Installing and registering Framesticks

1. Download and install Framesticks 3.1 from http://www.framsticks.com/

2. Press the keys CTRL+SHIFT while the app starts, then go to the menu "Window" > "Messages" to get the "Computer ID".

3. Register the app at http://www.framsticks.com/reg/request.html using the "Computer ID" (registration free). Note that a human intervention is required to complete the registration and that it can take 1-2 days to receive the registration code.

4. Menu "Help" > "Register!" and enter the registration code.

Note: The only difference once registered is that an OpenGL rendering can be used to visualize the evolved creatures. However the default "wireframe" rendering provides more information, for instance about the degree of freedom of the joints used to connect two rigid parts of a body.

If questions, please contact Dr. Floreano's research assistant at:
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Exercises from Dr. Floreano

Dr. Floreano has prepared exercises in support of his lectures. You are encouraged to read the original article from Komosinski et al. (the creator of Framesticks) as background. It can be found at:
http://www.ias.edu/pitp/2012files/Komosinski03.pdf

The instructions for the exercise session (which requires about two hours to be completed) are found at:
http://www.ias.edu/pitp/2012files/Framsticks_exercises.pdf

In addition and as a preparation, you are asked to go through the Framesticks tutorial before starting the exercises. The tutorial can be found at:
http://www.framsticks.com/common/tutorial