# INSTALLATION GUIDE SPORTEVAC
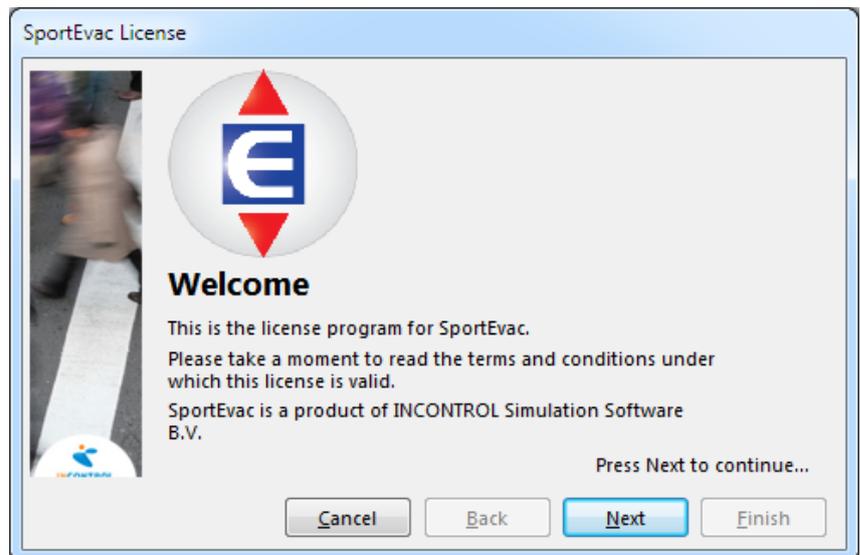
SportEvac™

# TO INSTALL THE SOFTWARE

**PLEASE NOTE PRIOR TO INSTALLLING**

- On Windows 8, Windows 7, Vista, and XP you must have Administrator rights to install the software and the hardware key.
- Read the System Requirements at the end of this document to see if your system meets these requirements.
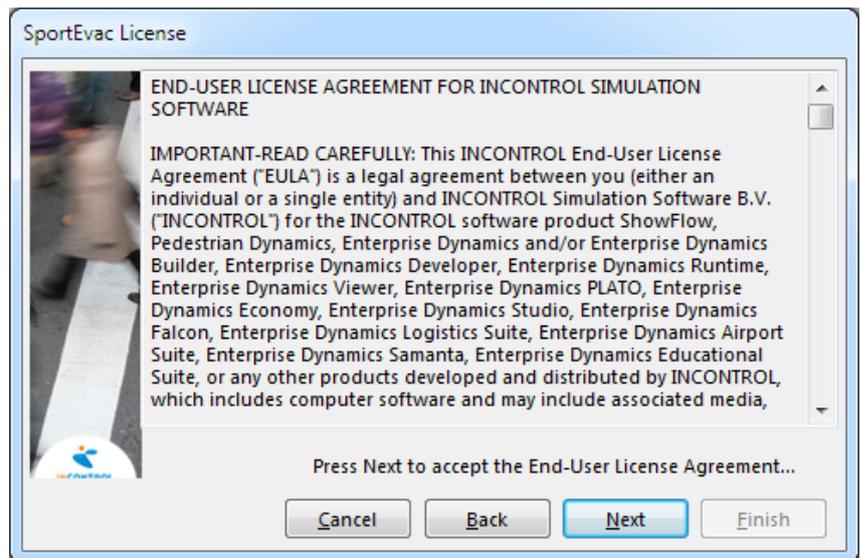
1. USB Device: Insert the device into a free usb port. An information application will be launched automatically. In the Menu select 'Install SportEvac' and follow the instructions. If auto run doesn't start the application, then run the ''start.hta'' program from the command line or windows explorer.

2. When you have installed the software to your machine, you are asked to enter your license information. SportEvac is a licensed product and you can license it for a 30–day evaluation period. This procedure describes how to achieve this.

3. On Windows Vista and newer versions, a window from 'User Account Control (UAC)'' can appear asking you to confirm the execution of the program. Confirm the dialog when you want to start using SportEvac. Your rights are elevated to enable writing in the installation directory.

