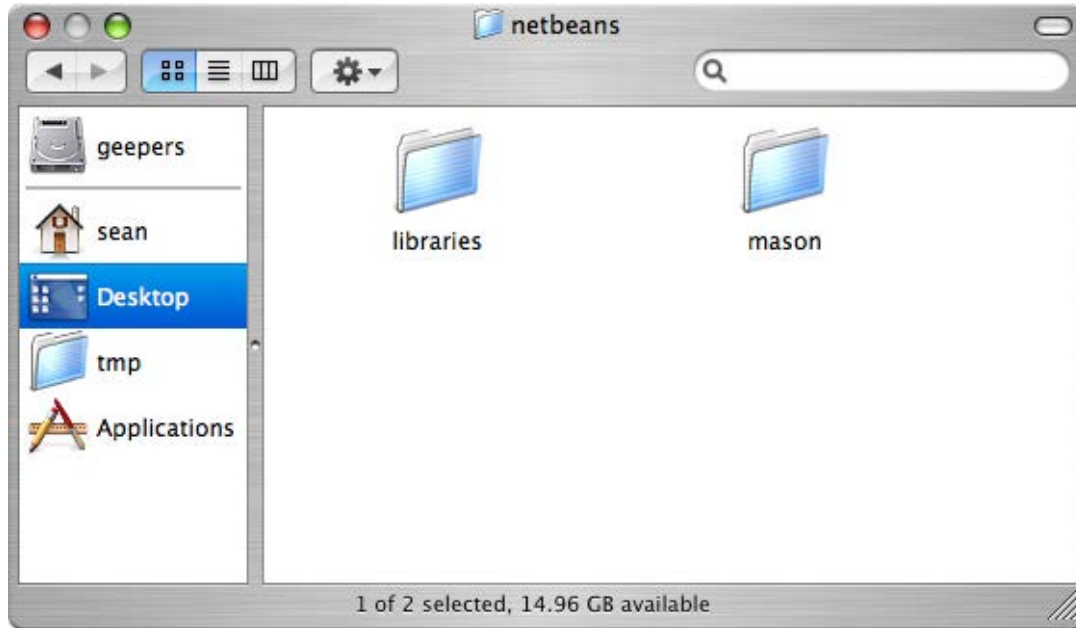


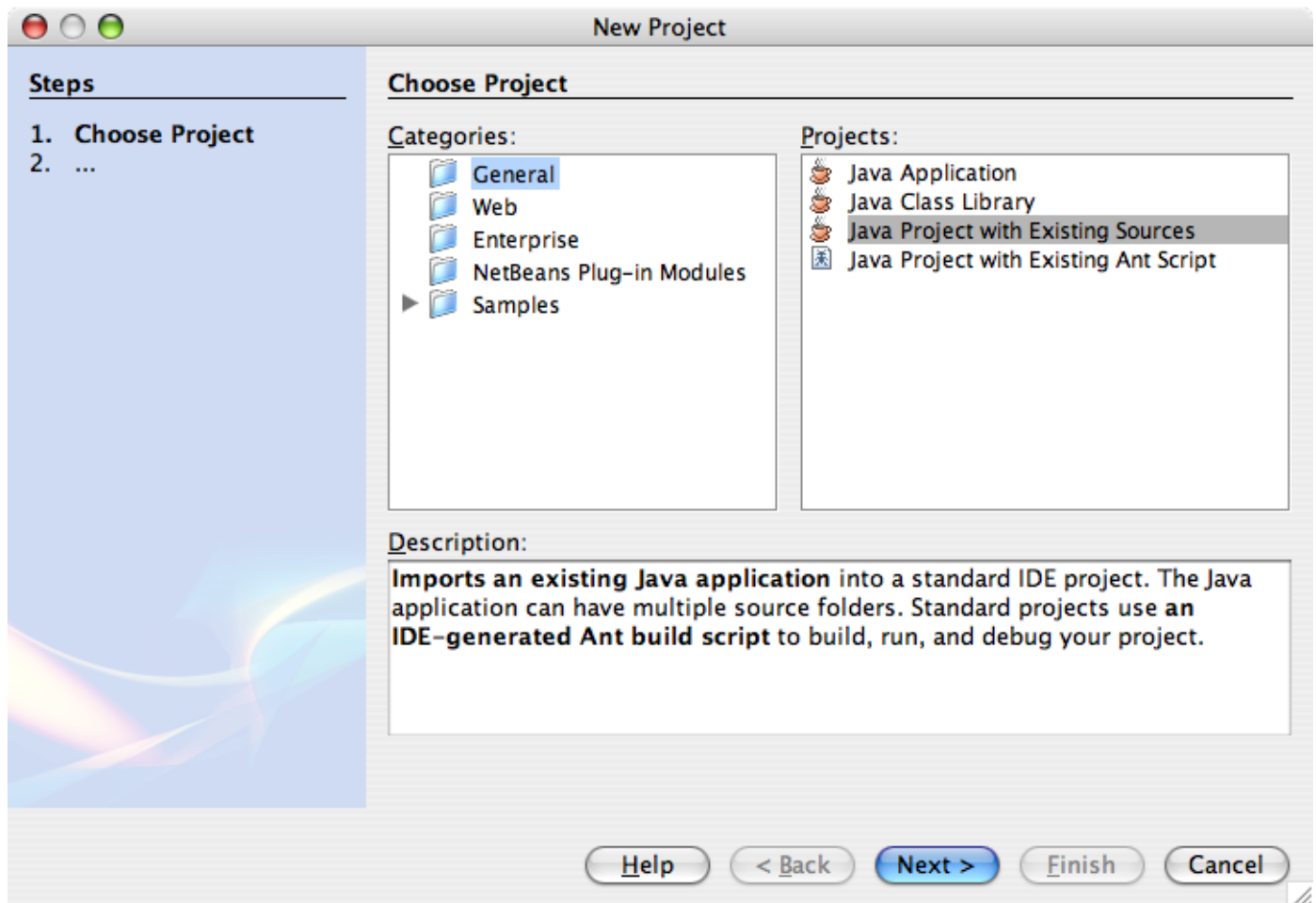
Installing MASON on NetBeans

Surprisingly Easy! No Ant scripts, no muss, no fuss.

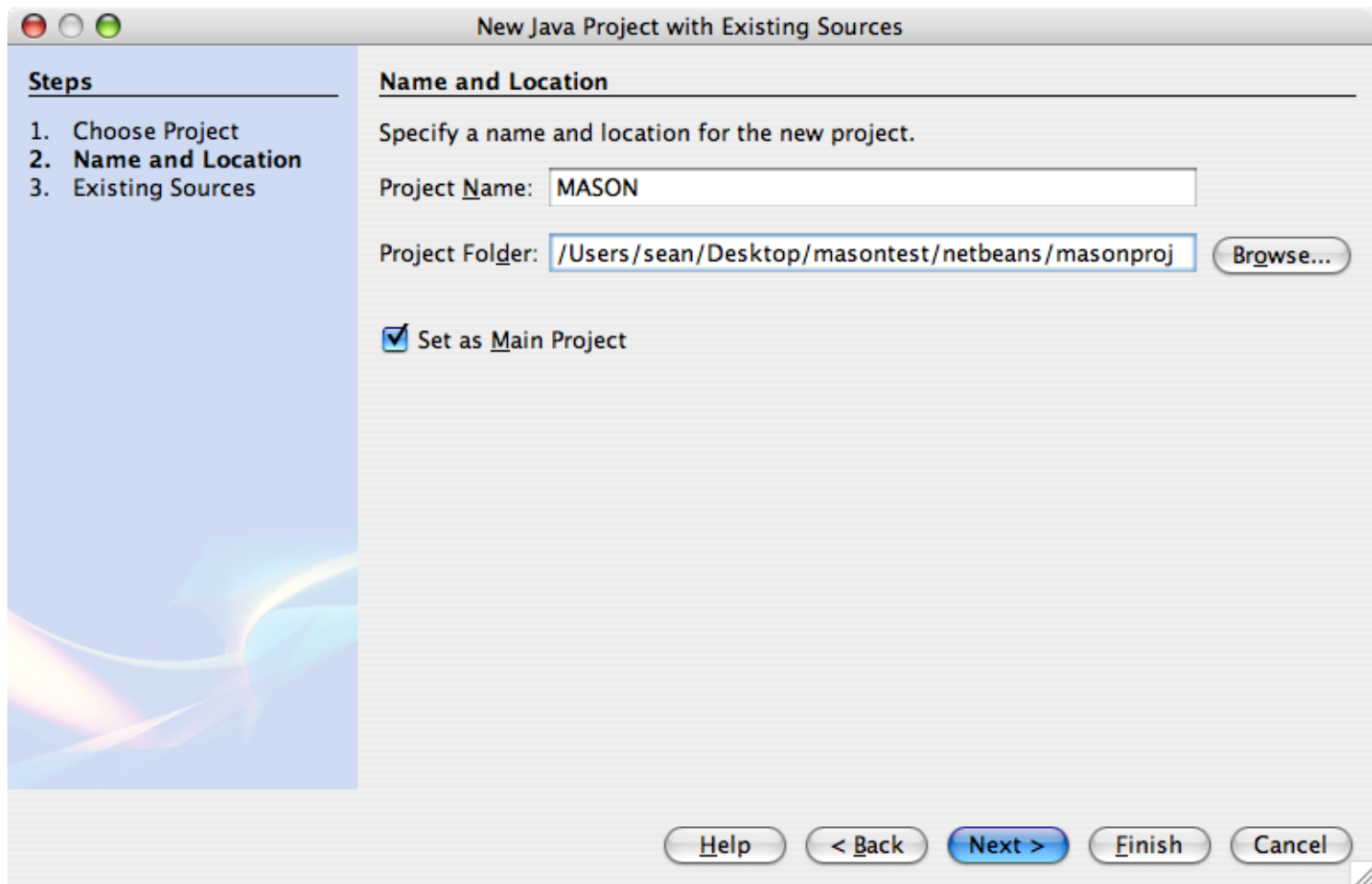
1. If you are running Windows or UNIX (but not Mac OS X, which has it already), install Java3D on your system. See the [MASON](#) website for pointers on where to get Java3D.
2. Go to the [MASON](#) website and download the latest MASON distribution (**mason.tar.gz** or **mason.zip**) and the libraries package (**libraries.tar.gz** or **libraries.zip**).
3. Unpack these two packages into their respective **mason** and **libraries** directories. Place them in a directory somewhere. Let's call that directory **netbeans**:



