



## SimsUshare Site License Installation Instructions

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### [Terminology & Licensing](#)

The SimsUshare “Site License” involves the distribution of the SimsUshare “Station Edition” on each licensed computer, as opposed to the SimsUshare “Personal Edition”. The Personal Edition is licensed to an individual user, on one computer. The main differences between the two versions are:

1. The Station Edition allows multiple users to access the software on the same computer, without needing individual licenses.
2. The Station Edition allows users to create folders to share simulations on the same computer or across shared networks.

SimsUshare Site License is computed based on the number of computers on which the program is to be installed.

The program can be installed on a computer using either an MSI installer file (for situations in which IT wants to push the program to users for installation), or a plain Windows EXE installer (typically for individuals who want to install the program on their own).

### [System Requirements](#)

Recommended specifications are:

- Windows XP (SP3) / Vista / 7 / 8
- 60 MB hard drive space available for the program; additional space is required for storing custom sims.

- 2 GB of RAM.

The program is also available on Mac OSX 10.6 and later.

### [Recommended Installation](#)

The recommended install is on a network share to facilitate future updates (albeit infrequent), since then the program only has to be updated on the network share once for everyone to benefit. However, if you need to minimize network traffic as much as possible, and you allow your users to install the program locally (on each computer), you may prefer having each user install and update the program.

When installing to a network share, that share needs to be setup with Full Control for the “Everyone” group or the “Domain Users” group. The users need to have Internet access to register with the licensing server (more about this under the “How to Register the Program” section).

When running from a network share, the only network traffic is the initial download of the program, and then access to the simulations. After that, the entire program runs on the local machine, not causing any traffic on the network infrastructure.

### [Where is the Program Running?](#)

Regardless of whether you install the program on the local machine or a network share, the program runs on the local machine. If you install the program on a network share, the local machine copies the program and operational files temporarily to the local machine for execution. However, program activation/registration is handled locally, and therefore registration is only required the first time the program is run (see “How to Register the Program”, below). If you store sims in a shared folder (see “FAQ”, item #5, below), the program will retrieve and store the sims on that folder.

## Frequently-Asked Questions (FAQ)

### *1. Where the software will reside – do you want the software installed on each local machine, or in a shared network folder?*

As described above, you should decide based on the information presented in the “Recommended Installation” section, above, and your local policies and considerations.

### *2. How Much Network Bandwidth does the Program Use?*

If the program is running from a network share, the only network traffic is the initial download of the program, and then any access to sims on any shared folders. By default, sims are placed in the user’s local Documents folder, but the user can change the location and add folders that may be shared among users.

### *3. What size are the Simulations?*

The simulations are composed of JPEG’s for each virtual location represented (such as front of house, left side, right side, rear, etc.). Each JPEG is fairly small, typically about 50-75Kb, as a configuration file that tells the program where to place and configure the visual effects. Therefore, most simulations are less than about 250Kb. In the future, the program may give the ability to add a user’s own pictures, which would add to the overall size of the simulation.

### *4. Can multiple users going to access the simulator at the same time?*

Yes. There are no program restrictions in place that would disallow multiple users to access the program simultaneously (if it were installed on a network share), each in a different session.

### *5. Can simulations be shared across multiple computers?*

Yes. While each user that operates the program stores simulation in that user’s “Documents” folder, by default, you can set up shared folders to share simulations (see [this video](#) and, for more detail, the [full Station Edition documentation](#)).

**Important:** Sims stored in a shared folder need to allow “Everyone” (or “Domain Users”) group “Full Access”. There are advanced options for making sim folders “play only”, see the [full Station Edition documentation](#) for details, or [contact us](#).

Also, there is a master configuration file available that allows pre-installed shared folders, for example, each user automatically has access to a set of shared sim folders. Please [contact us](#) for help in setting this up.

