

9-March-2015

Hurricane Installation

1. Distribution

The Hurricane software comes into a zip file (Hurricane.zip) which can be unzipped into the directory Distri_Hurricane.

This new directory has four sub-directories


- doc
This directory contains the installation guide (this document) and the Hurricane manual in French and English.
- Java32
The java engines basic and 3D engine for a 32 bits WINDOWS environment.
Basic: jre-7u51-windows-i586.exe
3D: j3d-1_5_2-windows-i586.exe
- Java64
The java engines basic and 3D engine for a 64 bits WINDOWS environment.
Basic: jre-7u51-windows-x64.exe
3D: j3d-1_5_2-windows-amd64.exe
- Setup
Contains the installation program for Hurricane *hurricaneSetup.jar*

2. Installation procedure

Depending on the WINDOWS version install:

- The basic java engine 32 or 64 bits
- The 3D java engine. 32 or 64 bits
- Re-boot the computer.
- Install the Hurricane setup program

Hurricane 3D window not opening

Sometime the 3D window doesn't open when clicking on the 3D icon () , this due to the JAVA 3D installation procedure doesn't copy all necessary files to the basic JAVA directory.

The four files do exist in the 3D java directory and needs to be copied in the basic java directory with the same path. The four files to be copied are listed below.

- *bin\j3dcore-ogl.dll*
- *lib\ext\j3dcore.jar*
- *lib\ext\j3dutils.jar*
- *lib\ext\vecmath.jar*

The source directory is:

"C:\Programmes\Java\java3D\1.5.2" (ou jre6, ou jre7, ou autre)

The target directory is:

"C:\Programmes\Java\jre" (or jre6, or jre7)

For example to copy the first file, you need to copy:

C:\Programmes\Java\java3D\1.5.2\bin\j3dcore-ogl.dll

To

C:\Programmes\Java\jre \bin\j3dcore-ogl.dll

You don't need to reboot the PC after the four files have been copied.