

SSC Installation Manual

Mieszko Lis, Maxim N. Artyomov, Srinivas Devadas, and Arup Chakraborty

SSC version 0.4

Contents

1 Supported platforms	1
2 Required tools	1
3 Installation	1

1 Supported platforms

SSC runs on (relatively recent) 32-bit and 64-bit GNU/Linux platforms, and on recent versions of Mac OS X running on Intel processors. You can identify your platform by issuing the command

```
uname -sm
```

at the terminal prompt; you should see something like

```
Linux i686
```

on 32-bit GNU/Linux,

```
Linux x86_64
```

on 64-bit GNU/Linux, and

```
Darwin i386
```

on Mac OS X.

2 Required tools

Since SSC generates native assembly and C code to make simulators, it requires that the GNU C Compiler (GCC) and the GNU Assembler (GAS) be installed on your system. (These are usually installed by default on GNU/Linux systems, but must be installed as part of the Xcode package on Mac OS X). You can verify that these tools exist by issuing the command

```
gcc
```

at the terminal prompt, which should produce something resembling

```
gcc: no input files
```

3 Installation

Change to the folder where you downloaded the relevant SSC package (`ssc-VERSION-PLATFORM.tbz`), and unpack the file:

```
tar xjf ssc-VERSION-PLATFORM.tbz
```

This will create a subfolder called `ssc-VERSION-PLATFORM` containing the SSC distribution. You can verify that the installation succeeded by issuing the commands

```
ssc-VERSION-PLATFORM/ssc --self-test
```

at the terminal prompt; this will cause SSC to try to compile and run a small model.

It's usually convenient to copy the `ssc` executable to a folder in your `PATH`, so that you can compile models from anywhere by typing

```
ssc model.rxn
```