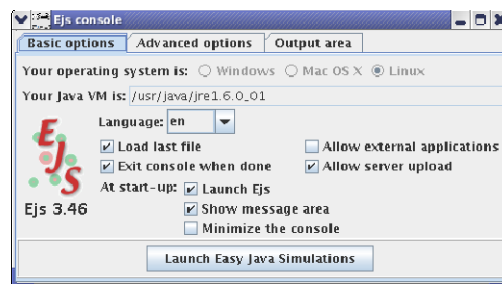


Running Ejs

To start **Ejs**.....

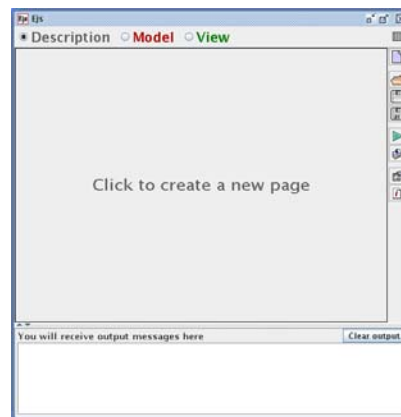
- For Windows or MacOS, put a shortcut on the Desktop to the file "EjsConsole.jar", which is in the folder/directory "Ejs" where you unpacked the package. Double-clicking the shortcut will start **Ejs**.
- Linux/Unix systems interpret the file "EjsConsole.jar" as an archive file. Thus, double-clicking "EjsConsole.jar" will not make **Ejs** start. There are two ways to start **Ejs** under Linux/Unix:
 - From a terminal window ("command line"): Go to the directory that contains the archive file "EjsConsole.jar", and enter the command "java -jar EjsConsole.jar".
 - From an icon on the desktop: You will need to create a new "Link to Application"; the application ("Command") is "java -jar \$pathname/EjsConsole.jar" [where \$pathname is the full path of the directory where "EjsConsole.jar" resides], and the work location ("Work path") is \$pathname (otherwise **Ejs** will not know how to find its support directories.) So, for example, if you unpacked **Ejs** on your Desktop, thereby creating a new directory "Ejs", the "Command" is "java -jar ~/Desktop/Ejs/EjsConsole.jar" and the "Work path" is "~/Desktop/Ejs".

When **Ejs** starts, it will open [at least] two windows:



- The [Ejs Console](#) (sample image above), has three tabs: "[Basic options](#)", "[Advanced options](#)", and "[Output](#)". The image shown is the result of selecting the "Basic options" tab.

The **Ejs** editing window (sample image below), has three radio buttons at the top: "Description", "Model", and "View". If this window does not open, you can start it by clicking the "Launch Ejs" button at the bottom of the [Ejs Console](#).



- If you were previously working on a simulation, by default its frame will also be opened in a third window at the time that the editing window starts.

(Note that during the process of starting **Ejs**, a temporary window showing progress may also be open for a short time. This window can provide useful information if there is some problem starting **Ejs**.)

When you are done with your **Ejs** session, the most orderly way to end it is to click the "X" at the upper right corner of the editing window. You will be asked to confirm that you are quitting. Other termination methods may be less graceful (i.e. may not completely save the state of **Ejs** for a future session.) If you have not saved your most recent changes to the simulation, you will be asked if you want to do so.