## Installation Options

There are two options for installation of SimsUshare:

1. Using the included **setup-SimsUshare-site.msi** file.
2. Using the included **setup-SimsUshare-SE.exe** file.

## [Using the MSI file](#)

The MSI file is a Windows Installer package. It is useful when deploying SimsUshare using Group Policies or other deployment tools. By default, the MSI file will install SimsUshare to the **C:\Program Files (x86)\SimsUshare\_SE** directory and create a Desktop shortcut, but you can change the default directory (such as to a network drive) if desired.

**Note:** if you prefer to have the MSI install in a pre-configured folder, or you would like one that performs a silent install, please [contact us](#) to create one for you, or to send you the files you can use to create your own.

Just double click on the MSI to install. Follow the prompts, and when completed you will have a SimsUshare shortcut on your Start Menu and an icon on the desktop.

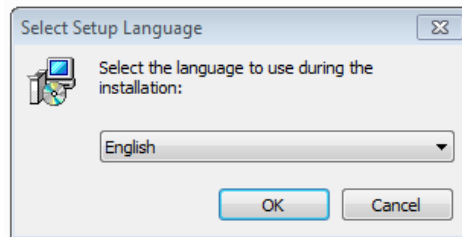
## [Using the EXE file](#)

The EXE file is located inside the zip installation file. Extract it to your local computer to run it.

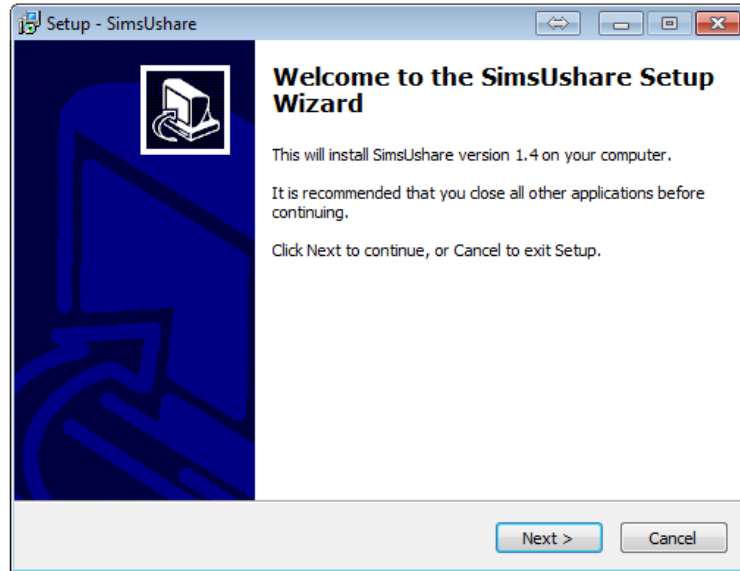
The EXE allows you to install the program locally for stand-alone computers or on a network share.

Begin by making sure you have Administrator rights to the computer you are installing the software to and, in the case of a network install, that the mapped drive is available and you have read/write rights to it. Double click on the **setup-SimsUshare-SE.exe** file to begin the installation process.

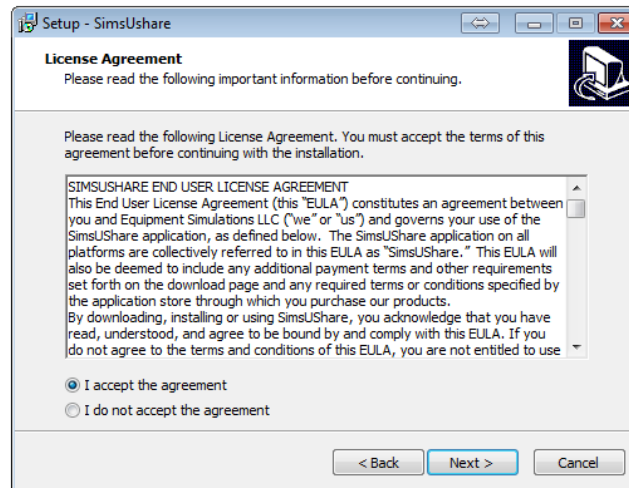
1. Select the language you want to install.



