

Upgrading to TSS v12.01 from v11.01F on the PC

Requirements:

32-bit machines

TSS:

- Exceed and Exceed 3D version 10 or higher
- Microsoft Visual C++ Redistributable (free Microsoft download link below)

SINDA:

- Intel Fortran v9.1
- Microsoft Visual C++ Express Edition (free Microsoft download link below)
- Microsoft Platform SDK (free Microsoft download link below)

64-bit machines

TSS:

- Exceed and Exceed 3D 2006 (version 11)
- Microsoft Visual C++ Redistributable (free Microsoft download link below)

SINDA:

- Intel Fortran v9.1
- Microsoft Visual C++ Standard Edition
- Microsoft Platform SDK (free Microsoft download link below)

Installation:

- 1) Install Exceed and Exceed 3D (if necessary to meet version requirements)
 - After installation, enable Direct Rendering within Exceed
 - o From the Start menu, go to: Exceed | Configuration (XConfig) | Protocol | Extensions | GLX | Configure, and select direct rendering
 - Without direct rendering, the graphics will be much slower.
- 2) Install software to run Spacedesign Sinda/Fluint (optional)
 - The following should be installed before installing Intel Fortran
 - o Microsoft Visual C++
 - 32-bit machines can use Express Edition (must be registered)
<http://msdn.microsoft.com/vstudio/express/visualc/download>
 - 64-bit machines require 2005 Standard Edition or better with X64 Compiler and Tools option installed
 - o Microsoft Platform SDK for Windows Server
 - <http://www.microsoft.com/downloads/details.aspx?FamilyId=0BAF2B35-C656-4969-ACE8-E4C0C0716ADB&displaylang=en>
 - 32-bit: use psdk-x86.exe download
 - 64-bit: use psdk-amd64.exe download
 - Install Intel Fortran v9.1
- 3) Download and install TSS version 12.01 from <http://www.spacedesign.com/downloads.html>
 - There is no need to uninstall v11.01F if it is already on your machine, just make sure to specify a different installation folder during the v12 installation.
 - Double-click 'setup.exe'
 - o You will be guided through the installation

- Make sure to specify a unique install directory when prompted (e.g. C:\Program Files\Space3d_v12)

4) Set-up the FlexLM License Manager

- Place a copy of your license file in the \data folder for your v12.01 installation
- If you have left v11.01F installed on your machine (and the license manager is still set-up)
 - Use the LMToolkit to verify that the license manager is running
 - Select the 'Start/Stop/Reread' tab, and click 'Start Server'
 - At the bottom of the window, it should say either 'server start successful' or that the server is already running.
- If you need to set-up the license server and/or want to use the latest version of lmgrd provided with the v12.01 installation:
 - From the Start Menu, go to Programs | Space3D | License Manager | LMToolkit
 - The 'Service/License File' tab should be selected
 - Verify that the 'Configuration Using Services' checkbox is checked
 - Select the 'Start/Stop/Reread' tab
 - If a FLEXnet license server service is listed, click 'Stop Server'
 - Select the 'Config Services' tab
 - If 'Borrow' is listed, use the pull-down or enter a new service name (e.g. FlexLM service)
 - Next to the Path to lmgrd.exe, click Browse...
 - Navigate to **C:\Program Files\Space3D\Flexnet Publisher 10_8_0**
 - Highlight 'lmgrd.exe', and select OK
 - Next to the Path to the license file, click Browse...
 - Navigate to the license file location, which should be in the C:\Program Files\Space3D\Tss\data folder
 - Highlight the *.lic file, and select OK
 - Make sure the 'use services' and 'start server at power-up' checkboxes are checked
 - Click 'Save Service'
 - Select the 'Start/Stop/Reread' tab
 - Click 'Start Server'
 - Close LMToolkit

5) Install Microsoft Visual C++ Redistributable Package

- 32-bit download
<http://www.microsoft.com/downloads/details.aspx?familyid=32BC1BEE-A3F9-4C13-9C99-220B62A191EE&displaylang=en>
- 64-bit download
<http://www.microsoft.com/downloads/details.aspx?familyid=90548130-4468-4BBC-9673-D6ACABD5D13B&displaylang=en>

6) You can now run TSS v12.01 from the Start Menu. It will appear under the name of the installation folder you specified during installation (e.g. space3d_v12).