



Installation of SDSU Physics Learning Research Group (PLRG) Simulators

Download *SDSU_Simulators.zip* and unzip it to your desktop for ready access.

After you unzip *SDSU_Simulators.zip*:

- **COPY** all the files in *SDSU_Simulators/sdsu_jars* into the following folder:

On **Macs**: Open the system drive (usually Macintosh HD), then open *Library*, then *Java*. Double-click on *Home* (which may appear as an alias). Then open the folder *lib*. In that folder, open *ext*. Copy all the files in *sdsu_jars* to *ext*.

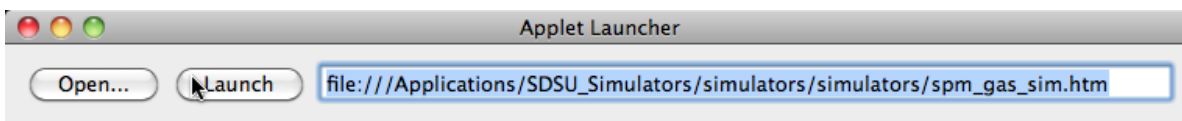
Note on copying/pasting files: To **copy** the files, open the folder *SDSU_Simulators/sdsu_jars*, click-and-drag to select ALL the files in the folder (or type command-A), and then type command-C (Macs) to copy the files. You can also select "Copy" from the Edit Menu. To **paste** the files into the new folder, type command-V (Macs), or select "Paste" from the Edit menu.

- Place the folder *SDSU_Simulators* in *Applications* or another location of your choice.

Contact Michael McKean at mmckean@sdsu.edu if you have any problems.

To run the SDSU Simulators, you should download the Mac-native program Applet Launcher. Download *Applet_Launcher.zip* and unzip it. There's no installation needed. You can place Applet Launcher on your desktop or in *Applications*.

To start Applet Launcher, just double-click it. To open a simulator, find the appropriate HTML page with the simulator you want. (You can see which HTML page goes with which simulator by opening *index.html* in *SDSU_Simulators* and clicking on the various links.) Then click the Launch button.



Note that you can also use Applet Launcher to open a HTML page on the web (say, a PSET or PET simulator available from here: <https://petpset.iat.com/>). Just go the page in a browser, copy-and-paste the URL into the Applet Launcher window, and click Launch.

