Pedestrian Dynamics Trial Installation Guide

Pedestrian Dynamics 3

INCONTROL
Simulation Software®

Steps To Install Trial

This document describes the installation procedure for the trial version of Pedestrian Dynamics.

> ⚠️
> - This software is protected using a licensing system. The software will work for a limited time period starting at the moment of first usage. Reinstalling will not renew your usage period.
> - Before installation, read this document and the **system requirements**.

> 📋
> - Pedestrian Dynamics is proven compatible with Windows 10, Windows 8, Windows 7 and Windows Vista. You must have Administrator rights to install the software.
> - Please make sure you install the software only on the PC where you want to use the license. It is not possible to install and run the software on virtualized hardware.

How to install the software

1. You received the software digitally. If the software is delivered digitally, you find a download link in an e-mail. Launch the installer when the download is complete.

2. Follow the steps in the installation wizard.

3. When the installation is complete, please verify that you have the Codemeter Runtime Kit installed and a license container is present containing your trial license. This is the case when a green icon is visible in the taskbar: . If you don't see this icon try opening CodeMeter Control Center from the start menu. If it is still not visible, please contact us to setup your trial license.

System Requirements

Operating System

In order to run Pedestrian Dynamics, you require the Microsoft Windows operating system. Pedestrian Dynamics is proven compatible with:

- Microsoft Windows Vista
- Microsoft Windows 7
- Microsoft Windows 8
- Microsoft Windows 10

To run Pedestrian Dynamics on an Apple Mac, Microsoft Windows needs to be installed on it. This can be achieved using Boot Camp (preferred). We do not support running Pedestrian Dynamics on other Operating Systems.

Hardware

The required hardware depends on how the software is used. Users who will only use the standard components in small to medium sized models with a limited number of agents require a different configuration then users who are exploring the limits the software's capabilities (most limitations on this level of usage are caused by hardware limitations).

To give an idea which hardware configuration suits you best, we have listed two configurations, Minimum and Recommended. Most of the descriptions of hardware are very generic due to the fluid nature of computer hardware developments, but we will try to give you some insight.

	Minimum	Recommended
*Processor**	Intel 1.5 GHz Dual Core	Intel 3.0+ GHz Octa Core
Internal Memory	2 Gb	8 Gb+
Hard Disk space	500 Mb of Free Space	32 Gb+
Operating system	Windows Vista	Windows 10
*Video Card***	OpenGL® 4.0	OpenGL® 4.5

*Processor

Although Pedestrian Dynamics will run on an Intel i5 Dual Core processor, generating networks can consume all system resources for several minutes for a large environment. An (i7) Quad Core processor (or higher) has better performance saving several minutes when generating networks. Since network creation is an integral part of Pedestrian Dynamics, we highly recommend an i7 Octa Core processor.

**Video Card

To use Pedestrian Dynamics, it is required that you use a laptop or desktop with a major brand (e.g. NVIDIA or AMD) 3D graphics card with at least 1Gb, but preferably 2Gb or more, of (non-shared) RAM (for network creation, textures and frame buffer). Ask your hardware supplier for a chip set that supports native OpenGL® 4.0. If your OpenGL version is less then part of the 3D visualization might be unsupported, also the quality of the 3D lighting and transparency is inferior.

> Some computers contain two video cards to decrease the power usage. Usually the default option is to use the integrated (Intel) video card. To change this go to the driver options (generally right click on desktop -> NVIDIA or AMD control panel) and then, under manage 3D settings create a profile for Pedestrian Dynamics which specifies which card to use (the high performance one) or adjust the default video card.