

CoHLA

Installation Manual

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1 Introduction

This manual describes the installation steps of the CoHLA project onto your system. The project aims for an easier implementation of co-simulations of systems using the High Level Architecture. Using a DSL, one can easily describe a model-based co-simulation. From this co-simulation specification, code is generated that can be compiled and simulated using OpenRTI.

2 Ubuntu installation

2.1 Requirements

The following requirements should be met before proceeding with this installation manual.

- Ubuntu Desktop 18.04¹
- A user having root privileges
- Internet connection

2.2 Installation

1. Start the installation by ensuring the most recent software is installed by updating and upgrading using APT.

```
sudo apt-get update
sudo apt-get upgrade
```

2. Install the following packages from the Ubuntu software repository:

- build-essential
- cmake
- git
- libglm-dev
- libglfw3-dev
- libboost-system-dev
- libboost-thread-dev
- openjdk-8-jdk
- python3

```
sudo apt-get install build-essential cmake git libglm-dev
libglfw3-dev libboost-system-dev libboost-thread-dev
openjdk-8-jdk python3
```

3. Build and install OpenRTI.

- (a) Download and extract OpenRTI²

```
wget -O OpenRTI.tar.bz2
      https://sourceforge.net/projects/openrti/files/OpenRTI-0.9.0.tar.bz2
-Lq
tar xf OpenRTI.tar.bz2
```

- (b) Move into directory that was just created, create a build directory and move into it.

¹<https://www.ubuntu.com/desktop/1804>

²<https://sourceforge.net/projects/openrti/>

```
cd OpenRTI-0.9.0
mkdir build
cd build
```

- (c) Use CMake and Make to build and install OpenRTI.

```
cmake -DOPENRTI_BUILD_SHARED=ON ..
sudo make install
```

4. Build and install FMI Library.

- (a) Download and extract FMI Library³.

```
wget -O "FMI-lib.zip" http://www.jmodelica.org/
downloads/FMIL/FMILibrary-2.0.3-src.zip
unzip -u FMI-lib.zip
```

- (b) Move into the directory that was just created, create a build directory and move into it.

```
cd FMILibrary-2.0.3
mkdir build
cd build
```

- (c) Use CMake and Make to build and install FMI Library.

```
cmake -DFMILIB_INSTALL_PREFIX=/usr/local
-DFMILIB_BUILD_TESTS=OFF
-DFMILIB_GENERATE_DOXYGEN_DOC=OFF ..
sudo make install
```

The installation directory `/opt/FMI-lib` can be changed to any other desired installation directory.

5. Build and install Bullet Physics Library.

- (a) Download and extract Bullet Physics Library⁴. Then create a build directory and move into it.

```
wget -O bullet.tar.gz https://github.com/bulletphysics/
bullet3/archive/2.86.1.tar.gz
tar xf bullet.tar.gz
cd bullet3-2.86.1
mkdir build
cd build
```

- (b) Use CMake and Make to build and install Bullet Physics Library.

```
cmake -DBUILD_SHARED_LIBS=ON -DINSTALL_LIBS=ON
-DINSTALL_EXTRA_LIBS=ON -DBUILD_OPENGL3_DEMOS=OFF
-DBUILD_PYBULLET=OFF -DBUILD_CPU_DEMOS=OFF
-DBUILD_BULLET2_DEMOS=OFF -DBUILD_UNIT_TESTS=OFF ..
sudo make install
```

6. Install the OpenRTI Libraries.

³<http://www.jmodelica.org/FMILibrary>

⁴<http://bulletphysics.org/wordpress/>

- (a) Clone the OpenRTI Libraries, create a build directory and move into it.

```
git clone
    https://gitlab.science.ru.nl/tnagele/OpenRTI-libraries.git
cd OpenRTI-libraries
mkdir build
cd build
```

- (b) Build and install the libraries.

```
cmake -DCMAKE_INSTALL_PREFIX=/opt/OpenRTI-libraries
      -DBUILD_SHARED_LIBS=ON ..
sudo make install
```

Instead of `/opt/OpenRTI-libraries`, any other desired installation directory may be used.

7. Install the Rotalumis simulator for POOSL models.

- (a) Download the integration executable of Rotalumis⁵.

```
wget http://www.es.ele.tue.nl/rotalumis/
     executables/integration/linux/64bit/rotalumis
```

- (b) Move the Rotalumis executable to `/usr/bin` and make it runnable.

```
sudo cp rotalumis /usr/bin/rotalumis
sudo chmod u+x /usr/bin/rotalumis
```

⁵<http://www.es.ele.tue.nl/rotalumis/executables/integration/linux/>

3 Windows installation

3.1 Requirements

The following requirements should be met before proceeding with this installation manual.

- Windows 7 or 10, 64-bit
- An user with administration permissions
- Internet connection
- Having the following software installed
 - Visual Studio 2017 Build Tools: <https://www.visualstudio.com/downloads/#build-tools-for-visual-studio-2017>. The following components are required.
 - * Visual C++ Build Tools core features
 - * VC++ 2017 v141 toolset (x86,x64)
 - * Visual C++ 2017 Redistributable Update
 - * Windows 10 SDK for Desktop C++ (x86 and x64)
 - Python 3.6: <https://www.python.org/downloads/>
 - Oracle Java SE Development Kit 8: <http://www.oracle.com/technetwork/java/javase/downloads/jdk8-downloads-2133151.html>
 - CMake: <https://cmake.org/download/>
 - Git: <https://git-scm.com/download>
 - Archiving tool such as WinRAR⁶ or 7-zip⁷
- Executables for Python, Java, CMake and Git should be added to the PATH variable.

3.2 Installation

This manual describes installation steps to install all dependencies that are required to work with the HLA-DSL into the directory C:\opt. If any other installation location is desired, the provided command should be changed accordingly.

1. Add C:\opt\bin and C:\opt\lib to the Windows PATH variable.
2. Download, build and install OpenRTI.
 - (a) Download the OpenRTI sources from <https://sourceforge.net/projects/openrti/>.
 - (b) Extract the downloaded file into the current directory.
 - (c) Create the directory OpenRTI-0.9.0\build.

⁶<https://rarlab.com/download.htm>

⁷<http://www.7-zip.org/download.html>

- (d) Open the *Developer Command Prompt for VS 2017* and navigate to the directory that you have just created.

```
cd OpenRTI-0.9.0\build
```

- (e) Use CMake to prepare, build and install OpenRTI.

```
cmake -G "Visual Studio 15 2017 Win64"  
-DCMAKE_INSTALL_PREFIX=C:\opt  
-DOPENRTI_BUILD_SHARED=ON  
-DCMAKE_CXX_FLAGS="-DFD_SETSIZE=2048" ..  
cmake --build . --config Release --target install
```

The parameter `FD_SETSIZE` increases the maximum amount of federates that may connect to the RTI. If you plan on building smaller or bigger co-simulations, you may adjust this value accordingly.

3. Download, build and install the FMI Library.

- (a) Download the FMI Library sources from <http://www.jmodelica.org/FMILibrary>.
- (b) Extract the downloaded file into the current directory.
- (c) Create the directory `FMILibrary-2.0.3\build`.
- (d) Open the *Developer Command Prompt for VS 2017* and navigate to the directory that you have just created.
- (e) Use CMake to prepare, build and install FMI Library.

```
cmake -G "Visual Studio 15 2017 Win64"  
-DFMILIB_INSTALL_PREFIX=C:\opt  
-DFMILIB_BUILD_TESTS=OFF  
-DFMILIB_GENERATE_DOXYGEN_DOC=OFF ..  
cmake --build . --config Release --target install
```

4. Download, build and install the Bullet Physics Library.

- (a) Download the Bullet Physics Library sources from <https://github.com/bulletphysics/bullet3/releases>.
- (b) Extract the downloaded file into the current directory.
- (c) Create the directory `bullet3-2.86.1\build`.
- (d) Open the *Developer Command Prompt for VS 2017* and navigate to the directory that you have just created.
- (e) Use CMake to prepare, build and install Bullet.

```
cmake -G "Visual Studio 15 2017 Win64"  
-DCMAKE_INSTALL_PREFIX=C:\opt -DINSTALL_EXTRA_LIBS=ON  
-DINSTALL_LIBS=ON -DBUILD_OPENGL3_DEMOS=OFF  
-DBUILD_PYBULLET=OFF -DBUILD_CPU_DEMOS=OFF  
-DBUILD_BULLET2_DEMOS=OFF -DBUILD_UNIT_TESTS=OFF  
-DUSE_MSVC_RUNTIME_LIBRARY_DLL=ON ..  
cmake --build . --config Release --target install  
cmake -DBUILD_SHARED_LIBS=ON ..  
cmake --build . --config Release --target install
```

5. Download, build and install GLFW.

- (a) Download the GLFW sources from <http://www.glfw.org/>.
- (b) Extract the downloaded file into the current directory.
- (c) Create the directory `glfw-3.2.1\build`.
- (d) Open the *Developer Command Prompt for VS 2017* and navigate to the directory that you have just created.
- (e) Use CMake to prepare, build and install GLFW.

```
cmake -G "Visual Studio 15 2017 Win64"
      -DBUILD_SHARED_LIBS=ON -DCMAKE_INSTALL_PREFIX=C:\opt
      ..
cmake --build . --config Release --target install
```

6. Download, build and install GLM.

- (a) Download the GLM sources from <https://glm.g-truc.net/>.
- (b) Extract the downloaded file into the current directory.
- (c) Create the directory `glm\build`.
- (d) Open the *Developer Command Prompt for VS 2017* and navigate to the directory that you have just created.
- (e) Use CMake to prepare, build and install GLM.

```
cmake -G "Visual Studio 15 2017 Win64"
      -DCMAKE_INSTALL_PREFIX=C:\opt ..
cmake --build . --config Release --target install
```

7. Download and install the latest Boost libraries.

- (a) Download the latest stable Boost binary for Visual Studio from <https://sourceforge.net/projects/boost/files/boost-binaries/>. Make sure you download an installer for “**msvc-14.1-64**”.
- (b) Run the installer and select the installation folder `C:\opt\boost`.
- (c) Add the Boost library directory (e.g. `C:\opt\boost\lib64-msvc-14.1`) to the global `PATH` variable.

8. Fetch, build and install the OpenRTI libraries.

- (a) Clone the OpenRTI Libraries.

```
git clone
https://gitlab.science.ru.nl/tnagele/OpenRTI-libs.git
```

- (b) Create the directory `OpenRTI-libs\build`.
- (c) Open the *Developer Command Prompt for VS 2017* and navigate to the directory that you have just created.
- (d) Build and install the libraries using CMake.

```
cmake -G "Visual Studio 15 2017 Win64"  
  -DCMAKE_INSTALL_PREFIX=C:\opt\OpenRTI-libs  
  -DBOOST_ROOT=C:\opt\boost -DBUILD_SHARED_LIBS=OFF ..  
cmake --build . --config Release  
cmake -DBUILD_SHARED_LIBS=ON ..  
cmake --build . --config Release --target install
```

9. Download the Rotalumis executable⁸ and place it in C:\opt\bin.

⁸<http://www.es.ele.tue.nl/rotalumis/executables/integration/windows/rotalumis.exe>

4 Workspace installation

This section describes how the development environment for CoHLA can be installed.

1. Download one of the Eclipse⁹ packages.
2. Extract the downloaded compressed file to a location where you want Eclipse to be or install Eclipse in a location of your choice.
3. Start Eclipse and select a workspace location for starting your co-simulation projects.
4. Close the welcome screen if it pops up.
5. Open the installation wizard by selecting *Install New Software* from the *Window* menu.
6. Add the plug-in update website to the source locations.
 - (a) Press *Add*.
 - (b) Give the source a proper name, for example “CoHLA”.
 - (c) Set the location to `https://files.thomasnagele.nl/cohla/plugin`.
 - (d) Select the latest CoHLA feature and press *Next*.
 - (e) Proceed to the end and press *Finish*. You may be asked to trust the author of the software.
 - (f) Eclipse should eventually be restarted to activate the plug-in.

To start a new CoHLA project to describe a co-simulation, simply create a new project as *Project* (in section *General*). When adding a `.cohla`-file, you will be prompted whether to convert the project to a CoHLA project. Agree if you intended on creating a CoHLA project. Upon building of the HLA project new sources are generated in the `src-gen` folder inside your project. This location can be changed using the Eclipse settings.

⁹<https://www.eclipse.org/downloads/eclipse-packages/>