

INSTALLATION

1. Run `windows_x86_32.exe` (Windows 32bit) or `windows_x64_64.exe` (Windows 64bit): In most cases, you will run the file `\windows\windows_x86_32.exe` or `\windows\windows_x64_64.exe` directly from the GAMS distribution DVD. There are many ways to do this; for example, you can use the Windows Explorer to browse the DVD; open the `\windows` directory and double click `windows_x86_32.exe` or `windows_x64_64.exe`. The installer will first prompt you for the name of the directory in which to install GAMS. We call this directory the ‘GAMS directory’. You may accept the default choice or pick another directory. Please remember that if you want to install two different versions of GAMS, they should be in separate directories (for example `c:\gams` and `c:\gams.old`). The GAMS software will be installed in the directory you choose.
2. Copy the license file: If no license file is found in the GAMS directory, you will be prompted for one during the installation. If you are not sure if you have a license file, or do not have it yet, choose ‘No’ when asked if you wish to copy a license file. You can always do this later. If no valid license file is found, GAMS will still function in demonstration mode and will only solve small problems. For example, all demonstration and student systems are shipped without a license. If you have a license file that you wish to copy to the GAMS directory at this time, answer ‘Yes’ to the license file prompt. You will now be given the opportunity to browse the file system and find the license file `gamslice.txt` you wish to copy. When you have found the correct file, choose ‘open’ to perform the copy.
3. Create project files: If this is the first installation of GAMS with the GAMS IDE on your system, setup will create a default GAMS project in a subdirectory of the WINDOWS directory. If this is not the first such installation, your existing GAMS projects will be preserved.
4. Choose default solvers: Run the GAMS IDE by double clicking `gamside.exe` from the GAMS directory. To view or edit the default solvers, choose File → Options → Solvers from the IDE. You can accept the existing defaults if you wish, but most users will want to pick default solvers for each model type. It is a good idea to review the solver defaults when installing a new GAMS system or when updating a license file.

5. Run a few models to test the GAMS system: The on-line help for the IDE (Help → Help Topics → Guided Tour) describes how to copy a model from the GAMS model library, run it, and view the solution. To test your installation, run the following models from the GAMS model library:

```
LP:      trnsport (objective value: 153.675)
NLP:     chenery  (objective value: 1058.9)
MIP:     bid      (optimal solution: 15210109.512)
MINLP:   procsel (optimal solution: 1.9231)
MCP:     scarfmcp (no objective function)
MPSGE:   scarfmge (no objective function)
```

If there are any problems during these test runs, read the section on Troubleshooting.

COMMAND LINE INSTALLATION

Users wishing to use GAMS from the command line (i.e. in console mode) may want to perform the following steps after they have installed the system as described above. These steps are not necessary to run GAMS via the IDE.

1. Run the program `gamsinst`: `gamsinst` is a command line program used to install and configure GAMS. It prompts the user for default solvers to be used for each model type. If possible choose solvers you have licensed since unlicensed solvers will only run in demonstration mode. These solver defaults can be changed by:
 - (a) rerunning `gamsinst` and resetting the default values
 - (b) setting a command line default, e.g. `gams trnsport lp=bdmlp`
 - (c) by an option statement in the GAMS model, e.g. `option lp=bdmlp`

If you have to support different operating systems from the same installation, please use ‘`gamsinst -sys all`’. A complete log of the installation is stored in `gamsinst.log`.

N.B. The system wide solver defaults are shared by the command line and GUI versions of GAMS, so you can also choose these defaults using GAMS IDE.

2. Add the GAMS directory to your path. To avoid having to type in an absolute path name each time you run GAMS, we recommend adding the GAMS directory to your PATH when using the console mode (not the GAMS IDE) version of GAMS. In

case more than one GAMS system is installed on the machine, then separate paths have to be set before invoking each version. Under Windows XP/Vista the following procedure must be applied to add the GAMS directory to your path,

- Open the System Properties under the Control Panel.
- On the Advanced tab click on the Environment Variables button and select the existing variable PATH. Click edit.
- In the Value box, add the GAMS directory to the path, as the following example illustrates:
c:\your\current\path\setting;C:\gams
- Click OK.

NETWORK SUPPORT

GAMS 2.50 supports the Uniform Naming Convention (UNC) both for the system and for the solvers. GAMS can be installed and accessed over a network of PC's. For example: GAMS has been installed on a machine called `bach` in the directory `gams`. Now you are sitting in front of another machine and want to run a model (`transport.gms`), which is located in the current directory. To run this model, you can use the command
`>\bach\gams\gams transport`
or, if the path to the remote machine's GAMS system is in your PATH statement, simply
`>gams transport`

TROUBLESHOOTING

GAMS rarely causes problems, and most of the problems that occur can be corrected quite easily by following the notes in this section.

Insufficient memory When GAMS produces an output like this one:

```
--- TEST.GMS(4) 671 Mb
*** Out of Memory *** . . .
```

GAMS itself is running out of memory. If the memory installed on your machine is not sufficient for your problems, try to run the model on a machine with more memory.

Other technical problems: For other technical questions like insufficient disk space, licensing problems or solver failures please check the GAMS web sites or contact our support staff directly.