



SimMine Installation instructions

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These instructions describes how to install SimMine and its required components.

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Installation

Overview

SimMine application does require some common components to work. These common components are:

- Database services, which handles the database(s) where SimMine stores its simulations
- License manager, which handles the license for SimMine
- 3D library, which contains common components used for the 3D engine

The common components exist in its own installer and is downloaded and installed separately. The common files are only required to be installed once, while SimMine itself can be installed multiple times when new releases arrive.

Getting started

SimMine can work in several licensing modes, and each mode require different configuration. The first step is to verify which license mode SimMine will be used in. After the license mode has been verified, continue with installing SimMine Common Files, if they aren't installed already. Continue with installing SimMine.

For a complete installation work flow, see License keys

The installation for the license components is installed in the SimMine Common Files installation. When this is installed, it might be required to configure the license manager depending on the selected licensing mode described in Local or remote license server on page 5.

For a full or runtime version of SimMine, a USB license key need to be present. The available USB dongles are:

HASP key:



Sentinel
Driverless
key:



Sentinel
NET keys



The black keys are for single computer use only. These keys need to be inserted in the same computer that shall run SimMine. The red keys are NET keys which can contain licenses for multiple users. The red keys can be inserted in a license server and does not need to be in the same computer that will run SimMine.

Installation work flow on page 8.

The license modes that can be used are:

- Student version. This is a separate download which is not the same as the full version of SimMine. This mode does not require any installation of a license.
- Trial version. This is a separate download, which is not the same as the full version of SimMine. The trial version will automatically install a trial license. No installation of a separate license is required.
- Local license. This mode has the USB license dongle inserted in the same computer that will run SimMine. Follow the guidelines Local license server below for how to install a local license server. The USB key is black.
- Remote license server. The mode has a USB license dongle inserted into a remote computer, which acts as a license server. This does require a network license dongle (red color). Follow the guidelines Network license below for instructions for installing a network license.

SimMine requirements

System requirements

SimMine require the system to meet some requirement:

- Windows 7 SP 1 or above. 64-bit operating system required.
- Intel Core i3 1.6GHz or higher (or AMD equivalent)
- 150MB of free disk space
- 8GB of RAM.
- A graphics card which supports OpenGL.

SimMine also requires that some components exist in Windows before SimMine can start. The requirements are only needed to install once. When new versions of SimMine are published, only SimMine itself needs to be downloaded and installed.

Local or remote license server

This section does not apply when running the trial version or student version of SimMine, since these installations doesn't require any license that exist in a hardware key.

The first step before starting to use SimMine is determine what license mode that shall be used. The different license modes are explained in Getting started above.

The full version of SimMine does need a USB dongle, which contains the license. The USB dongles attached to the local computer or a remote server. SimMine will query the local or remote license server for license permissions, and which features that shall be available to the end user.

The license server can be either local (installed on the same computer as SimMine is installed), or installed on another pc (remote license server). The remote license server is only supported for network keys (red color). The work mode for a remote license server is illustrated below:

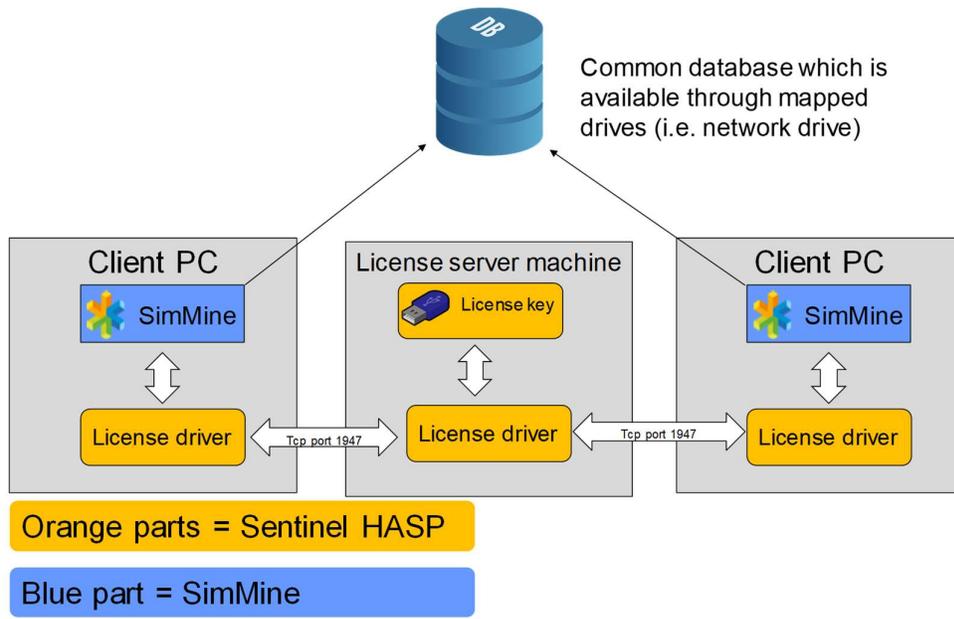


Figure 0-1 - remote license server

Local license server

When a local license is used (black keys), no further actions are required. The necessary files are installed when “SimMine Common Files” are installed

Network license

The network license mode requires a driver for the network license mode. It can be found in the download page at:

https://simmine.com/wp-content/uploads/2020/11/Sentinel_LDK_Runtime_setup.zip

When installing, please have your hardware key unplugged.

Extract the zip file, and from the extracted files, the folder “Sentinel_LDK_Runtime_setup” contains the install package (HASPUUserSetup.exe). Run this program and follow the instructions to install the license software package. This should be installed on the computer where the hardware lock is inserted (i.e. the license server).

The computer that runs SimMine must be able to communicate with the license server through port 1947.

With the server installation, the license service is installed – the Sentinel LDK License Manager. This service must be started for the licensing mechanism to work

IP configuration

If the client does not find the server in the network automatically (for example due to a different subnet or access via VPN connection), you have to specify the IP of the server manually on the client. This configuration can be done in the Admin Control Center (ACC) which is accessible on the client by the following link:

<http://localhost:1947>

Enter the server IP under Configuration → Access to Remote License Managers and confirm the entry by clicking [Submit]. Please pay attention to enter the IP address and not the server name, otherwise the name resolution may not work. This configuration is saved in the file hasplm.ini. It can be found on the client in the following directories:

- 32-bit: C:\Program Files\Common Files\Aladdin Shared\HASP
- 64-bit: C:\Program Files (x86)\Common Files\Aladdin Shared\HASP

If the port 1947 is free, the network dongle ought to be displayed in the Admin Control Center among the Sentinel Keys.

License keys

The installation for the license components is installed in the SimMine Common Files installation. When this is installed, it might be required to configure the license manager depending on the selected licensing mode described in Local or remote license server on page 5.

For a full or runtime version of SimMine, a USB license key need to be present. The available USB dongles are:

HASP key:



Sentinel
Driverless
key:



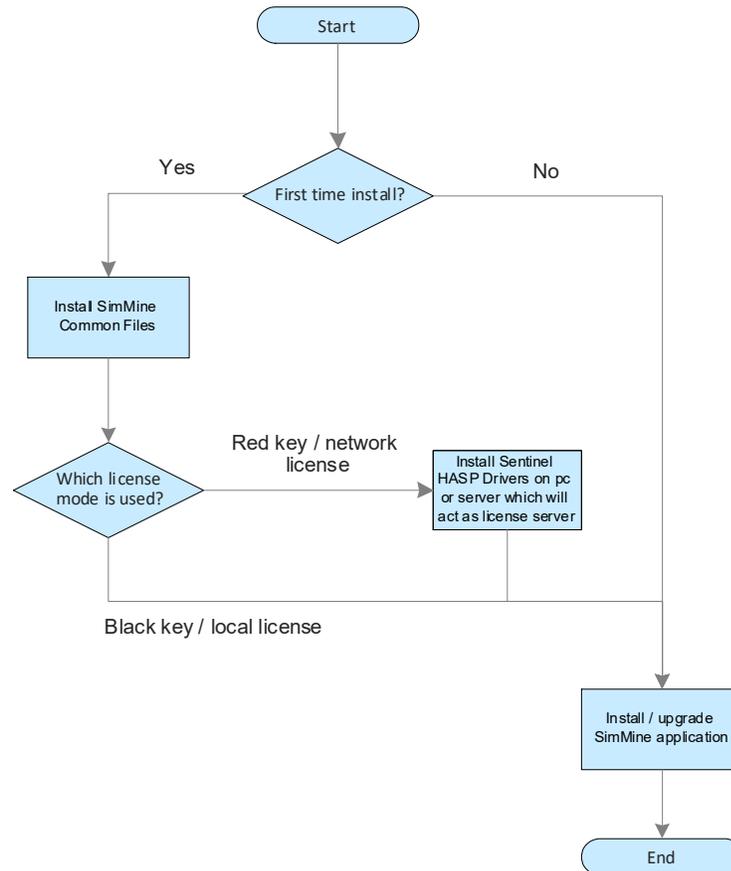
Sentinel
NET keys



The black keys are for single computer use only. These keys need to be inserted in the same computer that shall run SimMine. The red keys are NET keys which can contain licenses for multiple users. The red keys can be inserted in a license server and does not need to be in the same computer that will run SimMine.

Installation work flow

When installing SimMine and its components, the following work flow can be used:



Installation steps

First time install

The first time SimMine is installed, the SimMine Common Files needs to be installed. The required components exist in the file “SimMine Common Files.zip” which can be downloaded from SimMine’s site (in <http://simmine.com/download/>)

When new updates for SimMine is posted, only SimMine itself needs to be updated. The common files do not need to be updated.

Installing the Microsoft .NET Framework

SimMine requires .NET 4.5. The .NET frameworks are Microsoft components and are already included in Windows. In Windows 7, .NET Framework might need to be installed since it is not shipped with Windows.

The below link opens the download page to download .NET 4.5.

<https://www.microsoft.com/sv-se/download/details.aspx?id=30653>

If you are unsure if you need to download this framework or not, you can first install SimMine and start it. It will then show a message if the correct .NET

framework is missing from the computer. If so, then you can download and install the framework.

Installing the SimMine Common Files

Download and extract the file “SimMine Common Files.zip” to a location on your local hard drive. After the extraction is complete, open windows explorer and open the folder which contains the extracted files.

Start the file *SimMine Common Files.exe*. For this installation, you are asked for administrator credentials.

The installation wizard opens:

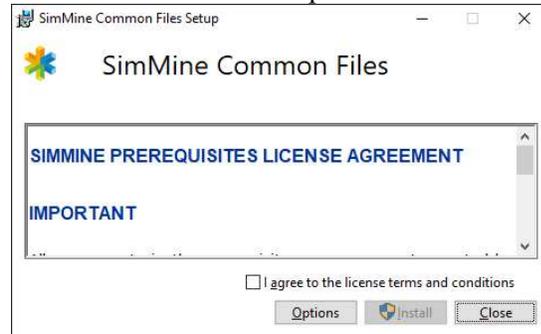


Figure 0-2 Common Files installation wizard

Read and agree of the license terms before clicking Install to continue.

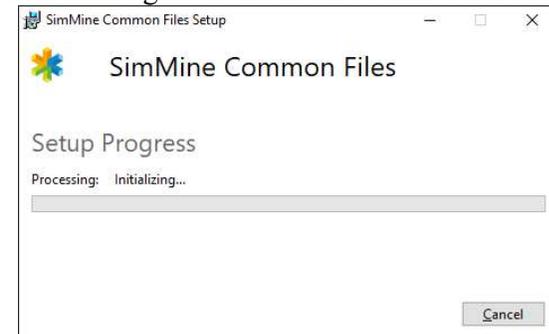


Figure 0-3 - Installation process for Common Files

During the installation, a dialog box may open asking for location where to unpack SQL Server files. Click OK to accept the default location. It will be removed after the Common Files have been installed.

Wait until the installation completes. This can take several minutes.

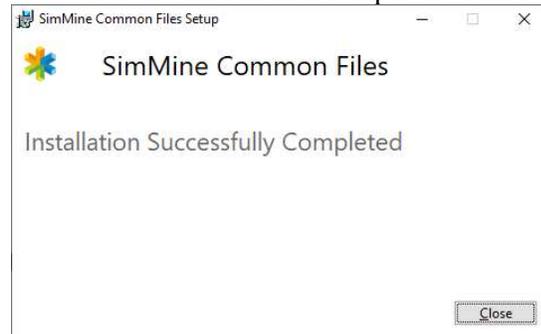


Figure 0-4 - Common Files install complete

Click Close when the installation of the Common Files is complete.

Installing the SimMine application

This section refers to the installation steps when installing SimMine software. These steps are required at each time that SimMine shall be installed or upgraded (i.e. when a new version exist that the user will upgrade to). To install, you must have administrative rights. Start the setup program by double-clicking the setup file (MineSimulator.msi). This will start the installation wizard. The first screen is shown below:



Figure 0-5 - Installation step 1

Click next to continue



Figure 0-6 - Installation step 2 license agreement

This step shows the license agreement. You have to accept the license before you can continue with the installation. Check the “I accept the terms in the License Agreement” to agree to the license and then click Next. Before you accept the license terms, you cannot continue the setup process.

