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# Software for the Bone, Crosetto, Hey & Pasca experiment #

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## 1. DEPENDENCIES ###########

- the sofware is written in python, using wxpython and sympy.

- For it to run, you need to install on your machine:

1. python 2.7.x - http://www.python.org/download/

2. wxpython 2.8 (for python 2.7) - http://www.wxpython.org/download.php#stable

3. sympy (for python 2) - http://code.google.com/p/sympy/downloads/list

## 2. INSTALLING ############

Once the dependencies are in place, just extract the BCHP.zip file in a folder of choice.

You will then find

1. two python scripts, server.py and client.pyw

2. a Data folder, containing the images needed for the script to run

3. an Output folder, empty. Here all the output files produced by the software go, once the software is running.

## 3. RUNNING ############

# a. on a single machine (testing)

- Double-click on server.py. A black window appears, asking you for:

- Type of treatment [internal = int, external = ext]

- Number of Players [multiple of 4]

- Type of Default [div = equality of dividends, pay = equality of payments]

- Note that even if you test as one-player, you have to input 4 players (or 5, in treatment 'external').

- Once this is entered, the server just sits there waiting for clients.

- Now double-click on client.pyw

- you see a welcome screen. Click on the lower part of the screen, there is a hidden button allowing to continue

- the experiment starts, from scenario 1a.

PLEASE NOTE: as the script recognizes the computer it's run on, you cannot run 4 different clients on the same machine.

# b. on a lab (i.e., with different machines)

- put all the contents of BHCP.zip on a shared folder on the server, where both server and client have write access.

- open the server.py script with a text editor. Go to line 225, and change the line

server = SimpleXMLRPCServer(('localhost', 8200), allow\_none = True, logRequests = False)

to match your server's IP address, e.g. '175.192.1.1' (WITH quotation marks)

- open the client.pyw script with a text editor. Go to line 2202, and change the line

server = ServerProxy("http://localhost:8200", allow\_none=True) #connects with the server

tomatch, again, your server's IP, e.g. "http://144.32.151.119:8200" (WITH quotation marks)

- on each client pc, access the shared folder and double-click on client.pyw

- you see a welcome screen, and the experiment starts.