CeX3D Inverse: Installation Guide 32-Bit Windows GUI Version

Hardcore Processing *

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The following are online links for manuals and tutorials for CeX3D Inverse:

- `http://www.cex3d.net/inverse/documentation/manuals/installation.html`
  - Installation Guides

- `http://www.cex3d.net/inverse/documentation/manuals/usergui.html`
  - User's Manual GUI Version

- `http://www.cex3d.net/inverse/documentation/manuals/usercmd.html`
  - User's Manual Command Line Version

- `http://www.cex3d.net/inverse/documentation/dosanddonts/index.html`
  - DOs and DONTs Tutorial

This document is also available in PDF format:

- `http://www.cex3d.net/inverse/documentation/manuals/installationgui32bitwindows.pdf`

The following sections constitute the installation guide for the 32-bit Windows command line version of CeX3D Inverse. This guide covers both CeX3D Inverse NCU and CeX3D Inverse Pro.

1.1 Requirements for Windows 32-Bit

CeX3D Inverse for 32-bit Windows comes complete with all required libraries included, particularly the SDL (Simple Directmedia Layer) library.

1.1.1 Installation for Windows 32-Bit

To install CeX3D Inverse for 32-bit Windows, do the following:

1. Download CeX3D Inverse (which is actually its installer) if you have not already done so

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2. Run the installer from the directory where it was downloaded. This can be done either by double clicking on the file in Windows Explorer or, alternatively, be done from DOS by e.g. the command (remember to first go to the relevant directory):

   installcex3dinverse_full_ncu_alpha_0_7_2_0_x86windows32bit

   The installer requires that you have administrator rights. Some Windows versions, e.g. Windows Vista, asks you for this. On other Windows versions, you may need explicitly run it as administrator or to log onto Windows as administrator

3. Follow the installation instructions, which includes accepting the End-User License Agreement and specifying where the program should be installed. You specify the root installation path, which is `C:\Program Files\Hardcore Processing\CeX3D Inve` by default, which automatically specifies the paths for the binary executables and for the static read-only data files. Some Windows versions may complain after the installation that the program may not have been installed correctly. However, if there were no complaints from the installation program, it most likely was installed correctly

4. If you do not wish to or do not have administrator rights to install CeX3D Inverse system-wide under e.g. `C:\Program Files`, it is possible to install it for a single user in that user's home directory, e.g. typically under `C:\Users\MyUser\CeX3DInverse` for the user MyUser. You can also install it in other places, e.g. on other drives than C:

5. You likely want to create an icon to start CeX3D Inverse, since the installation program does currently not do this for you. You can do this by navigating (in Windows Explorer) to the bin directory under where you installed CeX3D Inverse, typically `C:\Program Files\Hardcore Processing\CeX3D Inverse\bin`, and creating a link (using the popup menu in Windows Explorer) for the executable file cex3dinversegui and then drag the created link where you want it, e.g. onto your Windows desktop

6. You can extend your Path environment variable (in Windows Control Panel under System -¿ Advanced system settings -¿ Advanced -¿ Environment variables) to include the bin directory under where CeX3D Inverse was installed, which is done by changing the Path environment variable and adding a semicolon at the end. This allows you to also run CeX3D Inverse as a command (e.g. under DOS) by the c3di command, without having to prefix the c3di command with where it is installed every time you run it. Refer to your Windows system documentation if in doubt

In case you are trying to run the 32-bit version of CeX3D Inverse on a 64-bit Windows system, the typical installation path is under `C:\Program Files (x86)` rather than `C:\Program Files`.