SSC Installation Manual

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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
```