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Stood



# Installation Manual

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# 1. Install the software

This section explains how to install **Stood** on your system. This version of the software may run on a **Windows** or a **Unix** platform, but the software must be installed on a local or a remote file system first. Following configurations are supported:

- local installation on a standalone **Windows PC**.
- network installation on an **Windows** server, for **Windows** only client platforms.
- local installation on a standalone **Unix** platform.
- network installation on an **Unix** server for **Windows** and **Unix** client platforms.

There are no strong constraints as regards the location of the software on the file system. Installation procedure doesn't require privileged rights except if accessing protected directories. Here are a few advises:

- `bin.xxx`, `sbprolog` and `examples` directories should be stored in an area shared by all the users of **Stood**.
- `config` directory should be stored in an area shared by all the members of a same **Project**.
- `stood.ini` or `.stoodrc` files may be customized by each user and located in their own working directories.
- all installation pathnames should comply with both **Windows** and **Unix** naming constraints. In particular, `Program Files` directory mustn't be used on a PC **Windows**, because this pathname is not **Unix** compliant.

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## 1.1. Distribution media

The software may be delivered on several ways:

- from `ftp` download.
- from a **CD-Rom**.

If an **Internet** access is available on your system, you can download **Stood** from following address:

`http://www.tni-world.com/support`

A login name and password is required. Please contact the **Stood** technical support to get it:

`stood@tni-world.com`

Else, if you received a **CD-Rom**, required installation files should be directly copied from this disk, after it has been properly mounted on your system.

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## 1.2. Distribution contents

A typical distribution directory contains the following components:

- `Stood50Windows.exe`: auto extractible setup file to install **Stood** locally on a **PC Windows NT/2000/XP**.
- `Stood50Solaris.tar.gz`: compressed archive containing the distribution files for **Sun Solaris2** platforms.
- `Stood50Linux.tar.gz`: compressed archive containing the distribution files for **PC Linux** platforms.
- `Stood50Windows.tar.gz`: compressed archive containing binary files for **PC Windows** to be installed on a remote **Unix** server .

Following chapter describes the installation procedure to be followed after the appropriate components have been copied to your system.

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## 1.2.1. Installation on an Unix workstation

To install **Stood** on an **Unix** network server, or on a standalone **Unix** workstation, please first get access to the appropriate components from the selected remote file server, or standalone workstation:

```
Stood50xxxx.tar.gz
```

First go to the directory where **Stood** has to be installed. Super user rights are not required, except if the software has to be installed in a protected directory:

```
cd installation_directory
```

Then, uncompress and expand each selected `file.tar.gz` file as follow:

```
gunzip file.tar.gz  
tar xvf file.tar
```

Around 20 Megabytes of free disk space is required on the server for a single platform target. Note that the various binaries may be installed on the server. Each additional `bin` directory will use around 5 Megabytes on the disk, and all the other distribution directories may be installed only once, and will be shared.

As soon as all the transferred files are expanded, the installation is completed. **Stood** may be launched in demonstration mode without any further action:

```
bin.xxx/stood
```

To install a full user license, please refer to chapter 2.