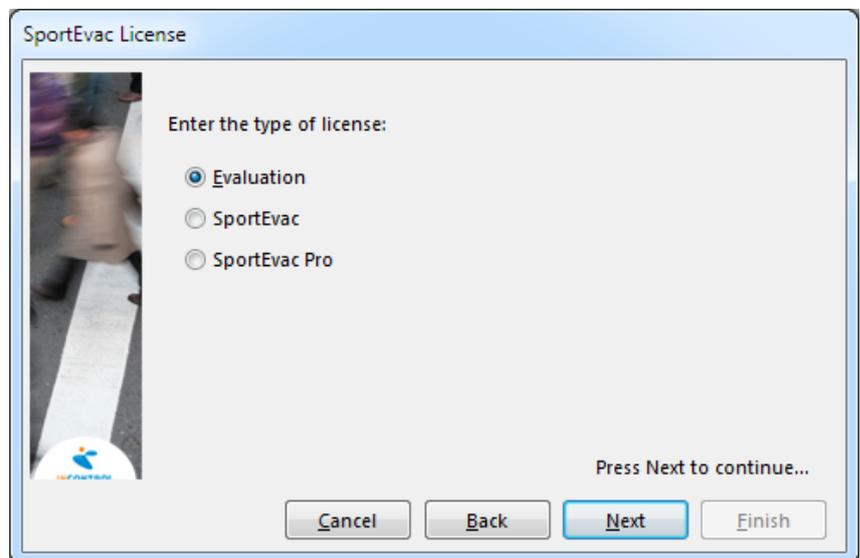When you have confirmed the execution you will see the License wizard welcome screen:
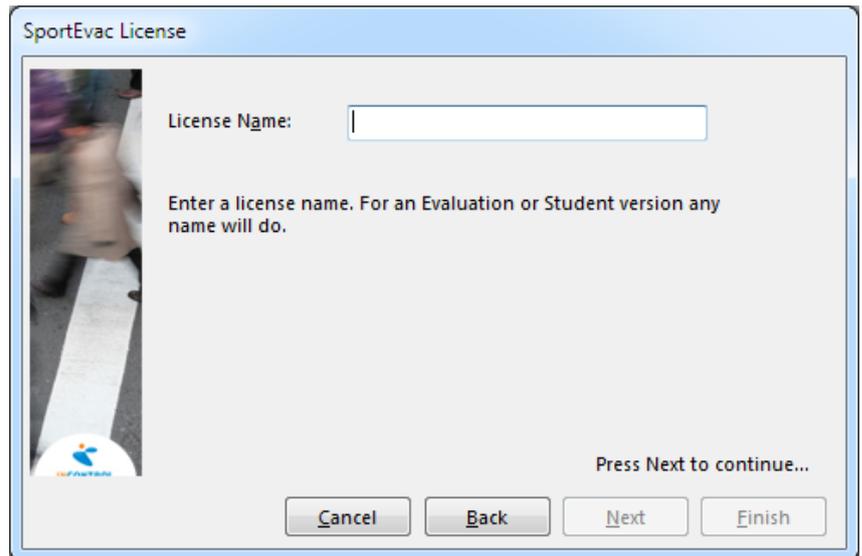


Press 'Next' to continue.

4. Please read the End−User License Agreement. When you agree, press 'Next'.



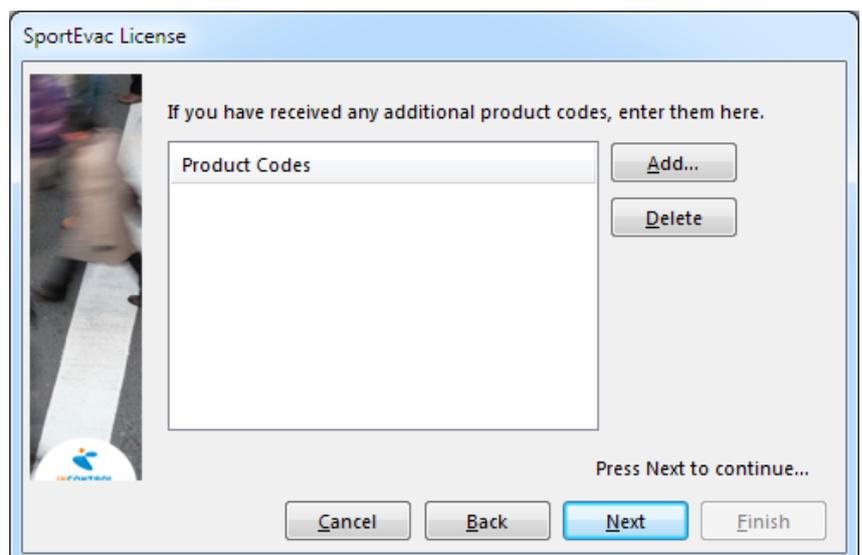5. Select the type of license that you require and click 'Next'.

