

Installation Instructions For Virtual Business – Retailing 2.0

Getting an Activation Code

To install the program, you will need a 3-character **activation code**. To obtain this code, go to **www.KnowledgeMatters.com/Activate** and type in the CD Key listed on the Virtual Business - Retailing CD case. You will be prompted from there.

Local Installation

Local installation is the easiest option for most schools.

1. Insert CD and the installation program should automatically run. Follow the instructions. If the installation does not run automatically, double-click the **setup.exe** icon found in the top level directory of the CD. The installation program will install Microsoft.Net Framework 1.1 and the Virtual Business – Retailing software.
2. Repeat on all computers that will use Virtual Business - Retailing.

Network Installation

1. On the server, insert CD and the installation program should automatically run. Follow the instructions. If the installation does not run automatically, double-click the **setup.exe** icon found in the top level directory of the CD.
2. On each client, double-click the **setup.exe** icon in the Client directory on the CD. The client installation will install Microsoft.Net Framework 1.1 and assign permissions allowing clients to run the remote executable.
3. Create shortcuts on the clients to the executable on the server. By default it is at Program Files\KMIVBR2\KMI.Cstore.exe.

Using Multiplayer

In multiplayer mode, Virtual Business – Retailing 2.0 lets students compete directly against each other via the network. Up to six computers can connect to a computer that “hosts” a session. The host computer is typically the instructor’s desktop computer. No special installation is needed.

Network Requirements:

1. The computers that will connect to the host must be able to “see” the host on the network.
2. The host computer must have a network name that can be used to identify it.

To find the name of the computer that you will designate as the host:

- Windows XP: Right click My Computer, select Properties. Choose the Computer Name tab.
- Windows 2000: Right click My Computer, select Properties. Choose the Network Identification tab.
- Windows 98: Right click Network Neighborhood, select Properties. Choose the Identification tab. Give the network name to the instructor.

If you are running a non-Windows network operating system, identifying the computer may be slightly different from the above instructions.

The instructor can then follow the directions under Multiplayer Competitions in the Instructor’s Manual to run a multiplayer session.

*To uninstall at a later date, use the standard Windows Add/Remove programs utility and select Virtual Business – Retailing 2.0.

*For information on running the optional Assessment CD see Using the Optional Assessment CD in Chapter 1 of the Instructor’s Manual.