## AgES Quickstart Guide

- 1. To begin, locate the folder named '**class\_trento**' and double click to open.
- 2. Double-click on the folder titled **oms-3.5.2-console**.
- 3. Double-click on the icon titled **console** (file type: Windows Batch File), or run console.sh from the command line (linux or Mac terminal).

\*Note: This step and many others within the software might take a few seconds to load. <u>Only attempt to open each item once</u> to avoid further delay in running the program.

4. Click on icon in the upper right corner (**Open Project**).

<\$ AgES-W Demo - Console (DMS 3.446)	Project:	0 ×	
		Open project.	

- 5. Click on the folder named **class\_trento**, then click **Open**. (Do not double click on the project folder, and do not open any subfolders or files located within the main folder.)
- 6. Next, click on the **Open simulation** icon, the second icon on the top left.



7. From that list, double-click on the **class-trento** folder.

📢 Open Projec	t		×
Look in:	AgES-W_I	Demo 🗸 🤌 📴 🖬 🗸	
Recent Items	oms agesw-de oms-3.4.4 output	ino I6-console	
Desktop			
Documents			
This PC			
Network	Folder name: Files of type:	C:\Users\Jessica\Desktop\AgES-W_Demo\agesw-demo All Files ~	Open Cancel

8. Then double-click on the **simulation** folder.

📢 Open		×
Look in	: 🔄 agesw-demo 🗸 🤌 📴 🖬 🗸	
Recent Items		
Desktop	docs lib nbproject	
Documents	output simulation src test	
This PC	gitattributes .gitignore build README.md	
Network	File name:     arti_catch.jar     Op       Files of type:     All Files     Can	oen ncel

9. Next, double-click on the **posses** folder.



10.Then double-click on the file named **posses.sim**.

Open					×
Look in:	arti_catch	1	~	🏂 📂 🛄 -	
Recent Items	arti_catch console flags input logging output simulatio	n .			
Documents	sysprop				
This PC					
1	File name:	arti_catch.sim			Open
Network	Files of type:	All Files		$\sim$	Cancel

11. The final step will be to run the program. To do this, click on the **Run** icon, as pictured below.



12.You will see the information running in the lower screen. Allow it to run until it says **DONE** at the bottom on the screen.