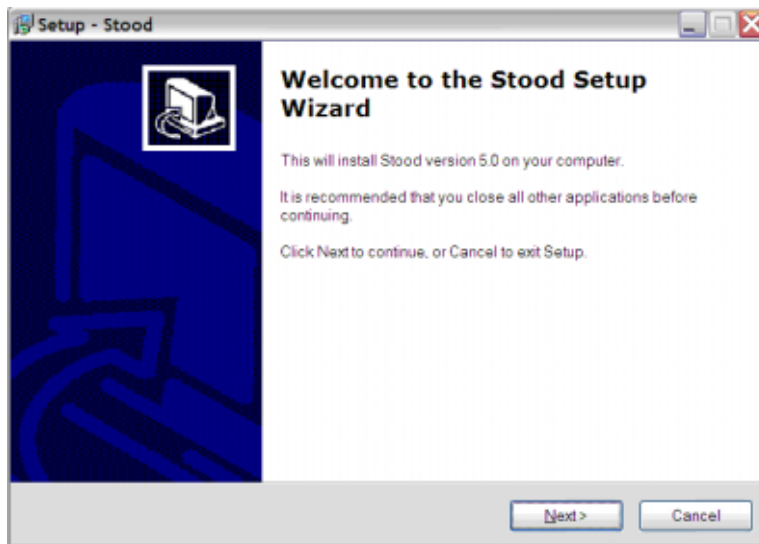
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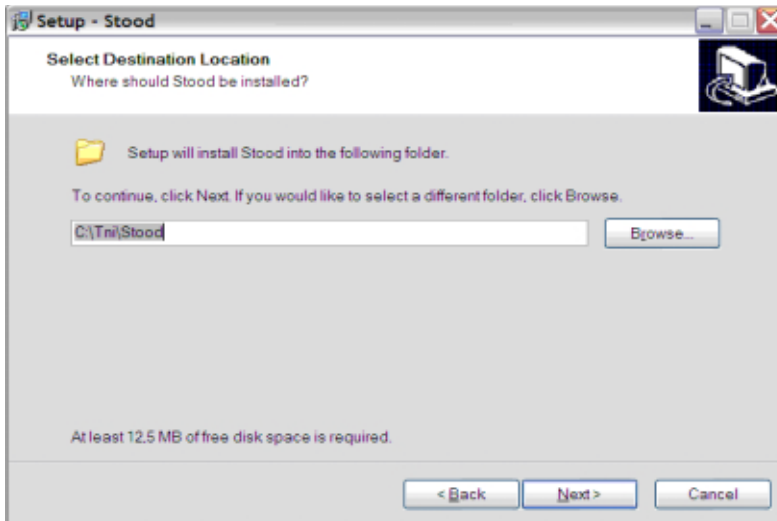
## 1.2.2. Installation on a Windows PC

To install **STOOD** on a **Windows** network, or a standalone **Windows PC**, please first uninstall any previous version of **Stood** on your **PC**, and execute following auto extractible archive file from the selected remote **Windows** file server, or a standalone **Windows PC**:

`Stood50Windows.exe`

A setup dialog window should appear. Please follow proposed instructions to perform installation procedure.

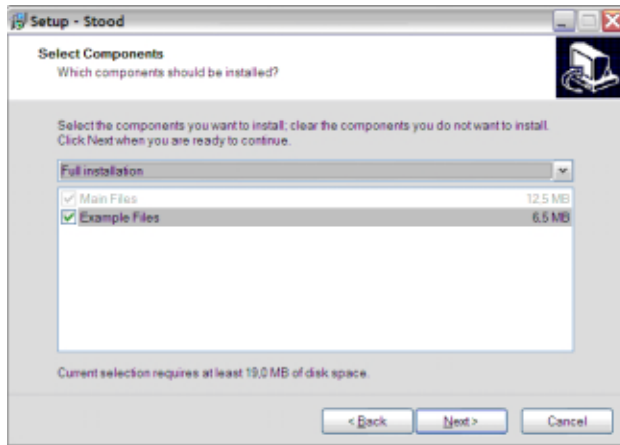




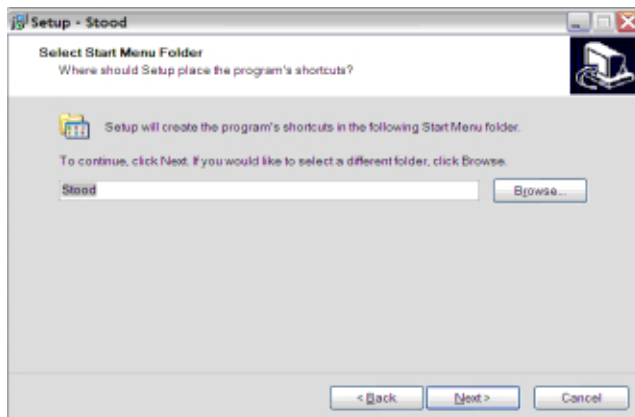
The installation directory must comply with a few particular constraints. **Stood** can work in a similar way on a **Windows** or an **Unix** file system. Chosen installation directory must thus comply with both **Windows** and **Unix** pathnames rules at the same time.

