

Eastern Finland Virtual University (ISVY)



Jeliot 3 - Quick Tutorial

From Downloading to Animation in N-seconds

1 Hello, User

This document provides you with quick start instructions for downloading, installing, running and animating with Jeliot. For the common user, installing Jeliot in any environment should not be a problem if you work according to the instructions given here. If you have trouble installing or animating with Jeliot, refer to *Jeliot 3 - User Guide* for more specific details. There is also an *animation tutorial* available, giving you a step-by-step tour on animating with Jeliot.

Before you start installing, you should take care that you have a working Java environment (version 1.4 or newer) installed. You can verify whether it is installed by trying to find the command `java` or `java.exe` from your system. For more information on how to install and configure Java environment, check <http://java.sun.com>.

Hello, this is the quick install guide for all impatient ones. If you trust yourself, you can use these to get animating fast. Look at user guide if you are not so sure!



2 Downloading

You can download Jeliot from its homepage, <http://www.cs.joensuu.fi/jeliot/>. You are offered three possibilities: *Windows installer*, *Executable distribution* and *Source distribution*. If you use windows, download the *Windows installer* package. Users of other operating systems should pick the *Executable distribution*. Just leave the *Source distribution* alone, will you?

The file you get is named in the following format: `Jeliot3-N.exe` for *Windows installer* and `Jeliot3-N.zip` for *Executable distribution* where N is the version number, e.g. for version 2 preview 3 the file would be named `Jeliot3-2P3.exe` (or `.zip`). For those who are going to dig their claws in, *source distribution* file is named `Jeliot3-N-src.zip`.

Use Windows installation, it is easy!



3 Installing

Installing with the *Windows installer* is quite straightforward. Just run the `Jeliot-N.exe` you just downloaded, and an installation wizard should fire up. Install Jeliot according to the instructions given by the wizard.

Things are a little more difficult if you need to use the *Executable distribution*. Unzip the downloaded file to some directory you wish to keep Jeliot in, e.g. `c:\Jeliot\` in Windows or `/home/user/Jeliot/` in Unix-like systems. In Windows, you can use utility like Winzip to accomplish this. Open the downloaded archive to the program, and extract the files to the selected directory. In Unix-like systems, unzip with command `unzip /path/to/Jeliot3-N.zip`. This will extract the files from archive to current working directory.

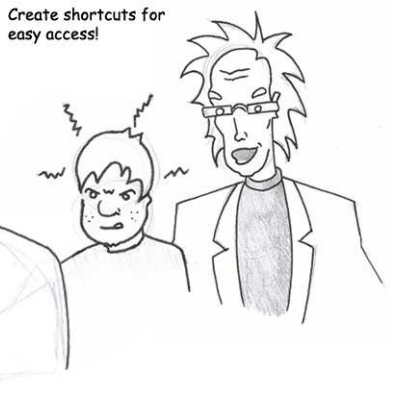
If you downloaded the *Source distribution* against my suggestions, I trust you know what to do with it (check the *User Guide*).

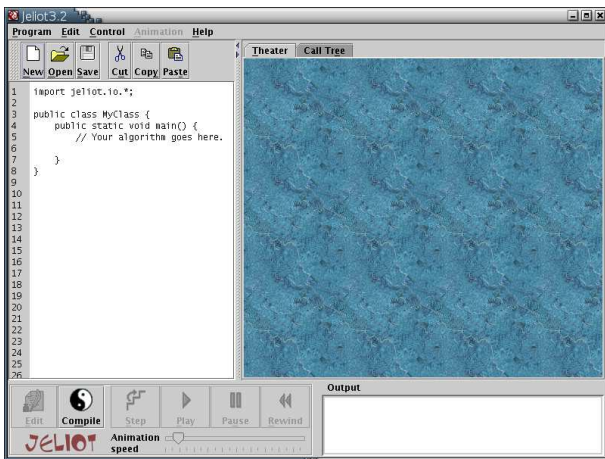
4 Running

Using the *Windows installer*, you have the option to create shortcuts to Windows Start-menu and desktop. If you selected these during installation, you can use either one to run Jeliot. Otherwise, locate the directory where Jeliot files are located, that is the directory which you selected in the installation wizard or where you unzipped the `.zip` archive. There is a file named `jeliot.bat`. Run it to start Jeliot. It might be a good idea to create a shortcut to the desktop, pointing to this file.

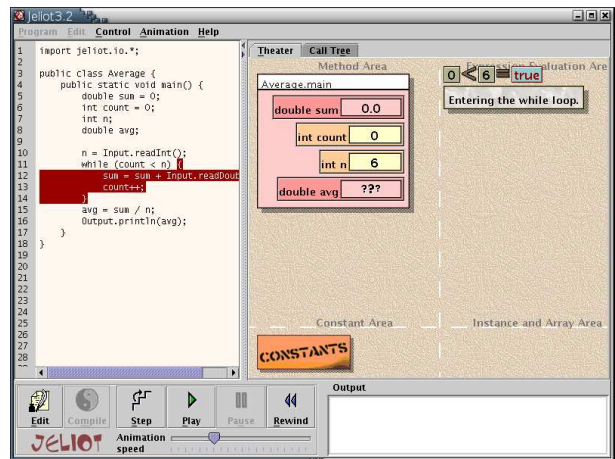
If you are using Unix-like system, or have something against `.bat` files, you can start Jeliot with command `java -jar jeliot.jar`. Actually, this is everything that `jeliot.bat` file does.

Have a look at figure 1(a) to see what Jeliot should look like when it starts. Hopefully this is what you see. If something is amiss, refer to *Jeliot 3 - User Guide* for additional information. Otherwise, proceed to animating!





(a) First view of Jeliot.



(b) Jeliot doing animation.

Figure 1: Screenshots of Jeliot.

5 Animating

As you see from figure 1(b), the screen is divided into a source frame on the left and an animation frame on the right. Commands may be issued from the menus or from two sets of buttons: one at the top of the screen for file and edit operations, and one at the bottom for animation control.

For an easy start, click on **Open** or select **Program/Open**. This will open a file dialogue displaying the Jeliot `examples` directory. Select one of the examples, and click **open**. The code should now be displayed on the source frame.

Next, click **Compile**. The curtains on animation frame will slide to the sides, revealing the animation area. Now you can control the animation with **Step**, **Play**, **Pause** buttons and **Animation speed** slider. **Step** will run the animation for one step, and stop, while **Play** runs continuously until the end unless stopped with **Pause**.

To get back to editing the source, use the button **Edit**. In case you come across an error (there should be none in the examples), it will be displayed on the animation frame. For further information on how Jeliot acts on errors, animates certain type of expression or how to solve the world hunger please refer to other Jeliot documents. For an illustrated tutorial on how to animate with Jeliot have a look at *Jeliot 3 - Animation Tutorial*. For anything else, consult *Jeliot 3 - User Guide*.

Now you should be prepared for experimenting by yourself. Good luck, and

HAPPY LEARNING!