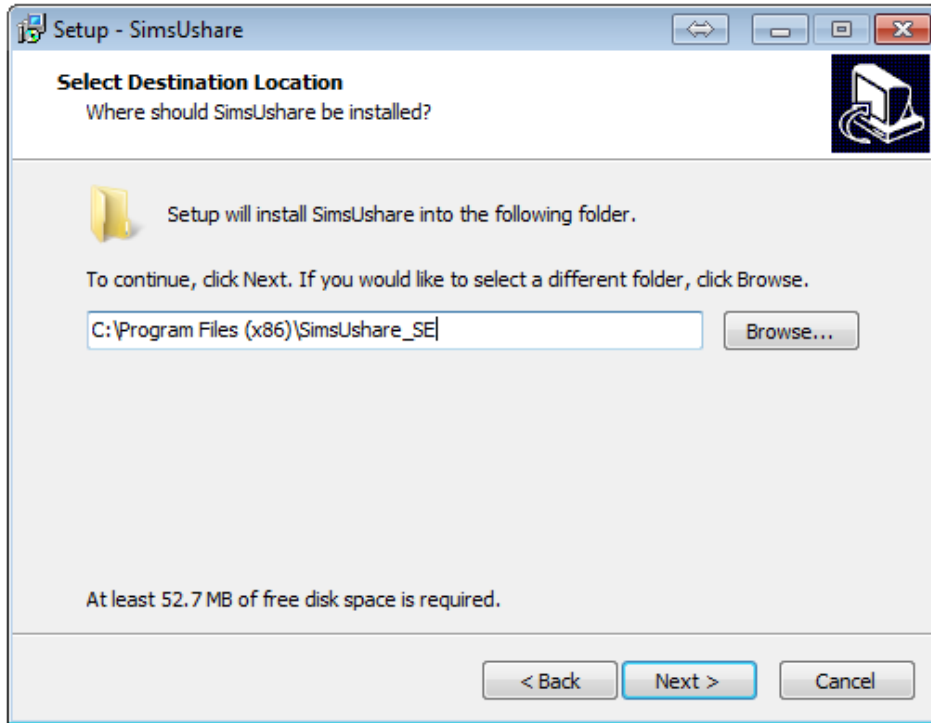
2. Click **Next >**



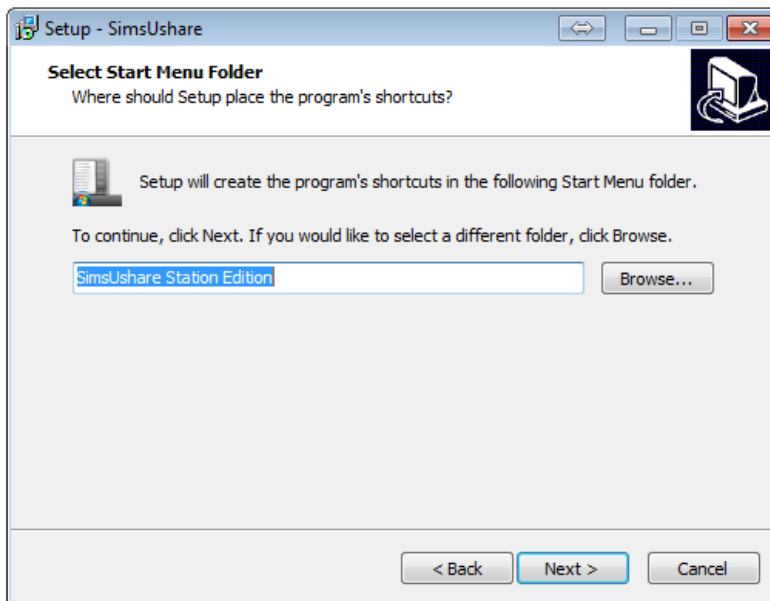
3. Read the License Agreement, select **I accept the agreement** and click on **Next >**



