

# **headus UVLayout**

**Installation Guide - 24 Oct 2018**

**[uvlayout.com/doc/Installation\\_Guide](http://uvlayout.com/doc/Installation_Guide)**

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# Introduction

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This guide explains how to install and license UVLayout on Windows, Linux and OS X workstations.

A separate guide is provided for the installation and management of Floating licenses on Windows, Linux and OS X servers. See the [HLServer User Guide](#).

# Requirements

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This page outlines the minimum recommended hardware and software required to successfully run UVLayout.

## Hardware Requirements

- 1GHz Intel CPU
- 256Mb RAM, 512Mb for Windows
- 20Mb free disk space for software, 1Gb free for videos (optional)
- Mid to high performance OpenGL graphics card
- Three button mouse
- Sound card (optional - for training videos only)
- 1 free USB port (optional - for Dongle licenses only)
- Wired or wireless network card (optional - for Ether licenses only)

## Software Requirements

- Windows XP, 7, 8, 10. Redhat/Fedora Linux. Apple OS X 10.5+
- Web browser and Internet connection to access online resources
- Movie player to view training videos
- PDF viewer to read the User Guide

## Windows

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This page describes how to install or upgrade UVLayout onto Windows systems.

### Workstation Installation

This section describes how to install UVLayout onto a single Windows workstation. It would apply to the majority of people wanting to install UVLayout.

1. Run the supplied iuvlayout.exe file and follow the instructions displayed to install UVLayout.
2. If this is the first time you have installed UVLayout, you will need to activate it by cut'n'pasting your license key into the keys file. Instructions on that are [here](#).

### Known Problems

- Edge picking doesn't work on some **ATI Radeon** cards. UVLayout doesn't like Anti Aliasing in Super Sample mode, so set that to Adaptive mode or deactivate it in your display adapter card's properties panel.
- UVLayout crashes under **Windows 7**. Right click the desktop icon to get to the Properties window, and check the Compatibility mode; it should be disabled, or at least set to "Windows Vista", not "Windows XP".
- UVLayout hangs after running if **Avast** antivirus is installed. Give the UVLayout executables full access in the Avast application settings.
- Very poor drawing performance. See the [OpenGL](#) preference.

### Server Installation

**The rest of this chapter only applies to sites with multiple licenses** that want to share a single central installation of UVLayout across several Windows workstations. By doing this only one copy of UVLayout needs to be keep up to date. This is different to floating licenses, but is usually run in conjunction with them.

**Note:** This requires UVLayout v1.16.12 or later to work with UNC server paths.

## On The Server

1. If an older version of UVLayout is already installed, first remove it by selecting "Programs -> headus UVLayout -> Uninstall UVLayout" from the Windows Start menu.
2. Run the supplied iuvlayout.exe file and follow the instructions displayed to install UVLayout.
3. Create a **server.bat** file in the UVLayout install folder, substituting **\\Server\Apps\headus UVLayout v2 Professional** below with the location of the UVLayout install folder, and substitute **lserver** with the name of the floating license server (may or may not be the same as the file server). If floating licenses aren't being used, leave that line out of the BAT file.

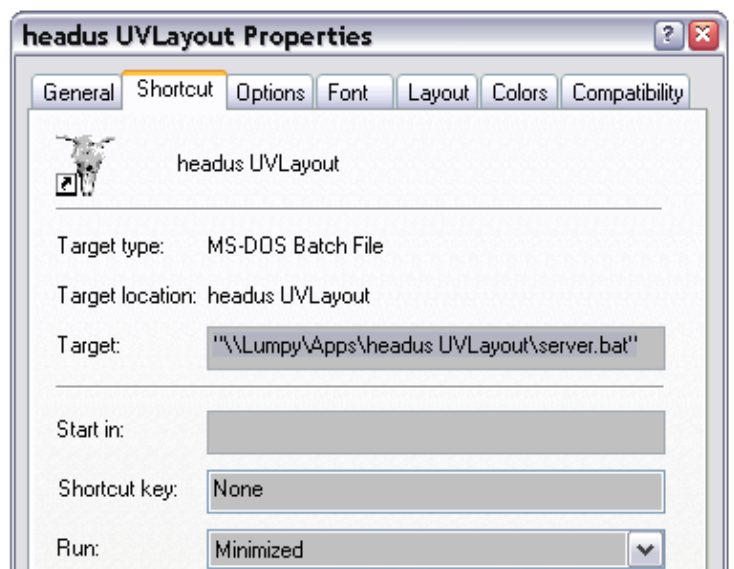
```
@echo off
set HEADUS_HLSERVER=lserver:11668
"\\Server\Apps\headus UVLayout v2 Professional\howin32.exe" -launch %1
```

**Note:** This technique will also work with a non-Windows file server. Install UVLayout onto a Windows PC first, then copy the entire installation folder from that system onto the file server.