6. Enter your license name and click 'Next'. In case of an evaluation version any name will do.
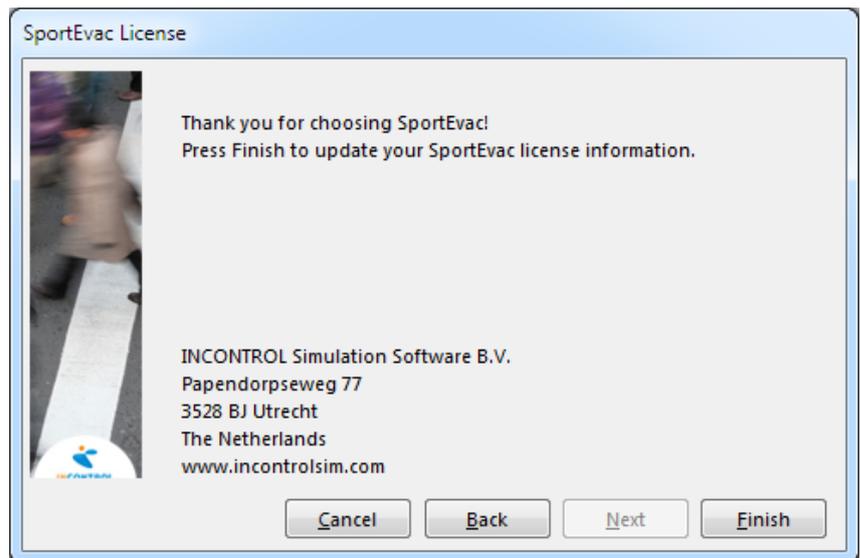


7. You will now see a window to enter a product code. For the evaluation version, no product codes are required and you can press 'next'.
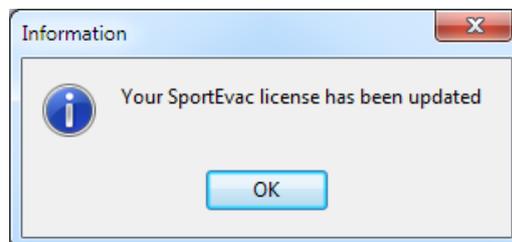
8.  When you are done adding all product codes, click 'finish' on the last page:



9.  Of the licensing process was successful, you will see the following conformation:



10. You can now start using SportEvac either through the start menu or running SportEvac.exe from the installation directory.

If you get the license error executing the application please run the UpdateSE.exe application to update you license information. You can find this application in the start menu.

Your SportEvac Evaluation License is now activated and allows 30 days of full functional use.

# SYSTEM REQUIREMENTS

## OPERATING SYSTEM

In order to run SportEvac®, you require a Microsoft Windows Operating System on the application system. SportEvac is proven compatible with:

- Microsoft Windows XP (Service Pack 3)
- MIcrosoft Windows Vista
- Microsoft Windows 7
- Microsoft Windows 8

SportEvac is a 32–bit application and will run without problems in 32–bit compatibility mode on a 64–bit version of a Windows Operating System.

To run SportEvac on an Apple Mac, Microsoft Windows needs to be installed on it. This can be achieved by using Boot Camp or Parallels Desktop. We have no experience or information for running SportEvac on other Operating Systems.

## HARDWARE

The required hardware depends on how the software is used. Users who will only use the standard components in small to medium sized models with a limited number of agents require a different configuration then users who are exploring the limits of the software's capabilities (most limitations on this level of usage are caused by hardware limitations).

To give an idea what hardware configuration suits you best, we have listed two configurations, Minimum, and Recommended. Most of the descriptions of hardware are very generic due to the fluid nature of computer hardware developments, but we will try to give you some insight.

| **Minimum** | **Recommended** |
|---|---|
| Processor: 1500 MHz Dual core | Processor: 3 GHz+ Dual quad core |
| Memory: 2 Gb | Memory: 6Gb |
| Hard Disk space: 1.25 Gb | Hard Disk space: 1.25 Gb |
| Operating system: Windows XP | Operating system: Windows 7 |
| Video Card: OpenGL® 2.0 | Video Card: OpenGL® 2.0 |

## VIDEO CARD

Most low–priced desktops and laptops come with excellent 2D graphics chip sets. However, to use SportEvac to its full extent, it is recommended that you use a laptop or desktop with a major brand (e.g. NVIDIA or ATI\AMD) 3D graphics card with at least 1Gb, but preferably 2Gb or more, of (non–shared) RAM (for network creation, textures and frame buffer). Ask your hardware supplier for a chipset that supports native OpenGL. (Most video–chip sets made after 2003 are fast enough for real–time presentation of medium–sized models).