

Installation Instructions For Virtual Business – Sports

Getting an Activation Code

In order to qualify for free technical support, you must activate your software. Please go to **www.KnowledgeMatters.com/Activate** and type in the CD Key listed on the Virtual Business - Sports CD sleeve. You will be prompted from there. Please make a notation of your activation code. You may be asked to reference this during a technical support phone call.

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 – Sports software.
2. Repeat on all computers that will use Virtual Business - Sports.

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. **If you have installed the client for Virtual Business – Retailing 2.0, you may skip this step.** 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. Note: The client is the same one as for Virtual Business – Retailing 2.0. **Do not be alarmed if the prompt says client for Virtual Business – Retailing 2.0.**
3. Create shortcuts on the clients to the executable on the server. By default it is at Program Files\KMIVBS1\KMI.VBS1.exe.

Using Multiplayer

In multiplayer mode, Virtual Business – Sports lets students compete directly against each other via the network. Up to eight 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 – Sports.

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