



STK Web Trial Instructions:

How to Save & Open files, using the STK Data Federate

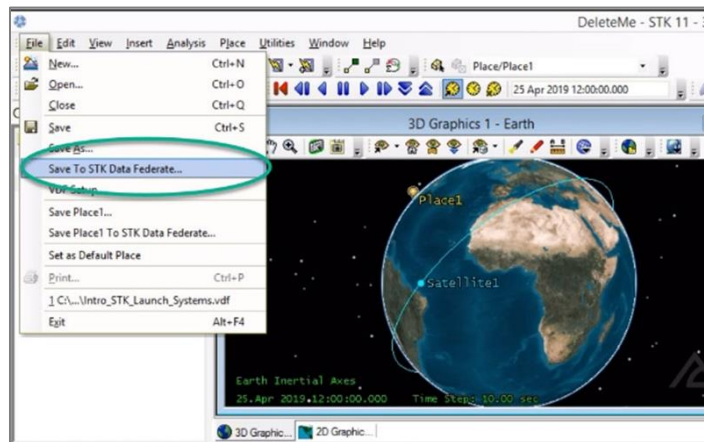
Background

STK Web is a web-based parallelization of STK, hosted within the *Frame* cloud platform. Therefore, files that are generated inside the *Frame* environment cannot be saved directly to your local machine. To save your files, use the online STK Data Federate (SDF) as your primary file repository, using the instructions below.

Once your trial is complete, you may continue to access these files from the SDF at sdf.agi.com, using your agi.com login. You may also copy them from the SDF to your local computer.

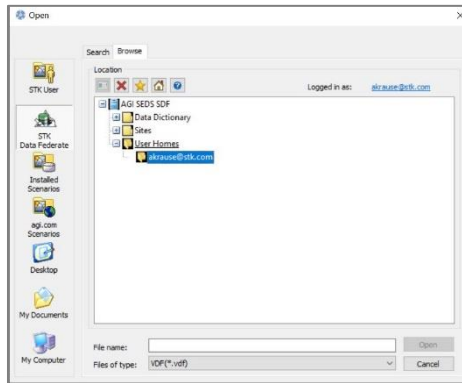
How to Save to the SDF

1. Once in STK Web and ready to save, open the File menu
2. Select "Save to STK Data Federate..."



3. Click on "guest" in the upper right corner
4. Select switch user
5. Enter your agi.com login into the Account and associated password
6. Select your SDF account directory: UserHomes/xxx@stk.com
7. Create a unique file name

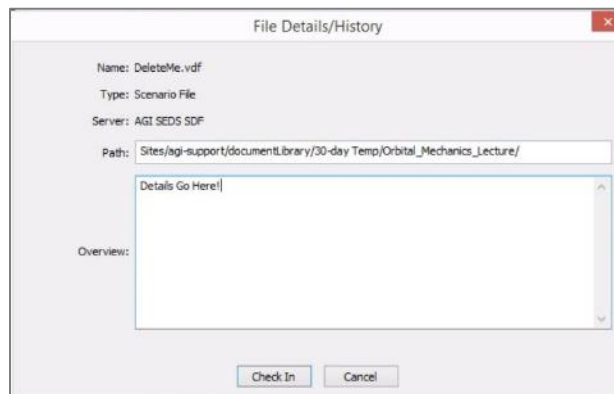
8. Save as the default file type (.vdf)



9. Select "Save"

10. Add information about the scenario in the overview section

11. Click "Check In" when done



12. Open the URL in a browser

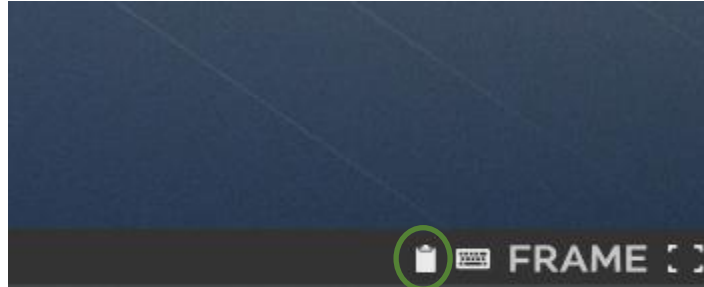
OR

Copy the URL, and then paste into a browser (in the Frame window)

