**Installation of DBSolve7.47 and EPE software**

To install the software from the companion CD, proceed as follows:

1. Insert the disk into the CD drive

2. The installation software should start automatically. Follow the on-screen instructions. It is recommended that you use the default values for the install directories.

3. If for any reason the installation process does not start automatically, open Windows Explorer and navigate to the CD drive. Change to the directory "DBSolve_7.47d" and double-click on the file "setup.exe". Alternatively, you can run the program by clicking the "Start" button on the Windows toolbar, selecting "Run", typing "X:\DBSolve_7.47d\setup.exe", where the 'X' character represents the drive letter of the CD drive containing the installation disk, and clicking "OK"

4. The installation process will add DBSolve to the program list on your Windows desktop. To start the program, click on the "All Programs" arrow and select "DBSolve7" from the list of programs. When the DBSolve program starts, click "File" on the menu bar and select "open", then navigate to the "Examples" folder. From here you can load a number of sample files.

5. By default, the DBSolve program is installed in the "BioSim" folder on your computer. This folder also contains a sub-folder "DBSolve7 user manual" containing the user manual and a further example file. The user manual contains full details of how to use the DBSolve program and how to set the user preferences to match your individual requirements.

6. The CD also contains a folder entitled "Kinetic Models and Dynamic Visualization". This folder contains subfolders from several chapters of the book which contain files relating to the models discussed in those chapters. These files can be opened directly from the CD by navigating to the appropriate folder, or copied to your computer's hard drive using Windows Explorer. In the folder entitled "Kinetic Models and Dynamic Visualization" you can find kinetic models (files in SLV and SBML format), experimental data used to verify the models (files in DAT format) as well as Dynamic Visualization of model calculations (files in XML and PLT formats). To run the models use DBSolve. To run Dynamic Visualization of the model calculation use DBS Player (Start menu >> Programs >> DBSolve7.0 >> DBS Player). When the DBS Player is running, to look at Dynamic Visualization first open the appropriate file with the constructed visual map in XML format (for example, *filename.XML)* pressing "Open XML file" button of DBS Player from the folder "Dynamic Visualization" and then open the data file with the same name but in PLT format (*filename.PLT)* pressing "Open Schema" button of DBS Player. Then, by clicking the "Play" button, you can view the animation and clicking "Save to avi" results in saving the animation for preservation in AVI format (see more details about Visualization with DBSolve in the accompanying file

*Visualization_manual.pdf*, which is located in the "Visualization manual" subfolder of the "DBSolve user manual" folder).

7. The EPE software is installed in a different directory from the DBSolve program. To run EPE, open Windows Explorer and navigate to your Desktop. This should contain a folder entitled "EPE1.3.0". Open this folder and click on the file "EPE.exe" to run the program. Alternatively you can run the program by clicking the "Start" button on the Windows toolbar, selecting "Run", then click "Browse" and navigate to the Desktop. Open the folder entitled "EPE1.3.0" and click on the file "EPE.exe" to run the program.

8. The folder "EPE_figures" contains a compressed file which includes all of the pathway maps in the book, in XML format. This compressed file has the extension ".pwz" (=Pathway zipped-file).

To access these pathway maps, Import the File as follows:
 (i) Start the EPE program and click on File >> New >> Project.
(ii) Expand the "general" tab, select the "Project" wizard, and click the "Next" button.
(iii) Type a name for the project (e.g. "Kin-Mod-maps") and enter a storage location. For example, uncheck the "Use default location" box, click the "Browse" button, and navigate to the "EPEfigures" sub-folder.
(iv) On the EPE menu bar, click on File >> Import, select "Archive File" and click "Next".
(v) In the Import dialog box, click on browse and locate the "EPE_figures"sub-folder of the EPE1.3.0 folder, select "*.*" in the "files of type" box and select the filename ending in ".pwz". Click the "open" button.
(vi) In the dialog box which appears, a check mark in the left hand window selects all the files in the archive. To select individual files, uncheck this box and check the box(es) of the files(s) required in the right-hand window.
(vii) Click the "Browse" button next to the "Into folder" text box and select the "Kin-Mod-maps" folder (or whichever name you gave to the project in step iii).
(viii) Click "OK" and "Finish". The files you selected from the archive will then  be decompressed and stored in the specified folder.

The steps of importing pathway maps from a "pwz" file are demonstrated in a short video file entitled "PWZimport.gif", which is included on the companion CD to the book. To view this video, open the file by double-clicking on the filename from Windows Explorer.