## On Each Workstation

Create a desktop icon that runs the **server.bat** file. If you specify **Run Minimized** in the icon properties, then a DOS window won't pop up each time you run the BAT file.

To load files into UVLayout, just as with a local installation, users can then drag'n'drop OBJ and UVL files onto the desktop icon.



## Fix For UNC Problem

Some actions within UVLayout (e.g. clicking on the **View User Guide** button) run a Windows CMD.EXE shell. When UVLayout is run via a UNC path, these actions will fail because of a "feature" within Windows that stops CMD.EXE from starting in UNC folders by default.

You can read all about it here: <http://support.microsoft.com/kb/156276>

The fix is to run **regedit**, and under the registry path ...

HKEY\_CURRENT\_USER

On The Server

```
\Software
  \Microsoft
    \Command Processor
```

... add the value **DisableUNCCheck** REG\_DWORD and set the value to 0x1 (Hex).

This will need to be done on each workstation running UVLayout.

## Linux

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This page describes how to install or upgrade UVLayout onto a Linux system.

1. Decide where you want to keep UVLayout, usually `/usr/local/`, then run the following command to extract the supplied software (Note: replace XXXXXX below with the build version of the downloaded file).

```
tar xvfoz uvlayout-XXXXXX.tgz --directory=/usr/local
```

2. To launch UVLayout, run this command for the Professional version ...

```
/usr/local/uvlayout-pro/uvlayout -run
```

... or this command for the Demo version ...

```
/usr/local/uvlayout-demo/uvlayout -run
```

3. If this is the first time you have installed UVLayout, you will need to activate it by cut'n'pasting your license key into the keys file. Instructions on that are [here](#).

## OpenMotif

Linux versions of the headus tools use OpenMotif for their GUI interfaces. The version of OpenMotif that's on your system is used by default, but if this is missing or incompatible, the required OpenMotif shared libs are included in the headus installation. See the [OpenMotif](#) page for further details.

## Known Problems

- **Plugin mode** doesn't work? If you are using a wrapper script to set up the various environment variables, make sure you pass all command line args to the 'uvlayout' binary.
- Very poor drawing performance? See the [OpenGL](#) preference.
- Errors on UVLayout start-up when opening UID files? This sometimes occurs when the UVLayout installation is distributed to users via a networked file system, and appears to only affect the Fedora-6 32bit build of UVLayout. Use the Fedora-10 64bit build of UVLayout to solve this problem.



## Steps For Different Distros

- Ubuntu
- Fedora

# Ubuntu

---

## Ubuntu 12-04LTS

- Installed some standard libs/files that were missing.

```
sudo apt-get install libjpeg62 xfonts-75dpi tcsh libglew1.5 libopenexr6
```

- Required the [OpenMotif](#) fix and installed the *headus-missing-libs.tgz* files.

## Ubuntu 13.04

- Installed some standard libs/files that were missing.

```
sudo apt-get install libjpeg62 xfonts-75dpi tcsh libopenexr6
```

- Rebooted to make installed 75dpi fonts visible.
- Required the [OpenMotif](#) fix and installed the *headus-missing-libs.tgz* files.
- May require UVLayout GUI preference "Double Buffer Only" turned on.

## Ubuntu 17.04

- Installed some standard libs/files that were missing.

```
sudo apt install libjpeg62 xfonts-75dpi tcsh
```

- Rebooted to make installed 75dpi fonts visible.
- Required the [OpenMotif](#) fix and installed the *headus-missing-libs.tgz* files.
- May require UVLayout GUI preference "Double Buffer Only" turned on.

# Fedora

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## Fedora 20

- Installed some standard libs/files that were missing.

```
yum install tcsh libXp xorg-x11-fonts-75dpi
```

- Required the [OpenMotif](#) fix and installed the *headus-missing-libs.tgz* files.

## Fedora 25

- Installed some standard libs/files that were missing.

```
yum install tcsh xterm xorg-x11-fonts-75dpi xorg-x11-fonts-IS08859-1-75dpi
```

- Required the [OpenMotif](#) fix and installed the *headus-missing-libs.tgz* files.

