# CGI Studio Installation

Unzip the delivered zip file to the desired installation root directory. The installation root directory <installation-path>/CGI-Studio_<version_number>_<package_type> is further referenced in this document as <cgi-studio-root>.

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## HASP License Activation

> Note that the HASP license applies only to the Enterprise Edition.

For a **Dongle** or **client-side Network License**, the following installations steps are required:

1. Execute instlic.cmd after unziping hasp_installer.zip delivered within <cgi-studio-root>/cgi_studio_3psw/bin/HASP. This will install the HASP License software driver.
2. Insert the dongle to a USB port.
3. Invoke SceneComposer or other protected software from the CGI Studio installation directory to prove a successful HASP installation.

> In Windows 10 environments, the license driver is automatically installed by simply inserting the dongle on a USB port the first time.
> Local admin rights are required to install the HASP driver.

For a **Software License** (time-limited trial license), please perform the following installation steps:

1. Execute instlic.cmd delivered by CGI Studio Customer Support. This will install the HASP License software driver.
2. Access http://localhost:1947 via your browser and select 'Update/Attach' in the left menu
3. Click 'Browse ..." and select the according .v2c file, which has been sent to you by customer support; confirm with 'Apply File' button.
4. Invoke SceneComposer or other protected software from the CGI Studio installation directory. The software license will be active for a certain period of time as agreed in your specific license agreement.

> Take care to call HASP installation files from a local directory. There are known issues related to installing licenses from a network drive.

For HASP license server installation and configuration for floating licenses of CGI Studio.

- check the information available in the CGI Studio FAQ in the Candera Lighthouse.
- or contact Candera support

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# Running SceneComposer and Player

Refer to Starting SceneComposer for options as how to start SceneComposer.

To load a SceneComposer asset in the Player demo application on Windows host simulation, execute

- <cgi-studio-root>/bin/Player/CGIPanel.exe

For instructions as how to build an own version of the Player demo application, please refer to section CGI Studio Build System.

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# HASP License Updates

> Note that the HASP license applies only to the Enterprise Edition.

To perform an upgrade of your dongle or network license, the following steps are required:

**1. Create a HASP C2V file and send to Candera GmbH**

- Execute licenseupdate.exe delivered by CGI Studio Customer Support on a PC having HASP driver installed.
- Connect one dongle to the machine.
- Press the "Collect Information" button in the HASP license update tool.
- In case the HASP license update tool asks for a license, select "HASP HL license" (HL stands for hardware license).
- Save the file with current date and dongle name. Example: "20160131_Max_H00052.c2v"
- Connect the next dongle and proceed like above.

**2. Apply HASP V2C file received from Candera GmbH**

- Execute licenseupdate.exe delivered by CGI Studio Customer Support.
- Connect one dongle to the machine.
- Press the button "..." and select the received V2C file for the connected dongle. Example: "HaspUpdate_20130131_20230131_Max_H00052.v2c"
- Press the button "Apply Update"
- Connect the next dongle and proceed like above.

>

> In some cases, it is required to format the dongle for updating the license.
> When you apply an update file that formats the dongle, a new c2v file is generated by the license-update-tool.
>
> This new c2v file needs to be transmitted to Candera GmbH again.
>
> Candera GmbH will return another update v2c file. After applying this file, the final license is installed.

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# Running CGI Studio Android Evaluation Package on Target

The release contains two ready-made Android installer packages with file extension APK (which stands for Android Package Kit) named:

- CourierSampleApp.apk - found in cgi_studio_apps\References\Android\CourierSampleApp
- CGIPlayerLauncher.apk - found in: cgi_studio_apps\References\Android\AndroidCgiPlayerLauncher

> There's no need to individually compile binaries for your Android device. An Android installer package can be run by copying it to the device and opening it with a local file manager.

The CourierSampleApp application is used to run the specific CGI-Studio Asset, generated from the Solution file found in: cgi_studio_courier_apps\src\CourierSampleApp\SCSolution\Android.
It should be generated as "AssetLibCff_CourierSampleApp.bin" and placed in the /sdcard location in the target device.

The CGIPlayerLauncher application is a generic player application that will play a number of CGI-Studio Sample Assets.
Those can be placed in /sdcard and in any subfolder below /sdcard and can conveniently be run from a selection list after starting the CGIPlayerLauncher application.

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