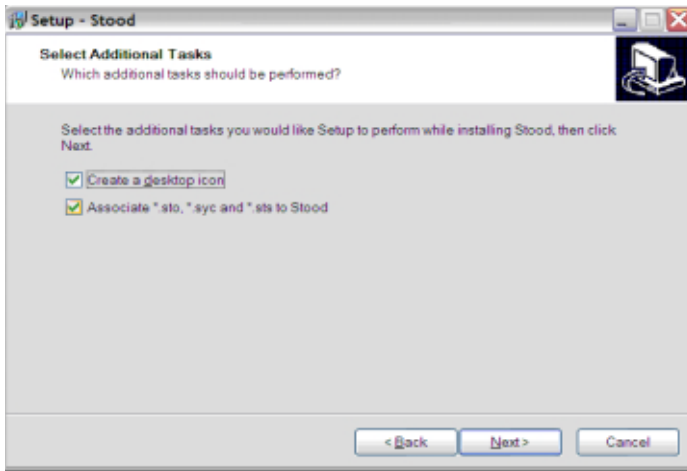
For instance, no space nor special character may be used to specify **Stood** installation path. Especially, don't select Program Files as the target directory on your system, as it is not compliant with **Unix** files naming rules.





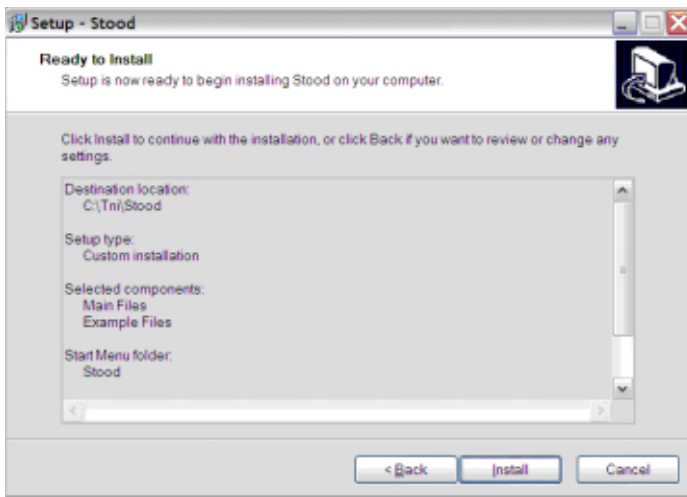
The distribution includes an optionnal package containing a few examples. These examples are not mandatory for a proper use of **Stood**. They can be removed from the list to save disk space.





A few **Windows** file types may be associated to **Stood** during the installation process. When double-clicking on them, the following action will occur:

- \* .sync opens **Stood** and loads the corresponding system configuration.
- \* .sto opens **Stood** and loads the design containing the **Stood.sto** file.
- \* .sts opens **Stood** and execute the corresponding **STShell** script.



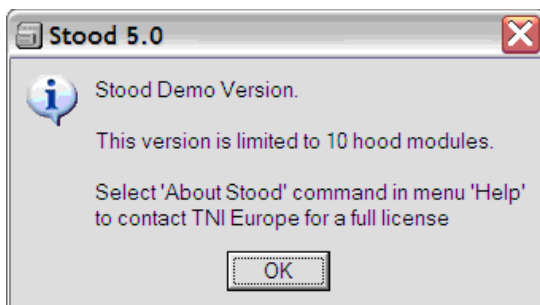
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## 2. Install the license key

Except for the demonstration mode, **Stood** requires a software or hardware license key to operate properly.

### 2.1. Demonstration mode

If no license key has been installed (default configuration), or if the number of used sharable tokens is exceeded, **Stood** runs in demonstration mode. In this case, edition is limited to 10 **HOOD Modules**.



Please note that the demonstration mode should be restricted to discovery and educational purposes, else it denotes the lack of a proper user license for the software, and no guarantee is given by **TNI Europe** when using **Stood** in demonstration mode.

