

Welcome to

# Easy ModelWorks

*Easy ModelWorks* is an interactive modeling and simulation environment to solve numerically continuous-time or discrete time models.

It is freeware, courtesy ETHZ (Swiss Federal Institute of Technology Zurich). It may be freely copied (please keep everything together), but not for profit.

To get going unpack and double-click it. Use the on-line help to learn more. It is part of much bigger software packages, i.e. the *Dialog Machine*, *ModelWorks*, and *RAMSES* (RAMSES is an acronym for Research Aids for Modeling and Simulation of Environmental Systems. Interested? Visit locations given below).

Should you encounter any troubles during first start-up of Easy ModelWorks (since you can't yet read the on-line help topic "Trouble shooting"), please consult the text after this welcome section.

Have fun!

To be up to date visit:

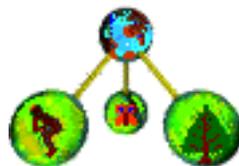
<http://www.ito.umnw.ethz.ch/SysEcol/>

or

<ftp://ftp.ito.umnw.ethz.ch>

<mailto://ramses@ito.umnw.ethz.ch>

af/ETHZ 12.April 2001



For Macintosh users only: Should you encounter any difficulties to launch *Easy ModelWorks* for the first time, the following hints may help. Remember, once you can launch the *Easy ModelWorks* application, please consult the online-help facility (choose command *Help* from menu *Windows*), in particular the topic "Trouble shooting".

## Path Too Long Problem

If you want to launch the application *Easy ModelWorks* for the first time and you get this or a similar message



press button **Abort** and simply move the folder in which *Easy ModelWorks* resides closer to the root directory of your hard disk.

The problem arises each time you try to launch *Easy ModelWorks* from a folder which is nested within folders with long names. E.g. an attempt to launch *Easy ModelWorks* from the folder with the name *Easy ModelWorks 1.4.3* which resides within the folder with the name *Easy ModelWorks 1.4.3 Folder* you get a setup which is likely to produce this error. Unfortunately, folders with these names nested in the just described manner are generated by the utility *Stuffit Expander™* when you download *Easy ModelWorks* , e.g. with a browser.

From within the Finder move the folder *Easy ModelWorks 1.4.3* preferably right into your hard disk. Avoid nesting it within lots of other folders, unless they have short names. For instance a good working set

up is the following:

Name	Meaning
HD	your <b>Hard Disk</b>
Sim	<b>Simulation</b>
EMW	<b>Easy ModelWorks</b>
<i>Easy ModelWorks</i>	The actual <i>Easy ModelWorks</i> application together with all its auxiliary files like <ul style="list-style-type: none"><li>- <i>SampleMods.OBM</i> (zoo of predefined models)</li><li>- <i>Easy ModelWorks Help</i> (on-line help) etc.</li></ul>

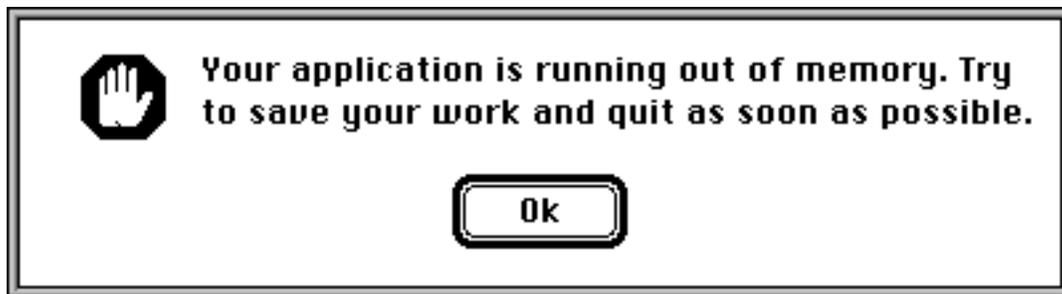
For programmers eyes only: With such a setup the path length is short, i.e. it is "*HD:Sim:EMW:*" instead of "*Macintosh HD:Desktop Folder:Easy ModelWorks 1.4.3 Folder:Easy ModelWorks 1.4.3 Folder:*" or "*Macintosh HD:DownLoads:Easy ModelWorks 1.4.3 Folder:Easy ModelWorks 1.4.3 Folder:*" etc..

The advantageous side of this same coin is the fact that *Easy ModelWorks* runs still on a Macintosh Plus computer with only 1 MB RAM from a floppy disk using System 3.2!