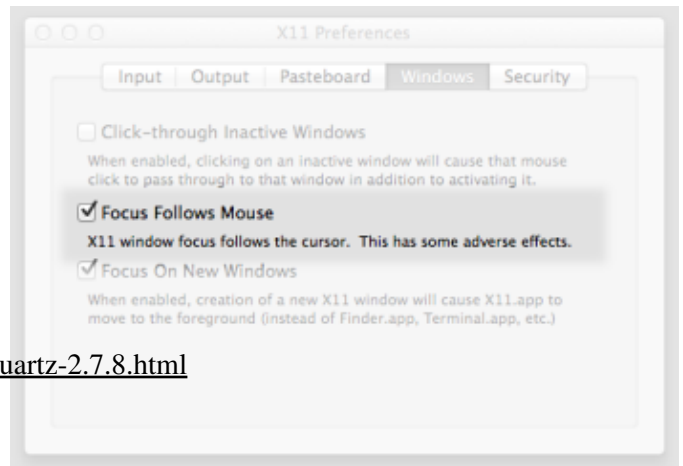
## OS X

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This page describes how to install or upgrade UVLayout onto OS X systems. Currently only Intel powered Macs running OS X Leopard (10.5) or newer are supported.

UVLayout runs under the X11 environment, but X11 is no longer bundled with the OS X operating system. You can however get a compatible version of X11/XQuartz from ...

<http://www.xquartz.org/releases/XQuartz-2.7.8.html>





If prompted to upgrade to XQuartz 2.7.9 or later, select **Skip**, as UVLayout doesn't currently work on those releases.

We recommend before you install UVLayout that you run X11/XQuartz first, to make sure that it is working OK, and enable the "Focus Follows Mouse" preference (see image right). This only affects applications run through the X11 environment, which is most likely only going to be UVLayout, so don't worry about any adverse effects.

1. To install UVLayout, open the supplied UVLayout.dmg disk image file and follow the instructions in the Read-Me.txt file.
2. If this is the first time you have installed UVLayout, you will need to activate it by cut'n'pasting your license key into the keys file. Instructions on that are [here](#).

## Gatekeeper

Gatekeeper, first introduced in OS X Mountain Lion, is a Mac security feature which prevents the user from launching potentially harmful applications downloaded from the internet and not the Apple Store.

Because UVLayout will get caught out by this, you need to tell Gatekeeper that UVLayout is a trusted application. Right-click (or Control-click) on the UVLayout icon and select Open. You'll still receive an alert message, but this time an Open button will be visible in the message panel, so click that and UVLayout will then run.

## El Capitan vs USB Dongles

In our own testing, we had no problems with OS X El Capitan recognizing a UVLayout Pro version USB Dongle, but one of our users reported that their dongle wasn't being detected.

It turned out that SIP was causing their issues, so they disabled it. Here are those instructions in case anyone else encounters the same problem:

1. Reboot and hold Command + R to go into Recovery Mode.
2. Go to Terminal under Utilities.
3. Type in **csrutil disable**. A comment will be displayed that your csrutil has been disabled.
4. Reboot normally.

## Other Known Problems

- If UVLayout stops working after upgrading your version of OS X, try removing and reinstalling X11/XQuartz (see above).
- If you launch UVLayout and nothing appears to happen, check if you have your display configured for **dual monitors**, but only one is plugged in or turned on. If you turn on the second screen and find UVLayout there, you can drag it back to the main screen and "pin" it with the top left most button in the UVLayout GUI.
- If you launch UVLayout and the "Starting UVLayout" dialog appears, but nothing happens after that, try starting X11/XQuartz first and then launch UVLayout. If that doesn't help, reboot your Mac to kill any zombie processes that might be interfering with UVLayout's normal start-up procedure.
- If your whole screen goes gray after launching UVLayout, it means that X11 is running in **full screen mode**. You can toggle this with Cmd-Opt-A, and then go to the X11 preferences to turn it off permanently.
- Very poor drawing performance? See the OpenGL preference.
- If users other than the installing user get "Permission Denied" errors when trying to run UVLayout, open a Terminal window and run ...

```
chmod -R a=u-w,u+w /Applications/headus-UVLayout-*.app
```

## Licensing

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After the software has been installed, you will need to complete the licensing before UVLayout can be run.

headus software is unlocked/enabled by means of a license key; this is a string of hex numbers or letters that is generated by your supplier and is unique to each customer. When the software is run it'll check that the license key is valid before proceeding any further.