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## 2.2. Time-limited licenses

A time-limited software license key may be installed in order to enable a fully featured use of **Stood** until a given date. This software license key must be inserted inside the `stood.ini` (for **Windows** platforms) or `.stoodrc` (for **Unix** platforms) initialization file.

On a **Windows PC**, the time-limited license key information looks like the following:

```
[Licensing]
Organization=Company Name
Licensee=User Name
LicenseCount=1
Mode=Full
ExpirationDate=31/12/2004
Password=1234567
```

On an **Unix** workstation, the same time-limited license key information looks like the following:

```
Licensing.Organization:Company Name
Licensing.Licensee:User Name
Licensing.LicenseCount:1
Licensing.Mode:Full
Licensing.ExpirationDate:31/12/2004
Licensing.Password:1234567
```

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## 2.3. Network shared licenses

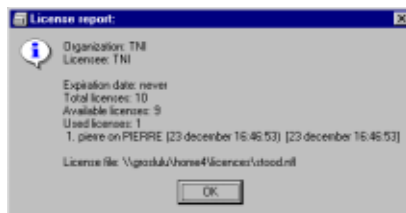
A license file may be installed on a **Windows** or **Unix** network server, in order to make floating license tokens available to any connected client. For this system to work properly, remote server file must be visible from each client platform. The tool administrator must contact **TNI Europe** technical support to install a floating license tokens file on a network server, and users must add the following information inside the `stood.ini` (for **Windows** platforms) or `.stoodrc` (for **Unix** platforms) initialization file on each client platform. On a **Windows PC**, the network floating license key information looks as follow:

```
[NFL]
File=\\server\license\stood.nfl
ReleaseDelay=1440
```

On an **Unix** workstation, the same network floating license key information looks as follow:

```
NFL.File://server/license/stood.nfl
NFL.ReleaseDelay:15
```

When **Stood** is running, information about actually used license tokens may be obtained with *Help/About license...* menu of the *main window*:



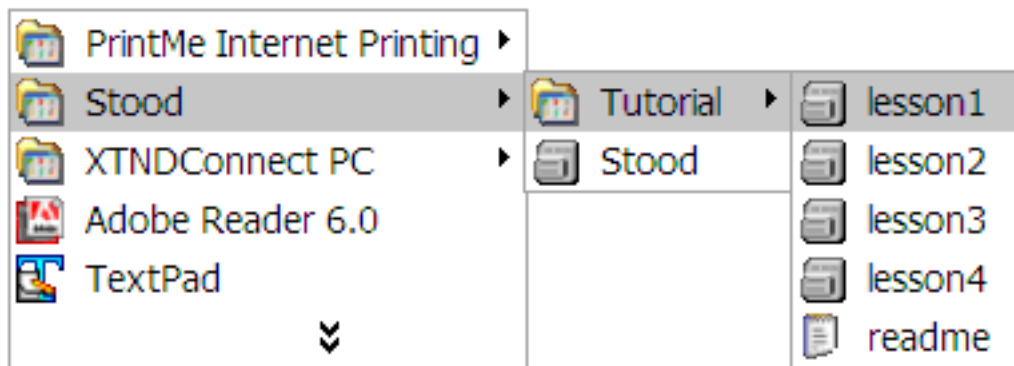
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## 3. Quick start guide

As soon as the software and its license have been installed, **Stood** may be used, and all its features are available to perform **HOOD** and **UML 2.0** architectural and detailed design tasks. This chapter provides only brief information to get started. To go further in using the tool, please refer to the *Stood User's Manual*.

This quick start guide refers to a standard standalone installation on a **Windows PC**. Please note that a few differences may appear when using an **Unix** version, or a network installation.

A small tutorial is also automatically installed with the default distribution of **Stood**. This tutorial is available from the startup menu. Just select the `lesson1` to start the tutorial.



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## 3.1. Launch Stood

After a standard installation, a shortcut for **Stood** is available in the startup menu, and on the desktop. However, a better practice consists in creating a new working directory, and creating there a new shortcut to `C:\Tni\Stood\bin.w32\stood.exe`. (or the actual installation directory)

Then, edit the shortcut properties and set the startup directory to that new dedicated working directory. Doing so, each time **Stood** is executed from this new shortcut, the newly created **Systems** and **Designs** will be stored in that working directory.

