Client Installation Guide

BigWorld Technology 2.1. Released 2012.

Software designed and built in Australia by BigWorld.

Level 2, Wentworth Park Grandstand, Wattle St
Glebe NSW 2037, Australia
www.bigworldtech.com

Table of Contents

Chapter 1. Overview

This document describes how to properly install the BigWorld Technology Client and Tools and how to use them for the first time.

Chapter 2. Client and Tools Machine Requirements

2.1.1. Client using New Terrain

	Minimum	Recommended
Graphics	Shader model 2.0 • GeForce 6600 128Mb • Radeon 9600 128Mb	Shader model 3.0 • GeForce 7600 • Radeon x1600
CPU	2 GHz	2 GHz
Physical RAM	512 MB	1 GB
Operating System	Windows XP Home 32-bit	Windows 7 32-bit

2.1.2. Client using Classic Terrain

	Minimum	Recommended
Graphics	Fixed function • GeForce4 MX • Radeon 7 Series	Shader model 1.1 • GeForce4 Ti • Radeon 9500
CPU	2 GHz	2 GHz
Physical RAM	512 MB	1 GB
Operating System	Windows XP Home 32-bit	Windows 7 32-bit

2.1.3. Tools

	Minimum	Recommended
Graphics	Shader Model 3.0 • GeForce 7900 GT • Radeon X1800 XT	Shader Model 3.0+ • GeForce 8800 GTX • Radeon HD 3870
CPU	Athlon 64-bit 3800+ Dual Core Pentium D 820	Athlon 64-bit 4200+ Dual Core Pentium T4200
Physical RAM	2 GB DDR2	2 GB DDR2
Operating System	Windows XP Professional 32-bit	Windows 7 64-bit

Chapter 3. Installing the BigWorld Technology Client

3.1. Customers Using The BigWorld Technology Commercial Edition (Distribution is done using SVN)

- Please review the instructions at https://svn01.bigworldtech.com/docs/ pay special attention to the section https://svn01.bigworldtech.com/docs/svn_guide.html.

- DirectX and VC80 runtimes need to be installed in order to run the BigWorld Technology Client. Redistributable installations for both are included in the directx-redist and vc80-redist directories at the root of the BigWorld package.

3.2. Customers Using The Evaluation Edition or The Indie Edition

- To install, run the setup executable and follow the prompts.

- To uninstall, use the uninstallation program that has been placed in the the Start Menu or from the control panel under

  - *Add or Remove Programs* in Windows XP.

  - *Control Panel\Programs\Programs and Features* in Windows 7 and Windows Vista.

3.3. Additional Notes

- The client startup and loading of the first space might be slow on the first client run due to art assets compilation.

- A number of client tools, such as CAT (Client Access Tool) and asset_processor, require Python to be installed. Python can be downloaded from http://www.python.org. Python 2.5.2 or greater is recommended.

- SpaceViewer and CAT require wxPython, a GUI toolkit for Python. wxPython can be downloaded from http://www.wxpython.org.