

# Installing SimMine

## Overview

The installation of SimMine package is done through a setup program. SimMine requires some other components to exist in the Windows operating system before the installation can be done. These requirements do only need to be installed once.

## SimMine requirements

SimMine requirements are components that should be installed before the SimMine install commences. The requirements are only needed to install once. When new versions of SimMine are published, only SimMine itself needs to be downloaded and installed.

The requirements can be downloaded in a separate file from <http://simmine.com/download/>

If SimMine has been distributed on a CD or DVD, the requirements are found in the requirements directory.

The required components contained in the requirements.zip file are

- Microsoft .NET Framework 3.5. This is normally preinstalled in windows. The .NET Framework is not included on any media from SimMine. If this is missing in the computer, it needs to be downloaded and installed. The installation will download and install it. To download and install manually, follow this link: <http://www.microsoft.com/en-us/download/details.aspx?id=21>
- Microsoft Access database engine. The Microsoft database access driver must be the same bit-version as the installed office version. For example, if Microsoft office 64-bit is installed, the 64-bit of the access database engine must be installed. If no Microsoft Office exists on the computer, any version can be installed. 32-bit office is common, even on a 64-bit window version.
- For SimMine versions other than trial version or student version, the Sentinel HASP Run-time environment must be installed in some cases. See \*\* for further instructions.
- SlimDX component. This must be installed for the 3D engine to work correctly.

## Installing the Microsoft .NET Framework

Follow the instructions provided by the downloaded installer.

## Installing the Microsoft Access database engine

It exist 2 versions of this, a 32bit version and a 64bit version. The 32bit version is named "AccessDatabaseEngine.exe", while the 64bit version is named "AccessDatabaseEngine\_X64.exe". Install the one that fits your computer (see above)

## Installing the Sentinel HASP Runtime environment

The Run-time environment is only required in some cases depending on your configuration and hardware key type. There are two main key types:

HASP key:



Sentinel Driverless key:



The driverless keys are distributed with SimMine after July 2015. SimMine distributed earlier were distributed with the HASP key. In the time between July 2015 and October 2015 there existed some driverless keys in HASP mode for compatibility reasons. The HASP mode is not marked or otherwise visible on the actual key. The keys can exist in different colours depending on their capabilities, but the shape of the keys are equal within the same key type.

In the following cases, the Run-Time environment is required:

- For systems using HASP keys, or when using a Driverless key in HASP mode.
- For systems using a network key (red key)

When using a local Sentinel Driverless key, no Sentinel HASP Run-time environment is required.

When installing, please have your hardware key unplugged. When the installation ends, the key can be reinserted. For network keys, the Sentinel Run-time environment is required on the server where the key shall be connected, and on the client computers that shall communicate with the key attached to the server. No configuration of the Run-time environment is required.

The Sentinel HASP Runtime install is found in the Sentinel\_LDK\_Run-time\_setup folder. Run the HASPUserSetup.exe to start the installation. Follow the instructions on screen.

## Installing the SlimDX component

The SlimDX component is required by SimMine to be able to correctly show a 3D layout.

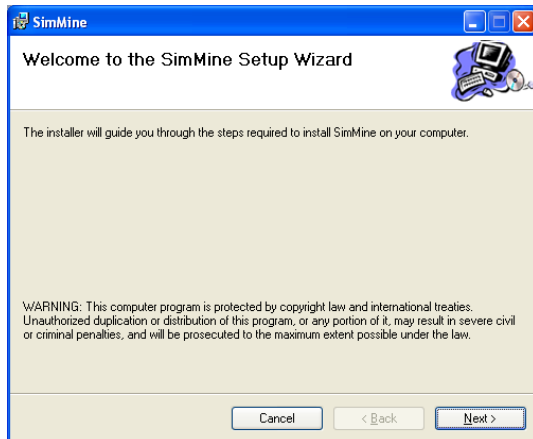
To install - start the SlimDX.msi installation file and follow the instructions.

## Installing the SimMine development package

This section refers to the installation steps when installing SimMine development package software.

To install, you must have administrative rights.

Start the setup program by double-clicking the setup file (Setup.exe). This will start the installation wizard. The first screen is shown below:



**Figure 1-1 - Installation step 1**

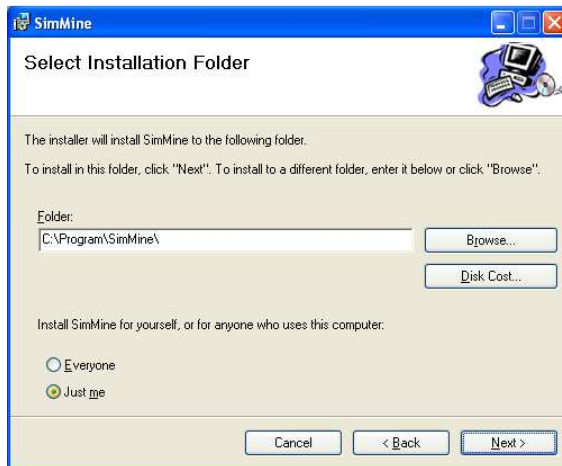
Click next to continue



**Figure 1-2 - Installation step 2 license agreement**

This step shows the license agreement. You have to accept the license before you can continue with the installation.