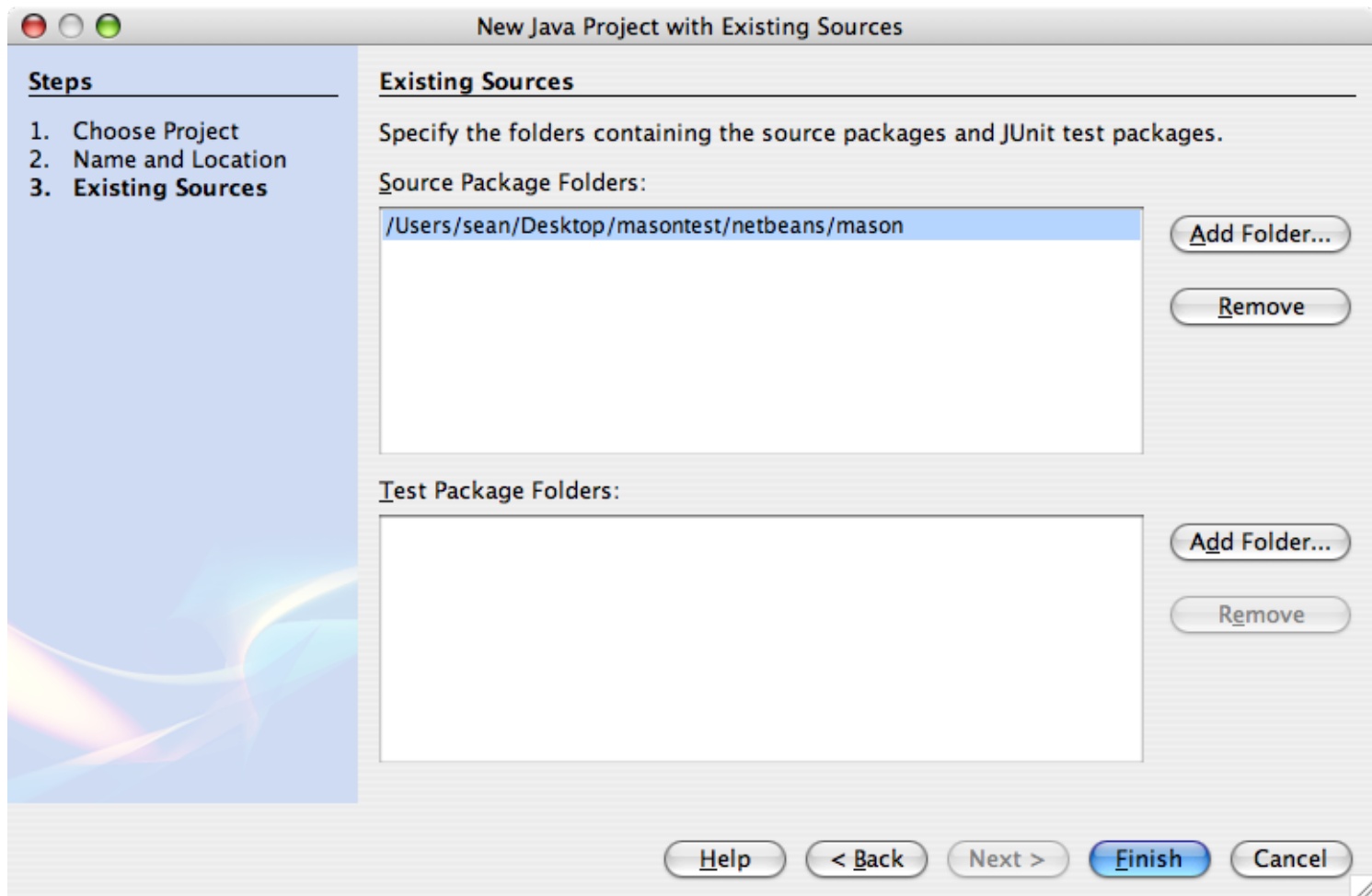
4. Fire up Netbeans. Choose **New Project...** (on the Mac, it's under the **File** menu), and select a **Java Project with Existing Sources** as shown here:



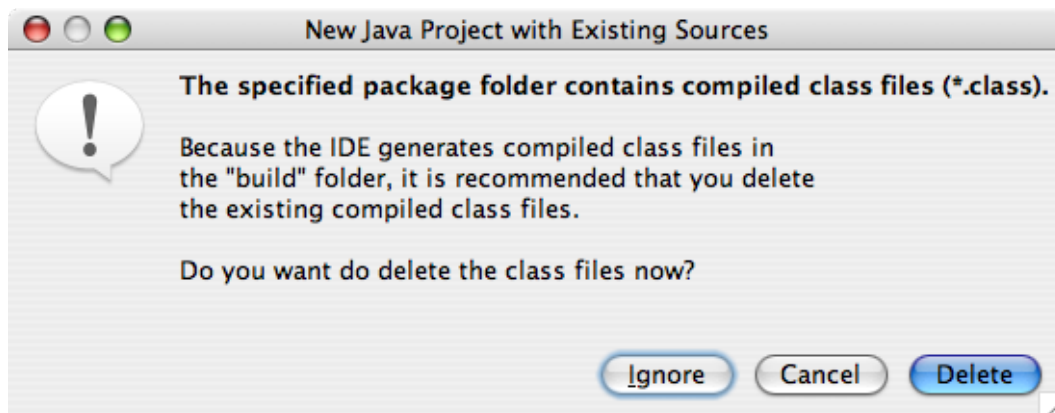
5. Click **Next >**. Call the project **MASON**. Specify the project folder to be a new folder in the same directory as the **mason** and **libraries** folders (I called it **masonproj** to distinguish from the existing **mason** folder):



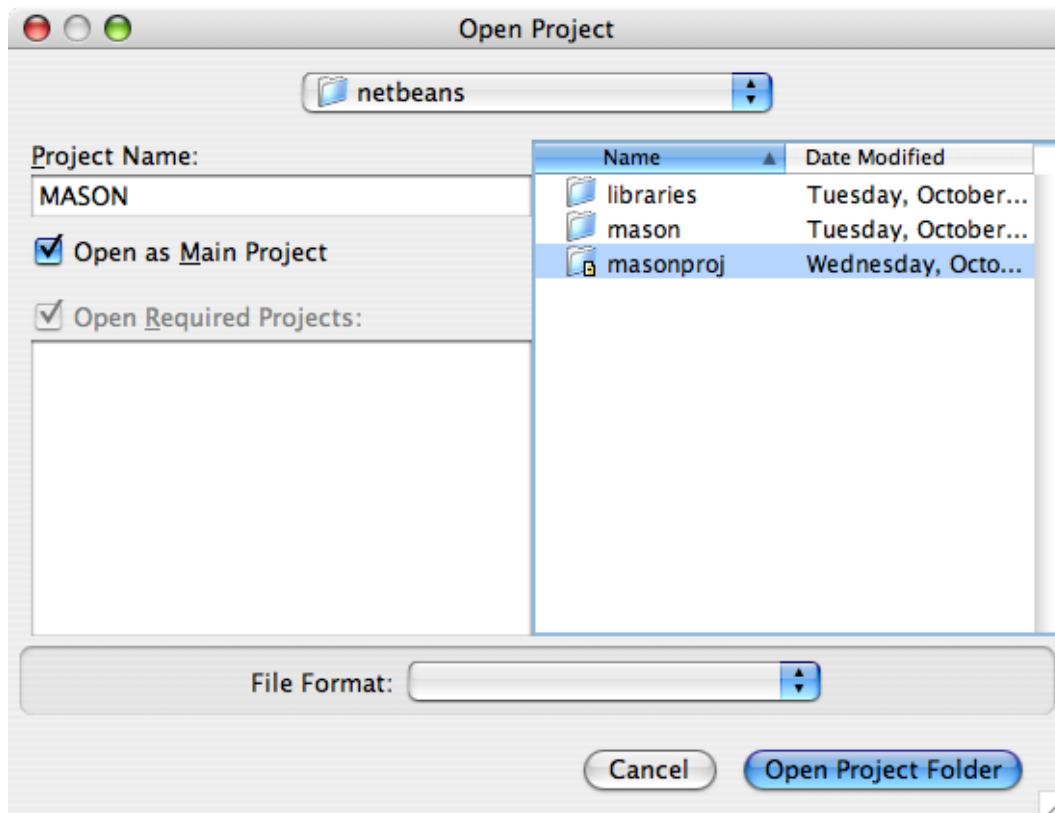
6. Click **Next >**. Add the **mason** folder as a **Source Package Folder**:



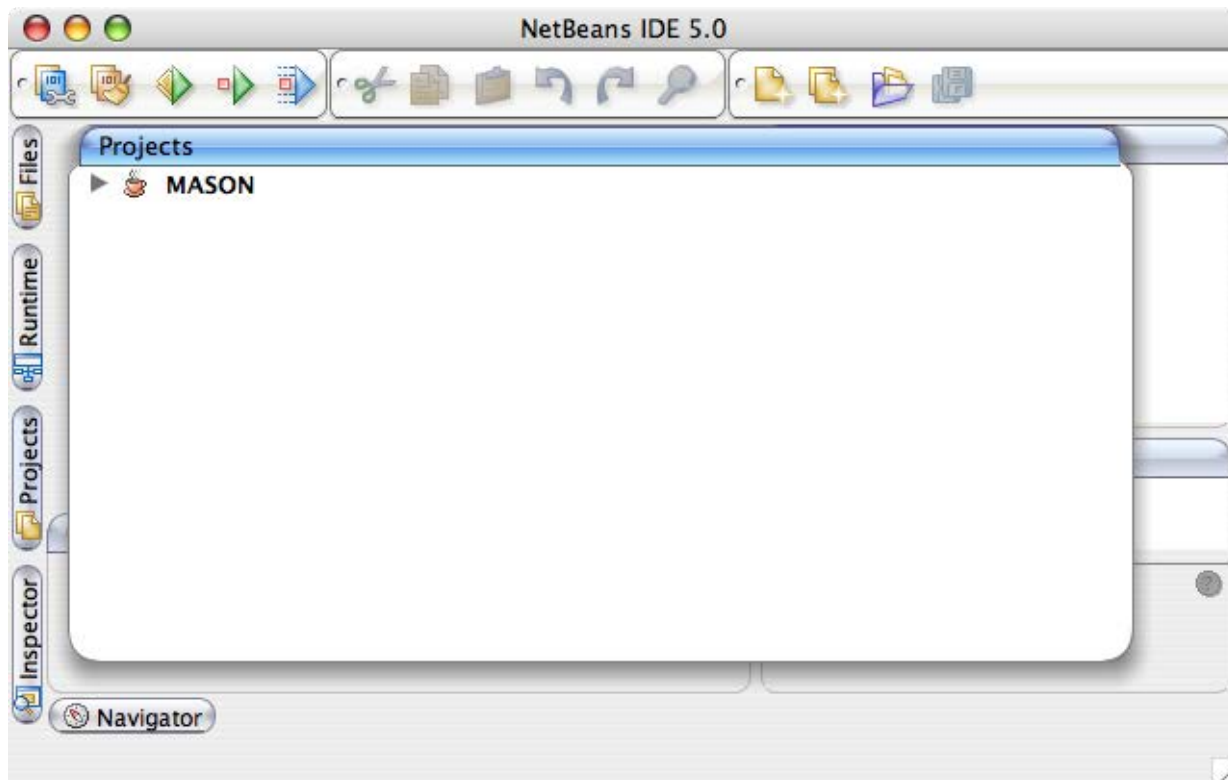
7. Click **Finish**. You'll be presented with the following unnecessary message below, because NetBeans isn't the brightest:



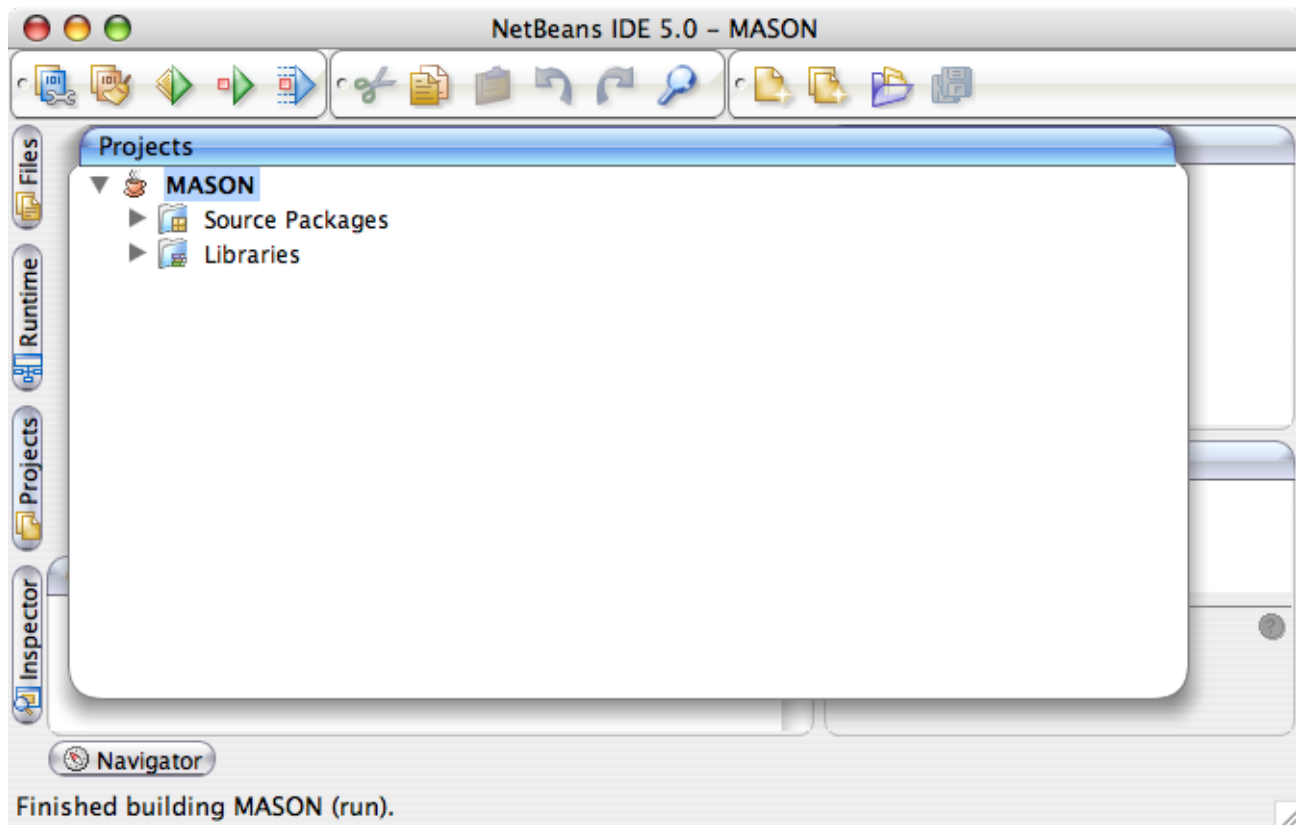
8. Click **Delete**. NetBeans will finish silently with no hints as to what it's doing. That's fine. Now choose **Open Project...** (on the Mac, it's under the **File** menu), and select the **masonproj** folder:



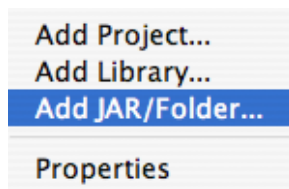
9. Click **Open Project Folder**. NetBeans opens the project to a blank window like this:



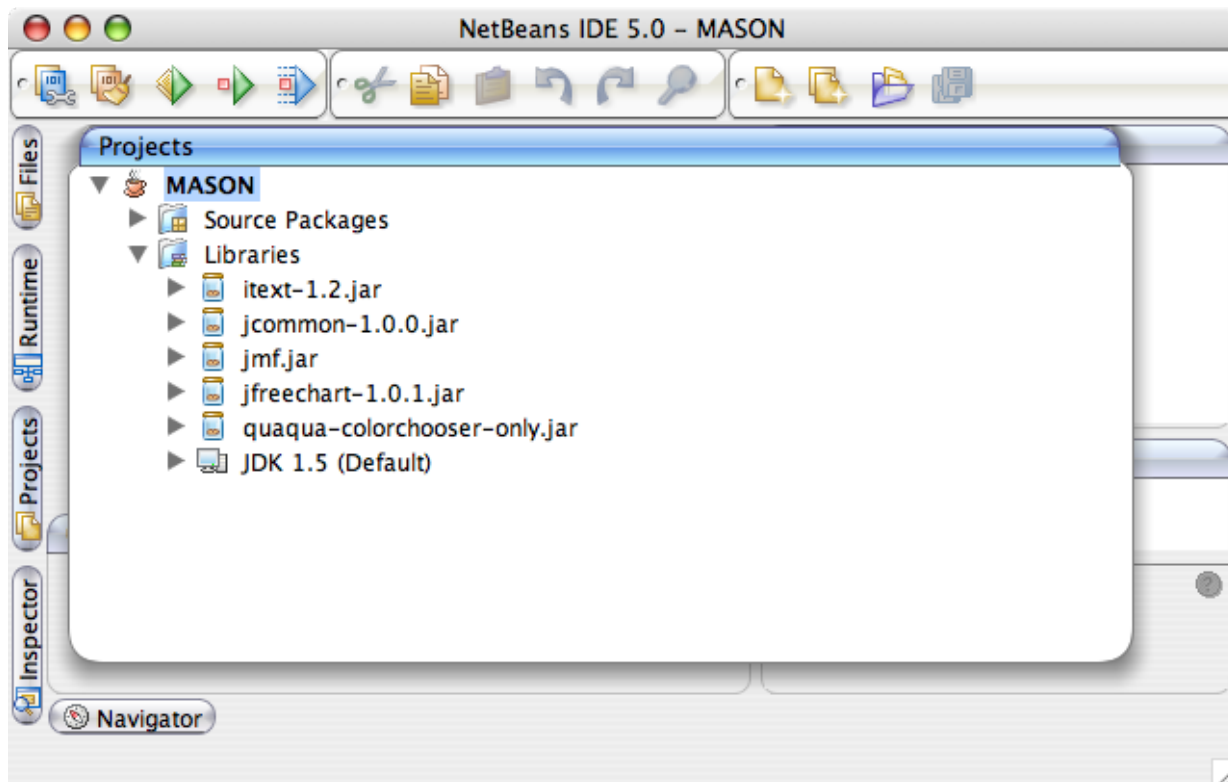
10. Click on the disclosure button (on the Mac, it's the little gray triangle) to expand the MASON hierarchy:



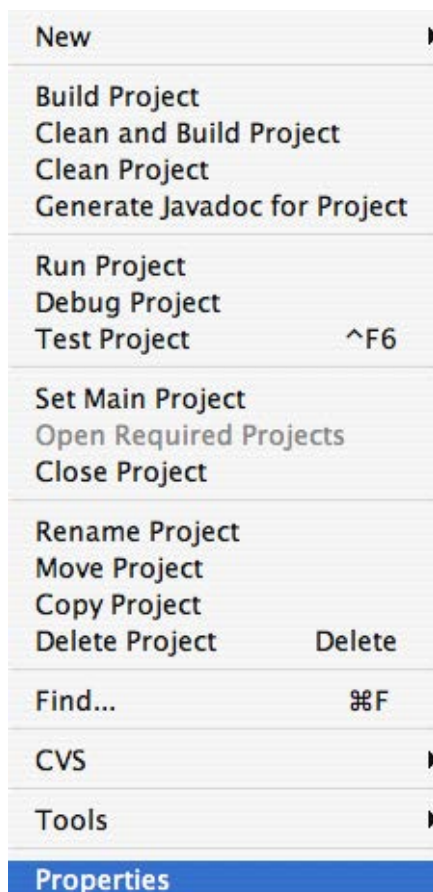
11. Right-click (on the Mac, control-click) on the Libraries item, popping up the following menu:



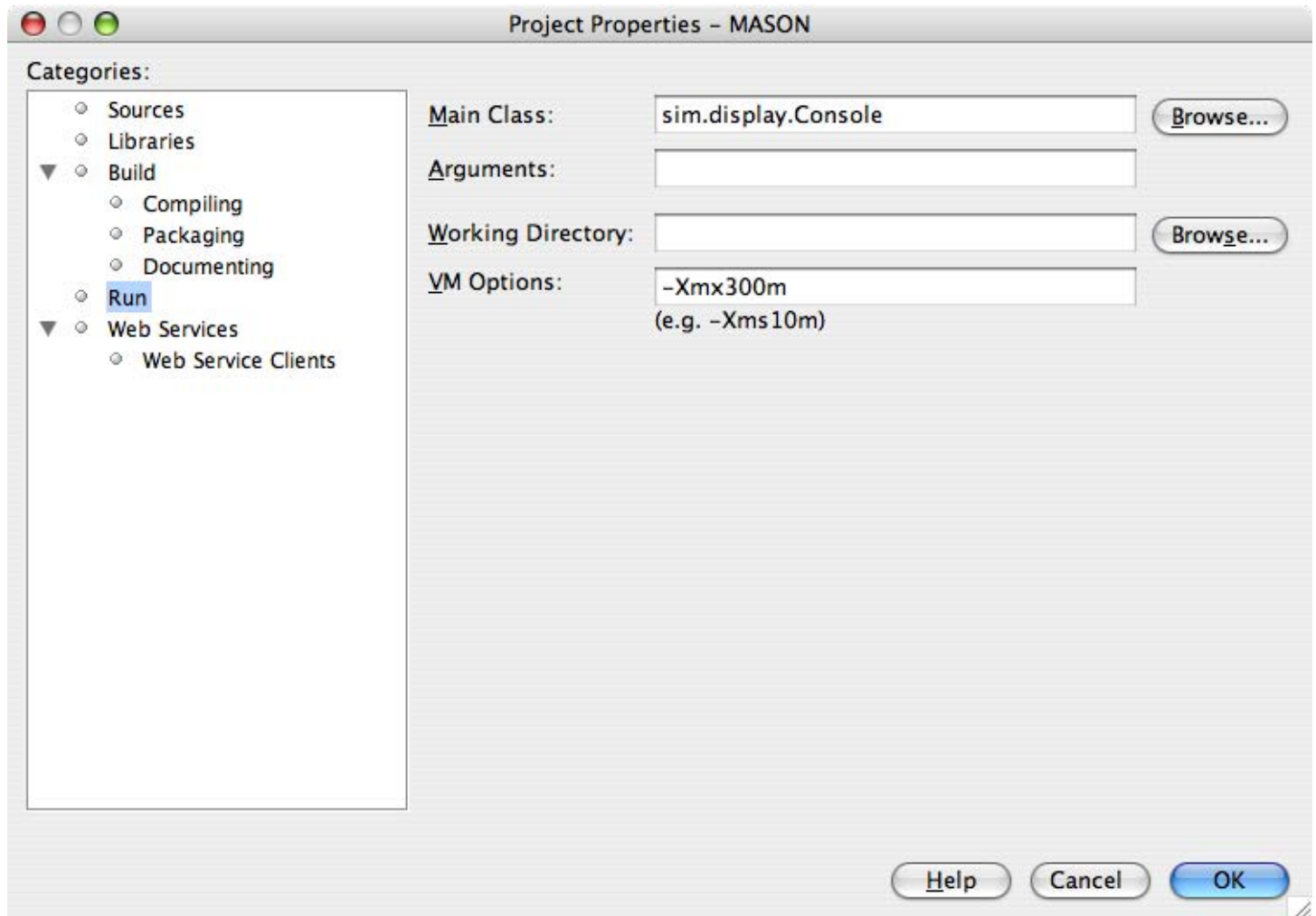
12. Choose **Add JAR/folder...** repeatedly, adding all the **.jar** files in the **libraries** folder. If you're on a Mac, remember to include the jar file in the **libraries/MacOSXOnly** folder for good measure. After you've done this, If you click on the Libraries hierarchy disclosure button, here's what you'll see:



13. Right-click (on the Mac, control-click) on the MASON item, popping up the following menu:



14. Choose **Properties**, popping up the following window. In it, click on **Run** and set the Main Class to **sim.display.Console** as shown. Also, for good measure, increase the maximum Java heap size (to, say, 300 megs) by including **-Xmx300m** in the VM Options. This allows you to run memory-intensive Java3D MASON examples such as Particles3D. It's not necessary for more typical simulations.



15. Click **OK**, and you're done. Now try building and running MASON: choose **Run Main Project** (on the Mac, it's under the **Run** menu), and MASON should compile and its start screen will pop up:

