



Velocity CAE[®] Program Generator

For **Simulation to ATE** and
ATE to ATE Conversion

Release 5.4

Installation Guide

Velocity CAE Program Generator

Installation Guide

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Documentation version 3.0

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QUICK START GUIDE

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1.0 SYSTEM REQUIREMENTS

Alliance ATE recommends the following minimum system requirements for installing and running Velocity Program Generator.

LinuX installation

- Red Hat Linux 3.0 or higher
- Intel Pentium Processor
- 128 MB of memory
- 600 MB of hard disk space

Windows installation

- MS Windows XP
- Intel Pentium Processor
- 128 MB of memory
- 600 MB of hard disk space

What the User Should Know

Alliance ATE recommends that a Velocity user should have prior knowledge of the following information before installing the Velocity software.

Linux installation

- How to perform basic file system operations, such as creating directories and navigating directories
- How to use FTP
- How to open a terminal window and run commands and programs from the command line
- How to obtain the system MAC address

Windows installation

- How to perform basic file system operations, such as creating directories and navigating directories
- How to use FTP
- How to use basic Windows GUI elements, such as menus and checkboxes
- How to obtain the system

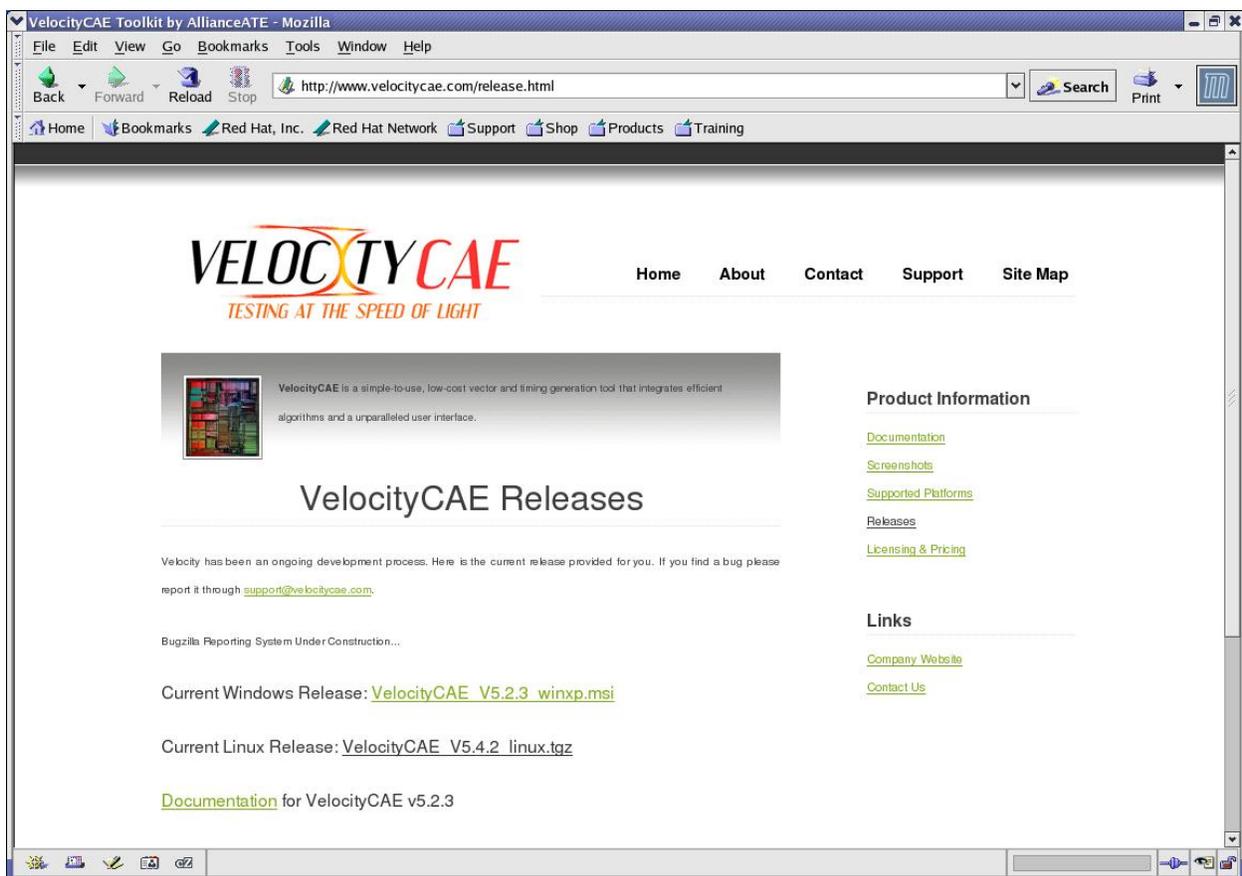
2.0 DOWNLOADING INSTALLATION FILES (NO DISC INSTALL)

How to obtain a compressed installation file from the Velocity Web site if a hardcopy was not obtained.

Using your favorite internet browser, go to the following Web site:

<http://www.velocitycae.com>

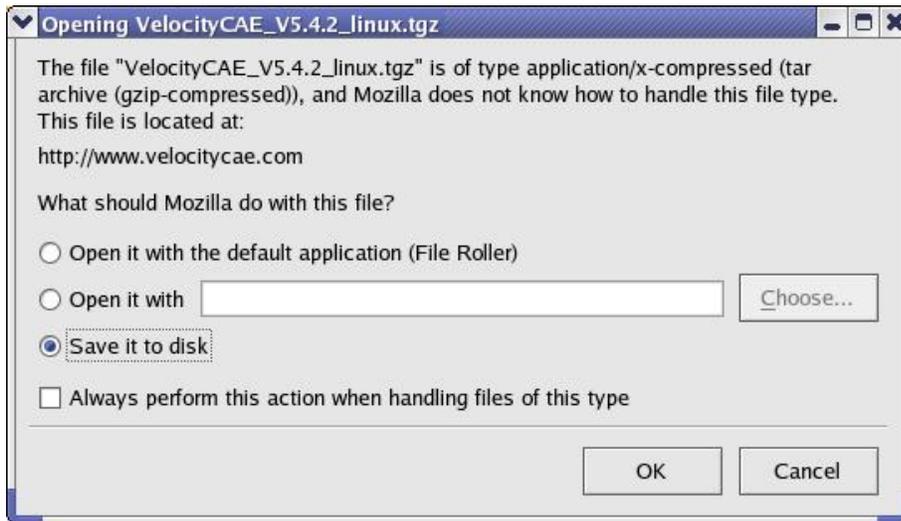
Click on the Releases link on the right side of the screen, under Product Information. You should then see the following page, with links to the available Velocity software and documentation releases:



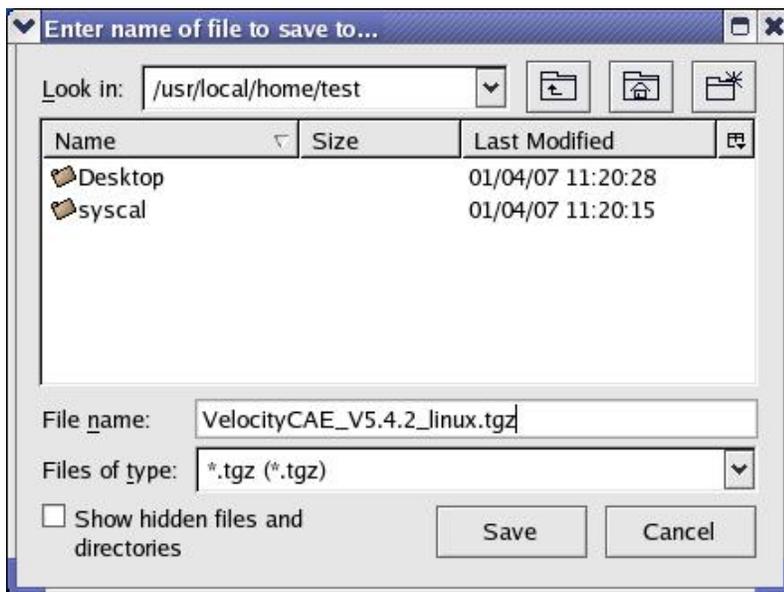
Click on the link for the Current software release for the desired operating system (MS Windows or Linux). For Windows, this will be an MSI file that will enable you to run a typical Windows installation procedure. For Linux, it will be a compressed TAR file.

2.0 Downloading Installation Files (No Disc Install)

After clicking on the link you should see the following pop-up window prompting for what you would like to do with the installation file:



Select "Save it to disk" and click on OK, after which you should see the following window prompting you for a location on your system to which to save the installation file:



TIP: It doesn't matter which local directory you download the installation files into. Just choose one that makes sense to you, that you have write permission to, and that is on a file system or disk partition with sufficient space. (See the section, "System Requirements", near the beginning of this manual for disk space requirements.)

2.0 Downloading Installation Files (No Disc Install)

After selecting a save location, click the Save button and the download will begin.

After the installation file is fully downloaded, you may install the software on your system using the procedures in one of the following sections, **Velocity CAE Linux Install** or **Velocity CAE Windows Install**, depending on your operating system.

3.0 VELOCITY CAE LINUX INSTALL

How to run the install script to automatically create the required Alliance directory structures, uncompress files, and copy Velocity files to the appropriate directories.

After the Velocity installation file has been downloaded to your local system from the Velocity Web site, open a terminal window and change directory to the location at which the installation file was saved. Then, enter the following command at the command prompt:

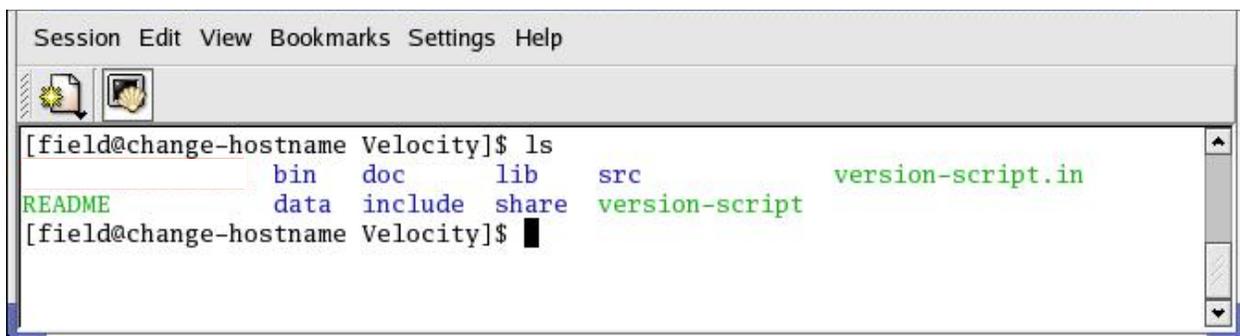
```
tar -zxvf VelocityCAE_V<release#>_linux.tgz
```

This tar command will first uncompress the installation file, using gunzip, and then extract several files from the archive, placing them in a new subdirectory called VelocityInstall_V<release#>. Change directory to the VelocityInstall_V<release#> subdirectory and enter the following command at the command prompt to run the install script:

```
./install
```

The install script will automatically uncompress the three compressed archive files – VelocityCommon.tgz, Velocity_Samples.tgz, and Velocity_V<release#>.tgz – and place all extracted files under the directory /usr/local/AllianceATE.

When you are finished installing, your top-level AllianceATE directory will contain a Velocity CAE directory, which in turn contains the following files and directories:



```

Session Edit View Bookmarks Settings Help
[field@change-hostname Velocity]$ ls
README      bin  doc    lib  src  version-script.in
data        include share version-script
[field@change-hostname Velocity]$

```

Finally, run the appropriate shell script to set environment variables that allow Velocity to run from any directory. The choice of script depends upon your preferred shell: BASH or C shell. Change directory to /usr/local/AllianceATE/common, where scripts for both shells are found.

For BASH, or equivalent, enter the following command at the command line:

```
> ./aate_env.sh
```

For C shell, enter the following command at the command line:

```
> ./aate_env.csh
```

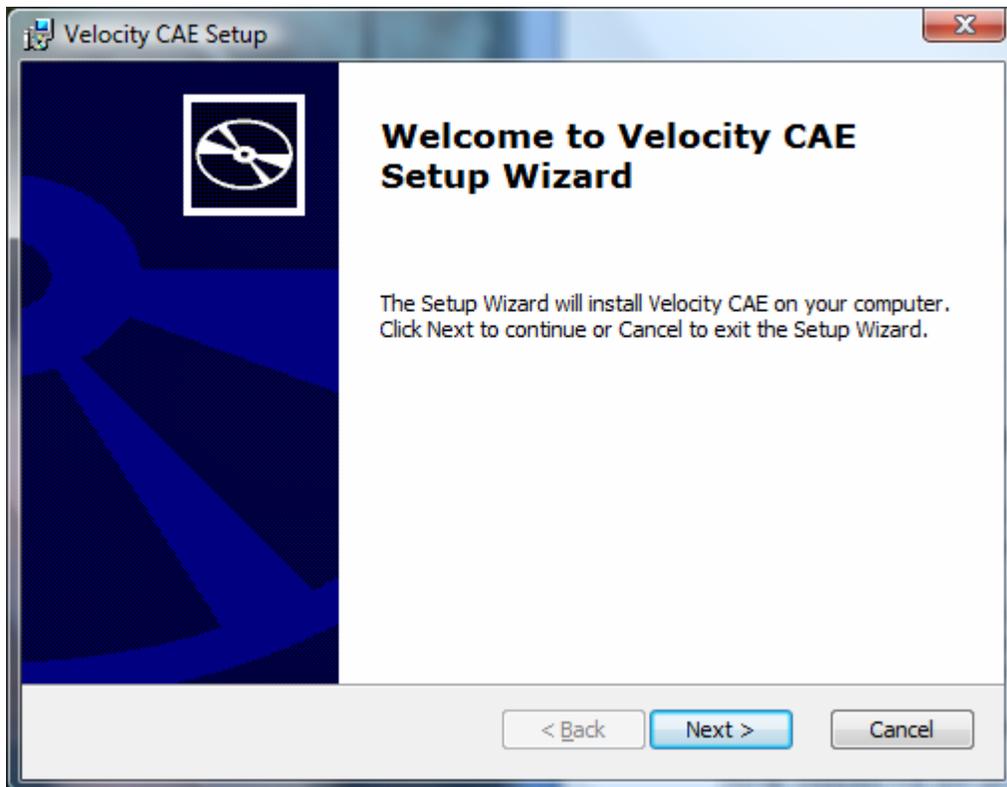


TIP: You can also edit your user resource file to call one of the `aate_env` shell scripts, so that each newly created shell will use the required path information.

4.0 VELOCITY CAE WINDOWS INSTALL

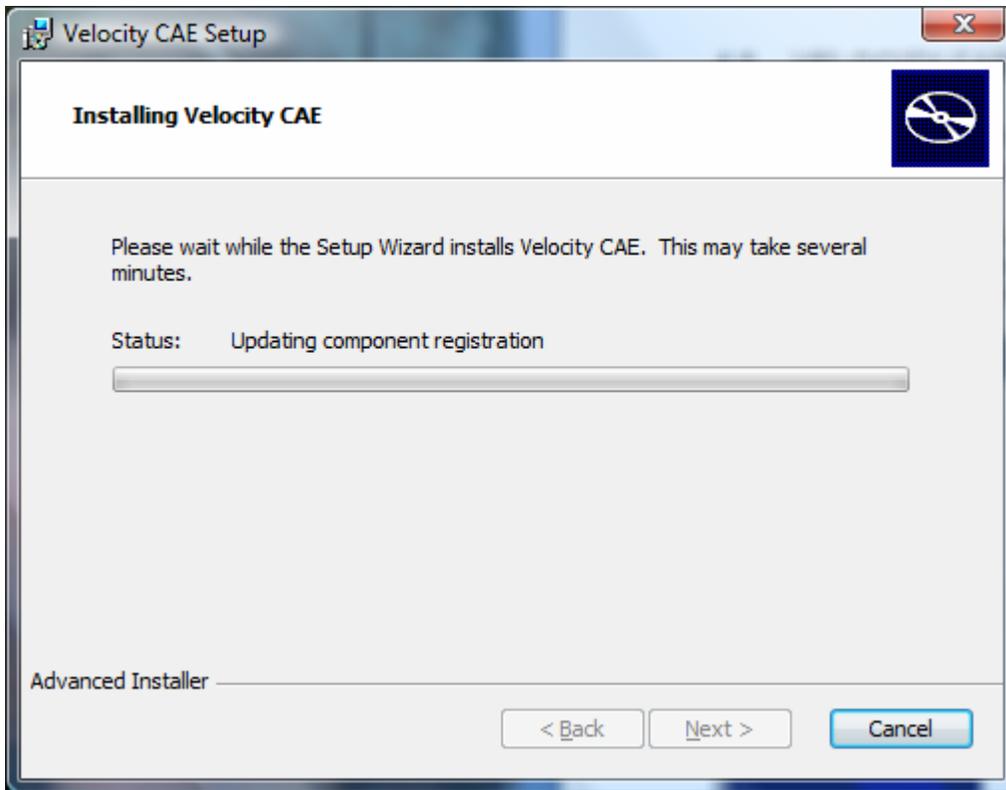
How to run the install script to automatically create the required Alliance directory structures, uncompress files, and copy Velocity files to the appropriate directories.

After the Velocity installation file has been downloaded to your local system from the Velocity Web site, locate the icon for the file in the folder in which it was downloaded, or the Windows Desktop if that is where it was downloaded. Double-click the icon and you should see the following window:

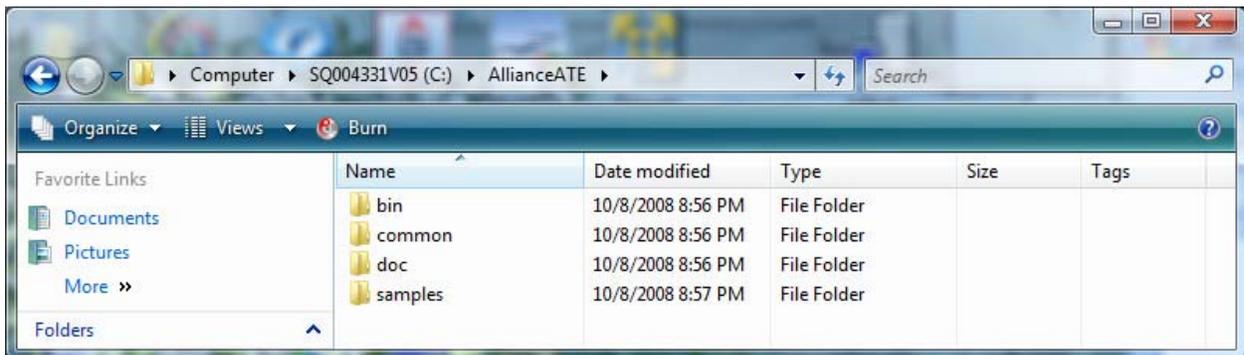


Click on Next and, when prompted to enter a directory in which to install Velocity, click on Next again to accept the default: C:\AllianceATE.

On the screen which reads "Ready to Install", click the Install button and you will see the following status screen while the installation is taking place:



When you are finished installing, your top-level AllianceATE directory will contain a Velocity CAE directory, which in turn contains the following files and directories:



5.0 INSTALLING LICENSE FILES

How to obtain and install one or more licenses for your Velocity software.

Before you can obtain one or more licenses for Velocity, you must determine the hardware address of each machine on which you wish to run the software. Then, send that information, along with your request for one or more licenses, to Alliance ATE Technical Support at the phone number or email address shown at the end of this manual.



BACKGROUND: All software tools contained in the Velocity package are node-locked, meaning each installation will only run on the specific machine – or node – upon which it resides.

To determine the hardware address of a Linux machine, run the following command from the command line:

```
> /sbin/ifconfig
```

To determine the hardware address of a Windows machine, open a Command Prompt window and run the following command from the command line:

```
ipconfig
```

Then, send the results of the ifconfig or ipconfig command to your contact at Alliance ATE Technical Support.

After receiving your license file(s) from Alliance ATE, copy each file into the following directory on the machine on which Velocity is installed:

(For Linux) /usr/local/AllianceATE/common

(For Windows) \AllianceATE\common



IMPORTANT! Each license file is named Velocity.lic. This name must NOT be changed, or the software will not be able to locate it.

6.0 CONTACTING ALLIANCE ATE TECHNICAL SUPPORT

To obtain an FTP account and for questions on installing Velocity software, contact:

Jeffrey Platt, Senior Partner, Alliance ATE Consulting Group



Email address: jeff.platt@allianceate.com

Business Phone: 972-596-0165



Cell Phone: 972-740-1762

To obtain a Velocity license, contact:

Jeffrey Kasten, Senior Partner, Alliance ATE Consulting Group



Email address: jeff.kasten@allianceate.com