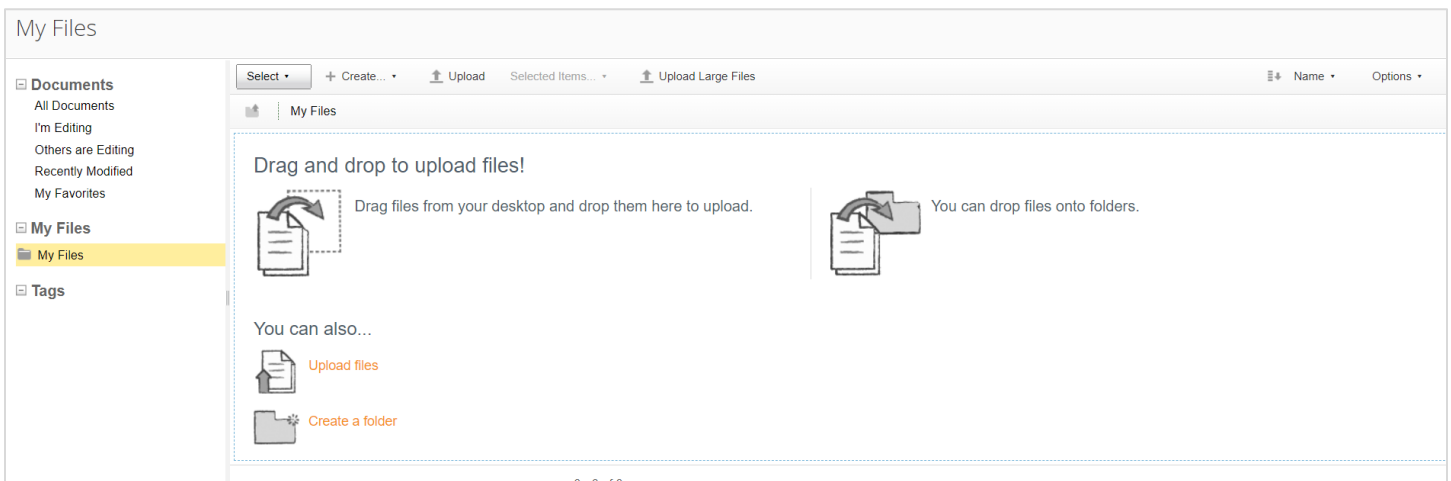
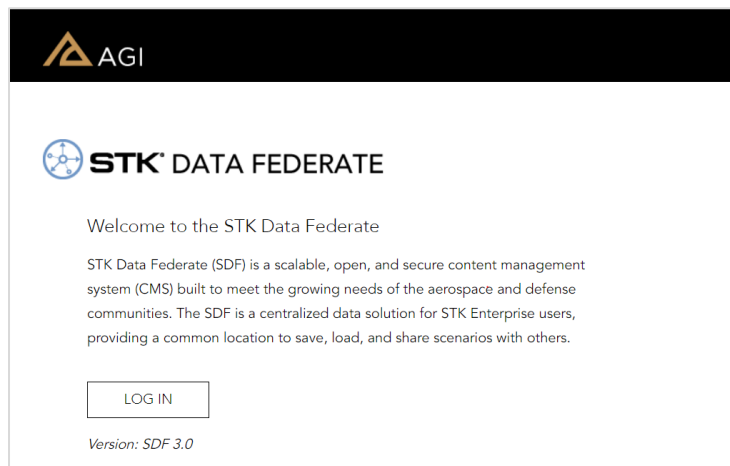




NOTE: It is actually possible to copy the link (but not the file) to your local machine (outside the Frame instance). Select the clipboard icon in the bottom right of the screen and follow the displayed instructions.



Alternatively, you can log into the SDF at sdf.agi.com using a browser from within Frame, click on My Files, and access your files there.



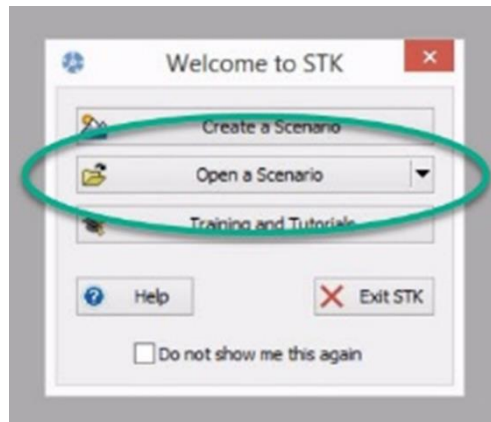


How to Open from the SDF

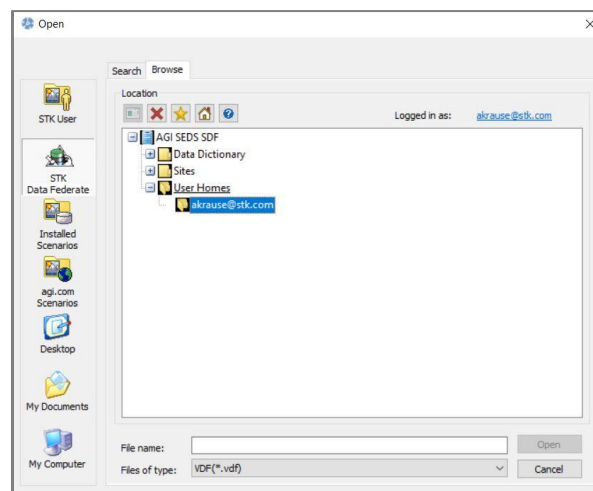
Open via the URL in a browser

OR

1. On the STK Welcome Panel, Select "Open a Scenario"



2. Select "STK Data Federate"
3. Select your SDF account directory: UserHomes/xxx@stk.com



4. Select the applicable file from the directory
5. Select "Open"

Your scenario will now open in STK!