It is also a good idea to create a local initialization file (`stood.ini`) in the working directory. This file should only contain the properties that differ from the standard configuration. These properties will overload the default ones if **Stood** is executed from the working directory.

The working directory can be referenced inside the initialization files, using the local environment variable `$WORKDIR`. In a similar way, the variable `$TOOL` refers to the installation directory. A property in these initialization files specifies the storage locations for **Stood** **Systems** and **Designs**. Default setting for this property is:

```
SavePath=$WORKDIR,$TOOL\libs,$TOOL\examples
```

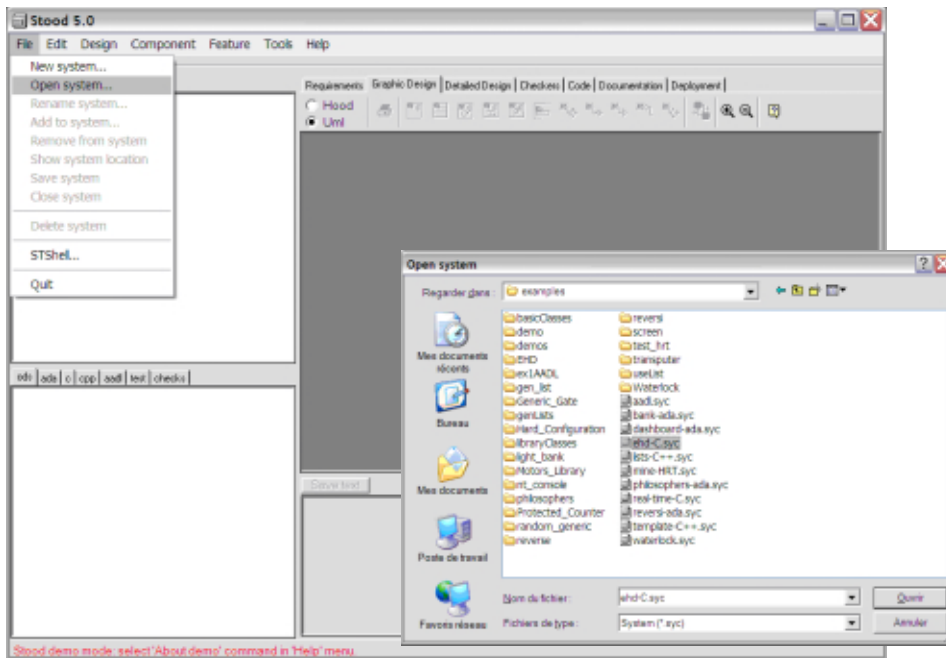
But it can be customized in a user's initialization file to get access to other directories.

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## 3.2. View the examples

Unlike the previous versions of the tool, **Stood 5.0** doesn't automatically load the list of available systems found by searching the `SavePath` variable. To open the examples that have been optionnaly installed with the product, please operate as follow:

Select *Open system...* in the *File* menu:



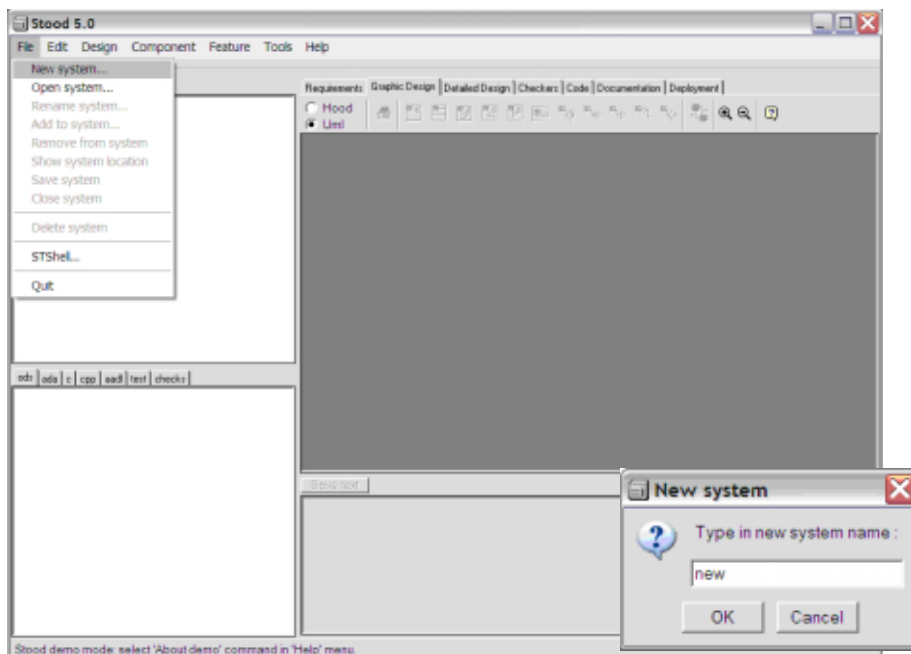
This shows a standard file selector. Go to the `examples` directory and select a `.sync` file. This will load the corresponding example.