Click "I Agree" to agree to the license and then click Next.



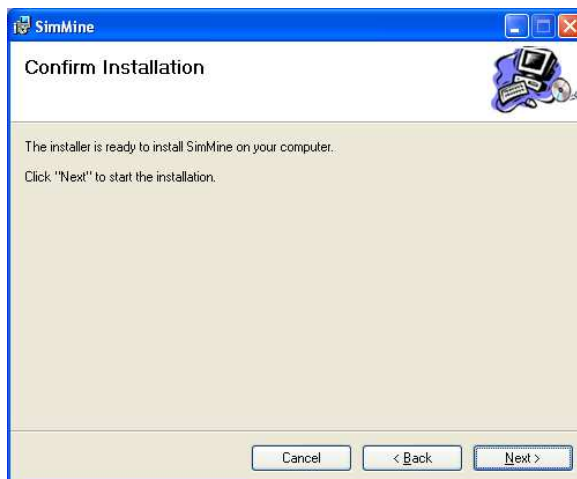
**Figure 1-3 - Installation step 3 installation folder**

Select where to install SimMine. Use the “Browse” button to browse for a location.

When done, click ”Next”.

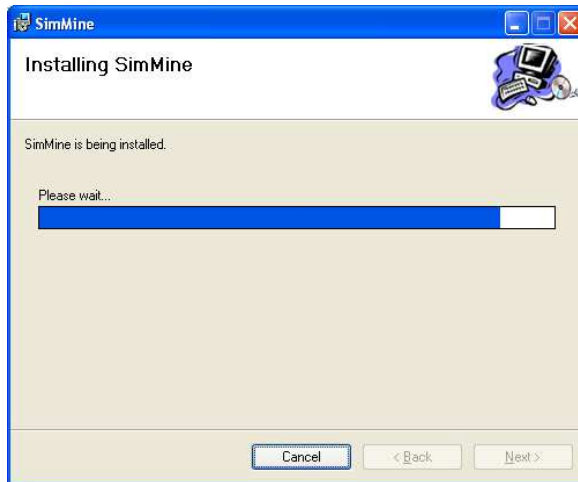
Select for which users the SimMine program will be installed for. “Everyone” creates an installation that is visible for everyone. “Just me”, installs it so it’s only visible for the currently logged in user.

Click next when done.



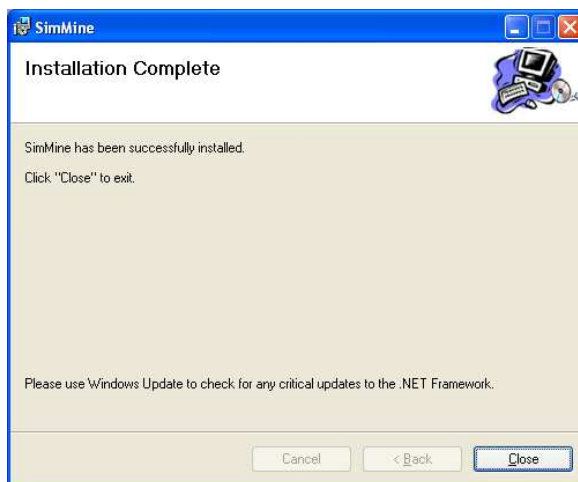
**Figure 1-4 - Installation step 4**

Confirm the installation. Click next when you want to start the installation



**Figure 1-5 - Installation in progress**

When the installation is done, the step below is seen.



**Figure 1-6 - Last installation step**

Close the installation wizard.

**Note!** For windows Vista and Windows 7 users, that wish to run SimMine in OpenGL graphics mode, some additional steps must be made depending on your version.

Vista and Window 7 users:

- For 64-bit version of the operating system, and you are using a 32-bit version of SimMine, the aero interface should be enabled. This is due to that SimMine 32-bit version uses OpenGL 32-bit drivers, which can be emulated by the aero functionality. If Aero isn't enabled, a 32-bit driver for OpenGL cannot be found, which means that SimMine cannot show any graphics. For 32-bit versions of the operating system, or if you have installed the 64-bit version of SimMine, it doesn't matter if Aero is enabled or disabled.

The installation is now complete.

The SimMine program is now found in the start menu, under “All programs->SimMine” folder.