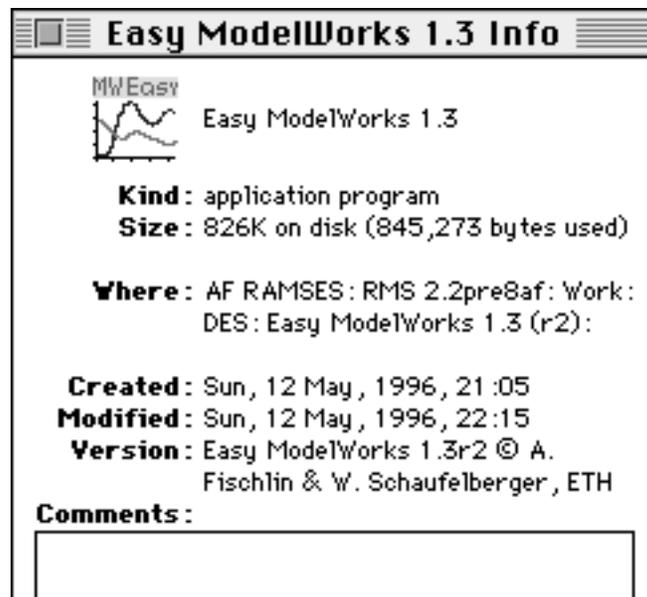
For Macintosh users only: Should you encounter any difficulties to launch *Easy ModelWorks* for the first time, the following hints may help. Note, once you can launch the *Easy ModelWorks* application, please consult the online-help facility (choose command *Help* from menu *Windows*), in particular the topic "Trouble shooting".

## Memory Limitations

Should you run into memory limitations, for instance you get messages like



increase the size of the *Easy ModelWorks* application by using the "Get Info" command under the Finder till you can launch *Easy ModelWorks* successfully. For instance



Memory Requirements	
Suggested size :	n/a K
Minimum size :	<input type="text" value="1200"/> K
Preferred size :	<input type="text" value="1400"/> K

**Locked**

The minimum memory requirements depend on your computer on which you're running *Easy ModelWorks*:

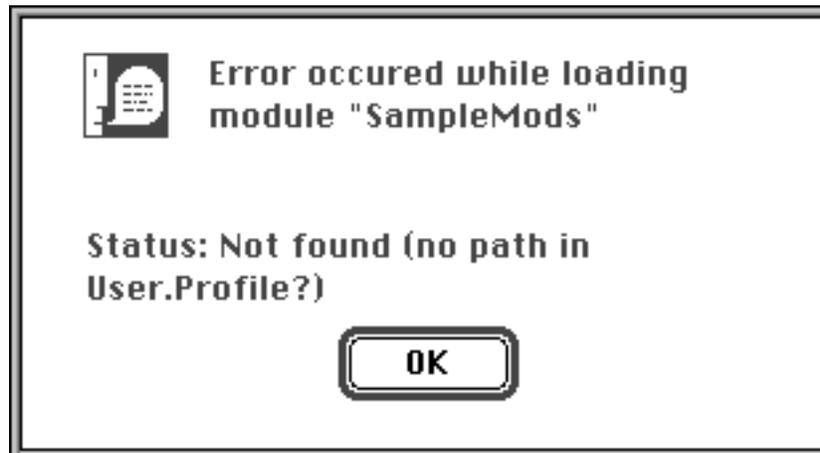
	Minimum size	Preferred size
680xx Mac:	1200 KB	1300 KB
Power PC:	1300 KB	1400 KB

For Macintosh users only (the Macintosh implementation of *Easy ModelWorks* features a dynamic linking loader, offering many possibilities which are not available on machines with static linking):

Should you encounter any difficulties to launch *Easy ModelWorks* for the first time, the following hints may help. Note, once you can launch the *Easy ModelWorks* application, please consult the online-help facility (choose command *Help* from menu *Windows*), in particular the topic "Trouble shooting".

