

How to Install AGL 14 for Windows

If you follow these steps and use the same folder names, no editing of batch files is required.

1. Create a folder on C drive called SOL, **C:\SOL**
2. Download **W10_AGL14_1_1_0_with_maps.zip** from https://1drv.ms/u/s!Aja_DCq4emxRgdBACWNN0p5cWHOdVQ into C:\SOL
3. Unzip W10_AGL14_1_1_0_with_maps.zip into **C:\SOL** . You should now have a folder called Java14, that is **C:\SOL\Java14**
4. Navigates down to **C:\SOL\Java14\windows_bat**
5. Now run **AG14InstallDir.bat** and then **AG14Version.bat**
6. Copy **AG14_pause.bat** and **AG14.bat** into one of your race folders and run **AG14_pause.bat**. AGL should now launch with the OpenGL option checked and work.

If it does not launch, you have not set up the folder names correctly, or the Java14 folder is in the wrong place. Two options to fix are:

- a. Rename the folders to match
- b. Edit **AG14InstallDir.bat** to match and rerun **AG14InstallDir.bat**

There should be a file not found error of some form in the cmd window. Have a look for it and fix as needed.

7. You can now delete **AG14_pause.bat** and copy **AG14.bat** to the remainder of your race folders
8. You will see this error message. Just ignore for now. It will be fixed when a new jogamp library is released by its developers.

```
WARNING: An illegal reflective access operation has occurred
WARNING: Illegal reflective access by
com.jogamp.common.os.NativeLibrary$3 (file:/C:/JavaLib/V11/jogamp-
fat/jogamp-fat.jar) to method
java.lang.ClassLoader.findLibrary(java.lang.String)
WARNING: Please consider reporting this to the maintainers of
com.jogamp.common.os.NativeLibrary$3
WARNING: Use --illegal-access=warn to enable warnings of further
illegal reflective access operations
WARNING: All illegal access operations will be denied in a future
release
```

This version does not require Java to be installed. When you are happy, you can delete the old AGL versions, and the maps that was used.

Enjoy