# Installation

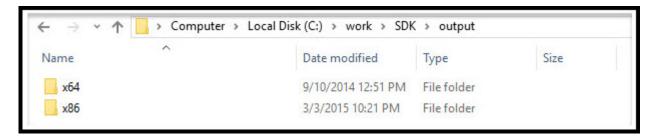
Last Modified on 03/13/2016 12:46 pm CDT

# Setting up the NumXL Runtime Environment (NRE)

In this step, we'll describe the files and directory structure that form the NRE and then move on to configuration and licensing.

NumXL supports the 32-bit and 64-bit Microsoft Windows, so you will need to decide which platform you want to use: 32-bit, 64-bit or maybe both. The NRE has a separate set of files for each platform, so you will store each set in a separate folder.

For our illustration, we'll assume you are developing for both platforms, and have the following output structure:



## 1. Downloading the NRE

The latest NRE files exists online on our SDK support portal

(<u>http://sdk.numxl.com/help/article/link/downloads</u>). Download the zipped file for each supported platform (e.g. 32-bit, 64-bit), and extract its contents into the directory structure above:

**32-bit platform:** For the 32-bit development, download the 32-bit NRE zipped file and extract those files and folders into the x86 output folder:

← → → ↑ 📙 → Comput	ter > Local Disk (C:) > work > SD	K > output > x6	4
Name	Date modified	Туре	Size
1033	9/8/2014 11:47 AM	File folder	
data	9/8/2014 11:47 AM	File folder	
GNU	9/8/2014 11:47 AM	File folder	
scripts	9/8/2014 11:48 AM	File folder	
templates	9/8/2014 11:48 AM	File folder	
x12a	9/8/2014 11:47 AM	File folder	
E LicenseKey	9/8/2014 11:52 AM	Application	14 KE
MachinelD	9/8/2014 11:53 AM	Application	14 KE
Smoothing	9/8/2014 12-39 PM	Application	63.KF

Please note that the NRE has numerous dependencies (i.e. 3rd party libraries/programs) and specific folder structure in the output file. The <u>relative locations of those files and folders to each others is critical and</u> <u>must be preserved</u>.

**64-bit platform:** For the x64 output folder, download the 64-bit NRE zipped file and extract those files and folders into the 64-bit version of the NRE.

← → ∽ ↑ 📴 > Computer > Local Disk (C:) > work > SDK > output > x64				
Name	Date modified	Туре	Size	
1033	9/8/2014 11:47 AM	File folder		
data	9/8/2014 11:47 AM	File folder		
GNU	9/8/2014 11:47 AM	File folder		
scripts	9/8/2014 11:48 AM	File folder		
templates	9/8/2014 11:48 AM	File folder		
x12a	9/8/2014 11:47 AM	File folder		
LicenseKey	9/8/2014 11:52 AM	Application	14 KB	
MachinelD	9/8/2014 11:53 AM	Application	14 KB	
Smoothing	9/8/2014 12-39 PM	Application	63 KB	

The folder structure and many of the filenames in the 64-bit mimic those of the 32-bit platform, but **they are very different files** and they cannot be used interchangeably.

#### 2. Configuring the NRE

The NRE includes a template configuration file (i.e. NumXL.conf). You should copy this file into a new file and name it **<MyApp>.conf.** The **<MyApp>** is a placeholder, and you should substitute it with your custom application name (e.g. demandPro, MyCustomApp, etc.).

Next, open the newly created configuration file (i.e. <MyApp>.conf) and examine its contents:

```
# This is the location of the log files. To use the default location (i.e. C:\Users\<username>\AppDat
# To alter the location, specify the new folder location and make sure you have read/write permission
# DATAPATH = ______
EULA = NumXL-EULA.rtf
# PRODUCTID = 31223-200-163
FILE = spiderxl.sfc
# options that specific to X12-ARIMA Model
[X12ARIMA]
 remove all X-12 models files when Excel closes
CLEANUP_EXIT= false
# Set the maximum time to wait for the X12a program to finish (in milliseconds)
TIME_OUT= 50000
# LOG LEVELS: OFF=0, TRACE=1, DEBUG=2, INFO=3, WARN=4, ERROR=5, FATAL=6, ALL= 7
[LOG]
FILE = NumXL.log
LEVEL = 5
BACKUPFILES =
MAXSIZE = 512000
COMPRESSION = false
LAYOUT = "%d %5p [%t] - %F(%L) - %c - %m%n"
```

Note: the NRE components (i.e. DLLs) query this file for initialization (e.g. logging system, X12-ARIMA, and the data directory).

For our purposes now, we'll leave this file unchanged, so please, save and close the file.

IMPORTANT: There is another configuration file called **TestApp.conf**. This file is used by the NRE utility

programs (e.g. LicenseKey.exe) and should be left unchanged.

### See Also

[template("related")]