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## 3.3. Create a new Design

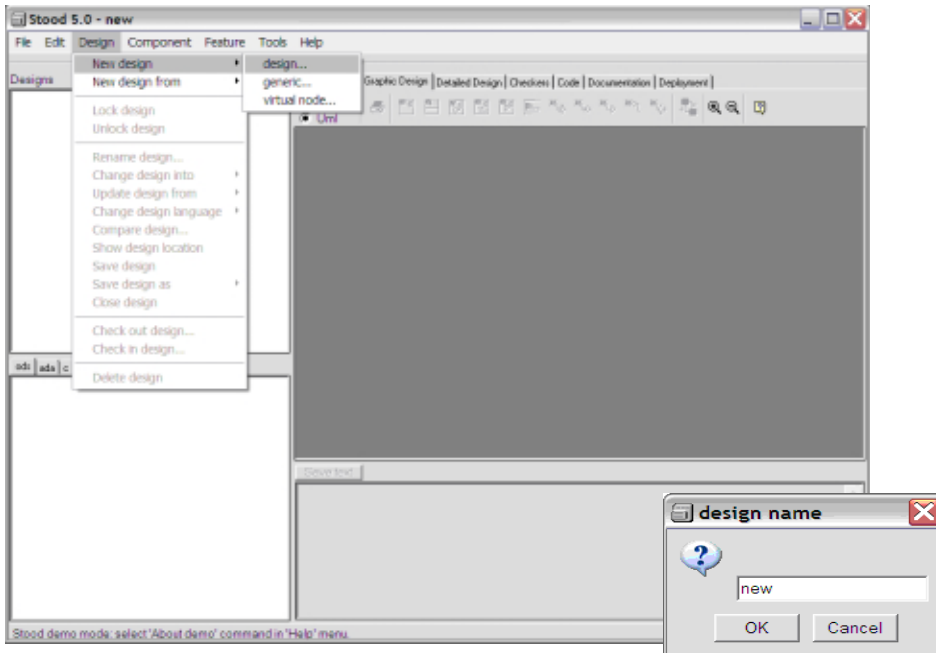
A **System** represents a **Project**, composed of several sharable **Designs** (your current application, reusable components, libraries, other sub-systems, ...). When opening **Stood** for the first time, only predefined **System** examples are available. To create a new **System**, use *New system...* in the *File* menu and give it a name in the dialog box:



The created **System**, however doesn't contain any data yet. To reference already existing **Designs**, select *Add to system ...* in the *File* menu, and select the chosen `Stood.sto` file in the file selector.

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To create a new **Design**, use *New design ...* in the *Design* menu:



The corresponding entry appears in the **Designs** list. With a single click on this name in the list, the **Design** is loaded in read-only mode. To load it in read-write mode, use a double-click or *Lock design* in the *Design* menu. When loaded in read-write mode, a green locker is shown near the **Design** name. This means that nobody else can open it in read-write mode.

The software design activities may now start. The following activities are supported by **Stood**:

- load or create software requirements
- perform architectural and detailed design and coding
- verify the design
- produce source files and documentation.





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