## Troubles With Missing Files - Part 1

Should you get funny messages while attempting to launch *Easy ModelWorks* like



make sure the file



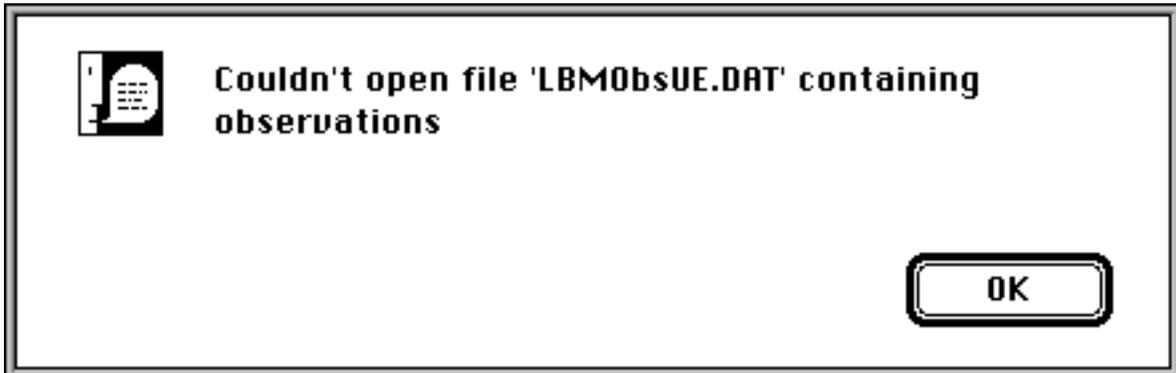
with the name "SampleMods.OBM" resides in the same folder as the *Easy ModelWorks* application. The folder "SampleMods Collection" contains several versions of such SampleMods files (each with a slightly different name). You can take any, duplicate it, rename it to "SampleMods.OBM", and move it into the same folder where the *Easy ModelWorks* application resides. Then retry launching *Easy ModelWorks*.

For Macintosh users only (the Macintosh implementation of *Easy ModelWorks* features a dynamic linking loader, offering many possibilities which are not available on machines with static linking):

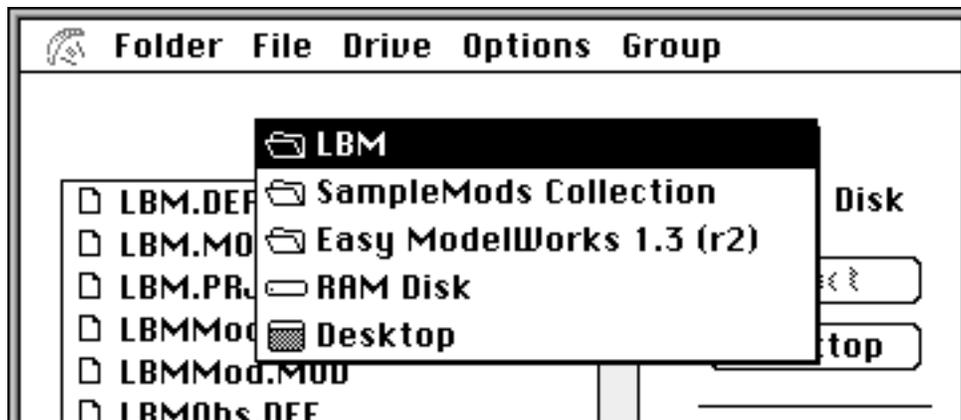
Should you encounter any difficulties to launch *Easy ModelWorks* for the first time, the following hints may help. Note, once you can launch the *Easy ModelWorks* application, please consult the online-help facility (choose command *Help* from menu *Windows*), in particular the topic "Trouble shooting".

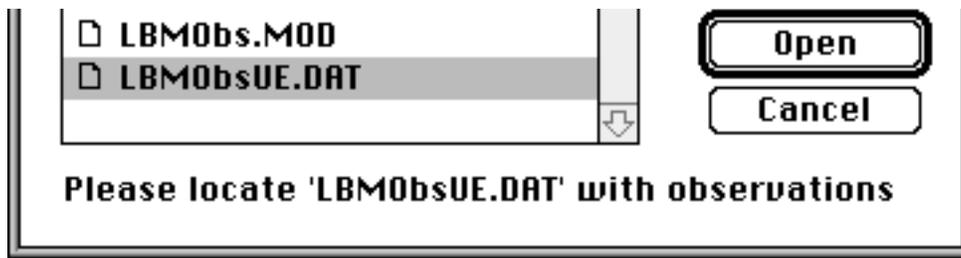
## Troubles With Missing Files - Part 2

Should you get funny messages while attempting to launch "Easy ModelWorks" like



the data file "LBMObsUE.DAT" appears to be missing from the folder/directory where the *Easy ModelWorks* application resides. Acknowledge this information and try to locate the missing file in the subsequent file opening dialog





within the folder "LBM" which sits inside the folder "SampleMods Collection". Another remedy is to copy the file "LBMObsUE.DAT" into the same folder where the *Easy ModelWorks* application sits, and you will no longer get this message while launching *Easy ModelWorks*. Note, above request for a data file is not produced by *Easy ModelWorks* itself, but by the module SampleMods currently in use. Since *Easy ModelWorks* can be customized by rewriting this module, the behavior described here may change.