Installation guide

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We can provide self-contained binaries for some platforms, please contact us if you cannot compile the source code on your platform.

1   System requirement

Currently, MCMAS has been compiled on the following configurations:

1. Platform: x86 compatible 32 bit or 64 bit processor;

2. Operating system: Windows, Linux and Mac OSX (10.4 and above);

3. Required compilers: flex 2.5.4 or higher, GNU bison 2.3 or higher, GNU g++ 4.0.1 or higher;

4. Cygwin 1.5.25-14 or higher (Windows platform only).

5. Eclipse 3.2 or higher (optional) and Graphviz 2.16.1 or higher.

2   Installation

Assume that the MCMAS package is unpacked to the directory ".../XXX".

1. (Windows platform only) Install cygwin and the packages *g++*, *flex* and *bison* on Windows XP/Vista/7. Detailed instructions can be found from `http://www.cygwin.com/`. *Please contact us if you want to compile MCMAS in Visual Studio, we can provide experimental support for this.*

2. Install MCMAS. Simply use the command `make` in the directory ".../XXX" to the compile MCMAS.

   On Windows, the directory "bin" in the cygwin installation must be added to the system path. For example, append `c:\cygwin\bin` to the system path if cygwin is installed in `c:\cygwin`.

   Note: The manual installation for the CUDD library is not needed any more since version 0.9.8.2.

3. Install the GUI (optional). Download the Graphviz package from `http://www.graphviz.org/` and follow the installation instruction there. Move the file "org.mcmas.ui_1.0.0.jar" to the Eclipse plugin directory and restart Eclipse. Note that starting Eclipse with the option "-clean" for the first time. Once Eclipse is started, specify the path to MCMAS and the path containing the "dot" program in the MCMAS preference (Eclipse menu: Window –> Preference). In Windows platform, also specify the bin directory of Cygwin in the MCMAS preference.

   Note: In order to allow the GUI to edit ISPL files, these files must be put in an Eclipse project. MCMAS projects can be generated using the GUI.