Here's an older license key, with an explanation of the various fields:

```
05 26 d8 9a ... b7 57 c8 81 # uvlayoutv1 5b83f8dd 050520 1832
<- 17 or 21 hex numbers ->  software  ether or  expiry  our ref
                             unlocked  dongle id  YYMMDD  number
```

More recent license keys look like this :

```
# uvlayoutv2 sysid=5b83f8dd expire=never
HE7Q 2L4X T9E4 6KA8 JEYA KG43 P6LT ETMT # 7423
```

There are a number of different license types:

**Professional Floating** licenses are locked to a server on a local area network, but from there can float to any appropriately configured workstation on that network. These sorts of licenses are suitable for larger companies where a number of people want to share one or more licenses. Floating licenses will only unlock software on a laptop when its connected to the company LAN; take that laptop home or traveling, and you won't be able to run the software. **Note:** A separate guide is provided for the installation and management of Floating licenses on Windows and Linux servers. See the [HLServer User Guide](#).

**Professional Dongle** licenses are locked to a hardware key, a piece of physical hardware provided by us, that is plugged into a free USB port when you want to run the software on that PC. They are similar to Floating licenses in that you can unlock software on multiple workstations, but you have to physically move the dongle around to achieve this. One advantage though is that you can take the dongle anywhere, and so they will unlock software on a laptop that you take away from the office.



**Professional Ether** licenses are locked to an Ethernet address, also known as a Media Access Control or MAC address, which is a unique number programmed onto each and every network card or chip manufactured today. Most modern PCs come with a network card, and so its ethernet address can be used to unlock software, even if that network card isn't actually being used. Because Ether licenses are locked to hardware inside to your PC, they can't be moved around to other systems. Despite this restriction though, Ether licenses have the advantage over Dongles in that there's no extra hardware that you need to worry about or keep track of.

**Hobbyist / Student** licenses aren't locked to a specific piece of hardware, so allow a single user to freely run their copy of UVLayout on a number of different systems. However, because of the lack of copy protection, software enabled with these licenses has limited functionality.

**Demo** licenses also aren't locked to hardware, and they are pre-enabled, so you can just install the software and you're ready to go; you will not need to follow the licensing process shown below.

## Running the licensing GUI

The headus licensing GUI displays the Floating license server information, the Ether or Dongle IDs found, plus the state of the current licenses (e.g. whether they're valid or expired etc). This GUI also allows you to edit the keys file and to quickly test the software to check that the entered keys are working.

Run UVLayout and the licensing GUI will open up automatically if no valid licenses are found. If you have a valid license, you can still access the licensing GUI from UVLayout's "About UVLayout" window.

## Floating Licenses

If you have floating licenses, you can't currently use UVLayout's licensing GUI to add them to the license server. You will need to run HLManager first, then use its "add" command. Documentation on those steps can be found at [The Manager](#) and [Adding New Keys](#).



## Dongle and Ether Licenses

When you receive your license string, you can add it to the keys file by clicking on **Edit**. Type or cut'n'paste the license into the file editing window, then save the file. Click **Refresh** and check you have a green "permanent" or number of "days" next to "UVLayout"; the number of days is the amount of time left on a temporary license. As a final check, click on the **Test** button; this will run UVLayout with a simple torus mesh loaded.

## Alternate Licensing GUI

Or you may see a licensing GUI like the lower of the two shown here. Type or cut'n'paste (Ctrl-V or Command-V) the key string into the blank text field, then click the **Apply Key** button to add it to the keys file. If there are any obvious errors (e.g. wrong number of characters) then an error will be displayed, otherwise if the key is valid, then the "no key" status should update.

If you need to check or edit the keys file, move the mouse pointer onto the "Enter License Key Below" label, hold the Ctrl key on the keyboard, then click the left mouse button; the panel





including the "Edit" and "Refresh" buttons should then appear.

## Debugging

If UVLayout can't find a valid license key, it will display a "no key" status followed by a red arrow. Clicking this arrow will open up a window that displays further information that can be useful for debugging the problem.

The **Build Status Report** generates more information, including a dump of the local keys file and results from license server tests for floating license. If you are experiencing any problems with licensing, you can send a copy of this report to your vendor for support.

## Notes

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