

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>`.

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 unzipping `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 Candra support

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.

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 Candra 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 Candra 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.

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.

Revision #14

Created 2023-02-15 08:51:14 UTC by Kanai Tomoaki

Updated 2026-07-03 13:02:23 UTC by Elisabeth Zauner