

Use of BlackBox with OpenBUGS

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OpenBUGS

http://sourceforge.net/projects/openbugs/

1 BlackBox Developer

OpenBUGS is written in Component Pascal using the BlackBox development system. This has to be a installed in order to write your own components, and can be obtained from

http://www.oberon.ch/blackbox.html

It is assumed that you have already downloaded OpenBUGS from

http://sourceforge.net/projects/openbugs/

To install and use BlackBox in conjunction with OpenBUGS, perform the following steps

- 1. Download BlackBox v1.6 from the web page above.
- 2. Unzip the downloaded file, if necessary. Install 'BlackBox' by double-clicking on the Setup.exe icon and following the instructions. The software should be installed into the new directory Program Files/BlackBox.

Now you have to hook up BlackBox with OpenBUGS. The following assumes that the folder where BlackBox is installed is

"C:\Program Files\BlackBox"

and that you have downloaded OpenBUGS to the folder

"C:\Documents and Settings\YourName\My Documents\OpenBUGS"

To do this, create a shortcut to the BlackBox application on the desktop. Open the properties of the shortcut; the Target: field should say something like

"C:\Program Files\BlackBox\BlackBox.exe"

which should then be appended with the string

/Use "C:\Documents and Settings\YourName\My Documents\OpenBUGS"

and then the Start in: field should be changed to read

"C:\Documents and Settings\YourName\My Documents\OpenBUGS"

When this shortcut is opened, BlackBox will start and make available not only the development features of the program, but all of the functionality of OpenBUGS. For example, you should see the Model and Inference menus.

Note that the above assumes Windows XP; paths are different in Windows Vista and 7.

Finally, before the system can be used it must be built. Open the file

OpenBUGS\Developer\Make.odc

and click on the round black thing containing the "!" to compile all modules in the system. OpenBUGS should now be ready to use.