**Operation Instruction of Smart Environment Simulator**

**Configuring running environment**

①Installing *Borland C++Builder 6.0*.

②Installing plug-in units, including *EBAR4SC6* and *EInspectorSC6*.

Please click set.exe to install them.

③Configuring database.

First, install *mysql-installer-community-5.5.28.3.msi* and *mysql-connector-odbc-5.2.4-ansi-win32.msi*. Then, configure the data source, especially, specify the connection password *123456*. Finally, create data sheet by importing script file *sensor.sql*.

**Running Smart Environment Simulator**

①Make sure the program files are copied to the root directory of D.

②Open the project file through C++Builder 6.0, and open the BPR file under the bin directory.

③Compiling Smart Environment Simulator.

Note: Due to the difference in the C++Builder installation directory, if some plug-in units are missing during the compilation, you can modify the corresponding path in the *Project->Options->Directories/Conditionals*.

After compilation, please click *run* and enter the database login password *123456* to run the Smart Environment Simulator.

**Function description of Smart Environment Simulator**

①Import the data of template environment.

Click *Model->Open* to open the folder named *Doc* under the root directory of project and select xml file to import the corresponding environment.

②Generate activity patterns in the template environment.

Click *Calculate->CreatPattern* to open the interface of activity pattern generation. Select the starting node of activity pattern in the *StartNode*, and select the ending node of activity pattern in the *EndNode*. Then select activity label corresponding to this trajectory. After these selection, click *CreatePattern* and you can see the newly generated activity pattern in the *NewPattern*, and this activity pattern will be also saved in *Pattern.txt* under the root directory of project.

③The simple activity pattern matching.

Click *Calculate->Patch->AddFile* to select xml corresponding to new environment in the folder named *Doc*. *StartNode* and *EndNode* are function nodes of template environment, nodes in *NewEnvironment* are function nodes in new environment. Click *Patch* after selecting nodes in *StartNode* and *EndNode*, and the corresponding activity pattern in new environment will be showed in *NewPattern*.