

Installing Ejs

If your system does not have Java installed, you will have to download the installation package for the Java Runtime Environment.

- If you need to install Java, go to <http://java.sun.com/javase/downloads/>. The version of **Ejs** on this CD requires JRE 1.5 or later. (Note that only the Java Runtime Environment [JRE] is needed; the Java Development Kit [JDK] contains JRE as well as other things which are not needed to run **Ejs**.)
 - For Windows, download the JRE installer; it is available in both online (smaller initial download size) and offline (self-contained) versions.
 - For Linux/Unix, download either the JRE installer or an rpm package which will do the installation.

MacOS X comes with a fully configured and ready-to-use Java Development Kit.

- The distribution file of **Ejs** is a Windows compressed zip file, so you will need a tool to uncompress it.
 - For Windows, use any of the zipping/unzipping tools. Such as 7-zip, available at <http://www.7-zip.org>, or the classic Winzip tool, available at <http://www.winzip.com>.
 - For Linux/Unix, several tools exist, such as unzip and gunzip. These usually come with the distribution.
 - For MacOS, use the MacZip tool, available in several places.
- Unpack the distribution. It will create a new folder/directory called "Ejs", and that folder/directory will contain: the file "EjsConsole.jar", and two folders/directories: "data" and "Simulations".
 - Do not alter any files within the folder/directory called "data", and do not change the name of the folder/directory called "data".
 - The folder/directory called "Simulations" will be the work area. Within the folder/directory "Simulations" is a folder/directory called "_library"; do not alter any files within the folder/directory called "_library", and do not change the name of the folder/directory called "_library".

The sample programs in the version of **Ejs** on this CD relate to Artificial Intelligence and can be found in the Simulations directory. Numerous examples of scientific and other simulations are available and can be downloaded from the **Ejs** web site,

<http://fem.um.es/EjsWiki/>.

To download examples, or to check whether there is an updated version of Ejs available, go to the [Demos/Examples](#) page.

Instructions for running Ejs

Detailed instructions and advice on using Ejs are available through the Ejs web site (<http://www.um.es/fem/EjsWiki/>) in a Wiki format.

(Note that there is no longer a hardcopy manual maintained for the current version of Ejs. However, if you prefer to consult a manual which you can print out, you will find a pdf file of the instructions for a previous version of Ejs on this CD. The majority of the information in this manual also applies to the current version of Ejs, and you may find this a helpful guide when starting work with the package, before later moving on to the Wiki for the most up-to-date information.)