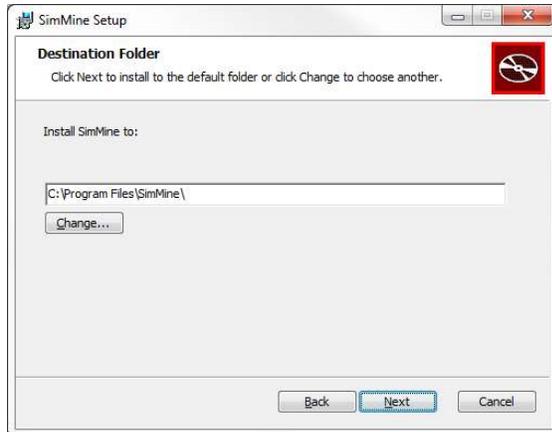


Figure 0-7 - Installation step 3 installation folder

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.

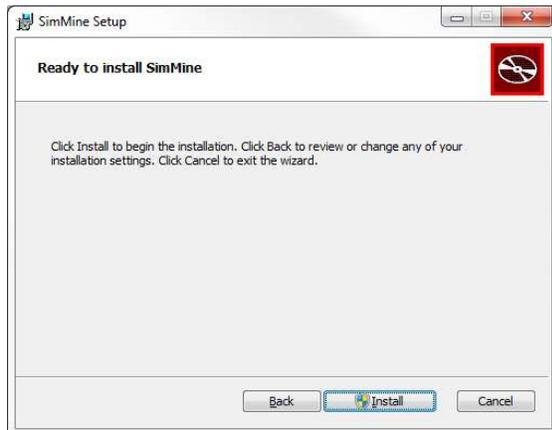


Figure 0-8 - Installation step 4

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

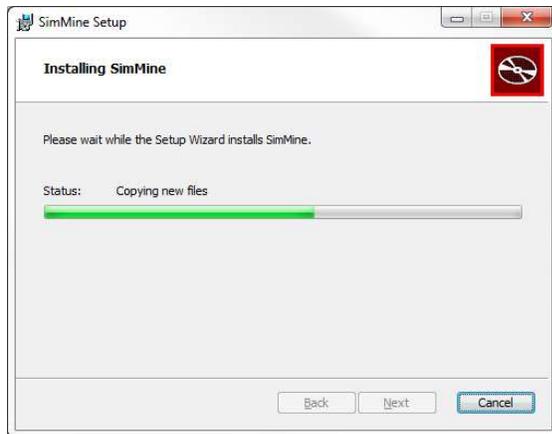


Figure 0-9 - Installation in progress

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

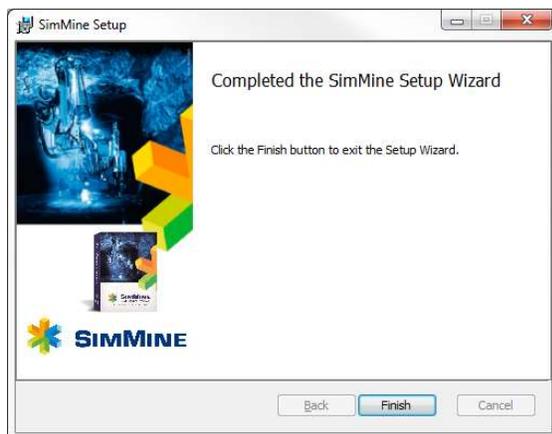


Figure 0-10 - Last installation step

Close the installation wizard.

Note! For windows Vista and above, the Aero interface should be enabled. This will make the graphics more compatible with Windows

The installation is now complete.

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

Starting SimMine for the first time

After SimMine has been installed, it can now be started. When started for the first time, the default database is created and initialized. The default database is empty and doesn't contain any data to use or play with. To populate the database with example data, see **Fel! Hittar inte referenskölla.** on page **Fel! Bokmärket är inte definierat.** for more information.

Note! When example data is imported into the database, current data may be overwritten. Therefore it is recommended that example data is only imported into an empty database. New

databases can be created if the default database isn't empty. See **Fel! Hittar inte referenskälla.** on page **Fel! Bokmärket är inte definierat.** for database management tasks

Tutorials

After the installation of all required components, the database containing the data for SimMine is empty. In SimMine there exist a function to import example data into the database. To get information how this is done, see **Fel! Hittar inte referenskälla.** on page **Fel! Bokmärket är inte definierat..**