

## Installation manual for the server edition

This step-by-step manual guides you through the installation of the server edition of Match4J. There is another manual available for the embedded edition.

If you have additional questions or encounter any problems, go to our website [www.match4j.com](http://www.match4j.com).

### Step 1: Checking your system

Before being able to use Match4J, you will need the following:

- a Java Virtual Machine (JVM). Match4J is designed for a JVM 1.3 or higher.
- a JAXP compliant XML parser, for example Apache Xerces. Make sure that the parser is included in the CLASSPATH environment variable. JVM 1.4 already includes a compliant XML parser.

Match4J does not require special hardware. However, when dealing with large amounts of data, Match4J does require sufficient RAM (more specifically: heap memory). When encountering out-of-memory problems, you can assign more memory to the JVM. With Sun JVMs this is done by means of the “-mx” parameter, for example, “-mx128M”.

### Step 2: Downloading and extracting Match4J

The most recent version of Match4J is available for download at our website [www.match4j.com](http://www.match4j.com). The download consists of a single “zip” or “tar.gz” file. After downloading, extract this file to a directory of your choice.

### Step 3: Viewing the directories

After extracting the file, there is a directory “match4j” containing the following directories:

- *bin*: this directory contains scripts to start and end the server
- *conf*: contains the configuration files of the server
- *doc*: this directory contains JavaDoc API documentation and other documentation, including a description of the configuration files
- *examples*: this directory contains some example applications
- *lib*: this directory contains Match4J software in the form of JAR files
- *log*: contains logging files

### Step 4: Testing an example program

Go to the directory “examples/simple”. It contains a script “runserver.bat” (Windows) and “runserver.sh” (UNIX), which can be run. The scripts expect that the environment variable JAVA\_HOME is set.

**Note:** If you would like to add more information to the classpath, then set the “CLASSPATH” environment variable before running the startup script.

**Congratulations! Match4J is now ready to be used. In order to create your own programs, a step-by-step manual is available on the website [www.match4j.com](http://www.match4j.com) and in the doc directory.**