

How to get started with OpenMI 1.x and Java

Introduction

The information on this page is an introduction for Java developers that want to get started with using the Java OpenMI Standard and SDK. Naturally you need a working Java development environment, consisting of a JDK (Java Development Kit) and some kind of IDE or editor, which ever you prefer. The information on this page is based on the use of Eclipse as IDE.

Java OpenMI 1.4 Standard and SDK

For Java the OATC (OpenMI Association Technical Committee) only provides the Standard, which are the Java interfaces and XML schemas that define the OpenMI standard. A jar (library) is provided for this. The OATC does not provide a Java SDK, they only maintain a SDK for .NET. Other developers are welcome to implement an OpenMI SDK and e.g. a GUI for model linking, based on the provided OpenMI Standard interfaces. Alterra, Wageningen UR is providing such an SDK. You need to get both the OpenMI Standard and the SDK to start developing with OpenMI.

Downloading

- Get version of the Java Development Kit (JDK, at least JSE 5)
E.g. <http://java.sun.com/javase/downloads/index.jsp>
- Get Java IDE, for example Eclipse (at least 3.x)
E.g. <http://www.eclipse.org/downloads/>
- Download the OATC OpenMI 1.4 Standard
Need to get it from the OATC official OpenMI website, <http://www.openmi.org/reloaded/download.php>
- Download the Java OpenMI 1.4 SDK source code
Get it from SourceForge (currently): <http://openmi.svn.sourceforge.net/viewvc/openmi/branches/OpenMI-Version-1-4-Trunk/MyOpenSource/Alterra/OpenMI-1.4-SDK/>

Installation

- Install Java SDK and Eclipse
- Start Eclipse, create a workspace
- Extract OpenMI 1.4 Standard
- (Extract OpenMI 1.4 SDK)
- Import OpenMI 1.4 SDK as project in Eclipse workspace
- Make sure to add reference to OpenMI 1.4 Standard jar