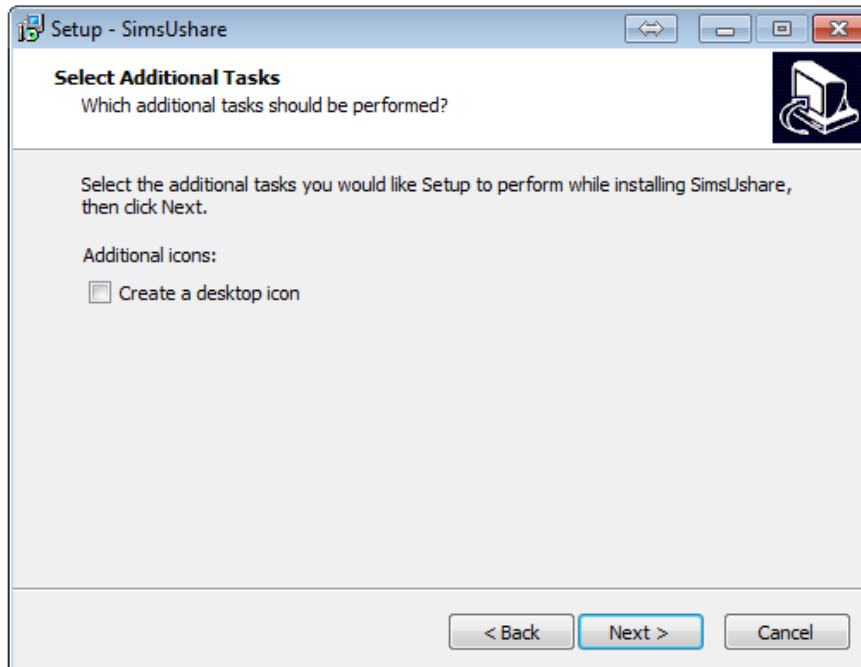
4. Select the location of the program installation. If you are installing it to a network share, click to Browse and select the network location. Then click **Next >**



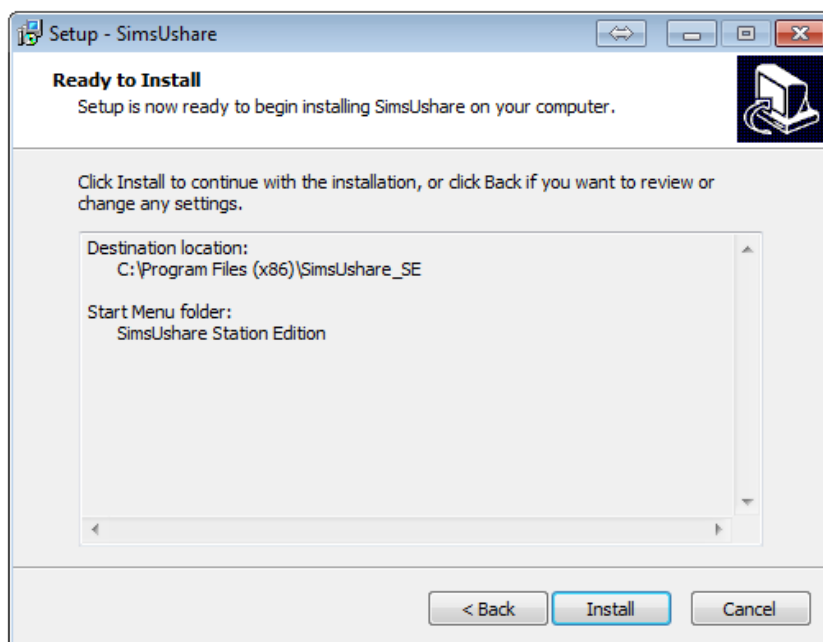
5. Select the Menu Folder to add the SimsUshare icon to. Then click on **Next >**



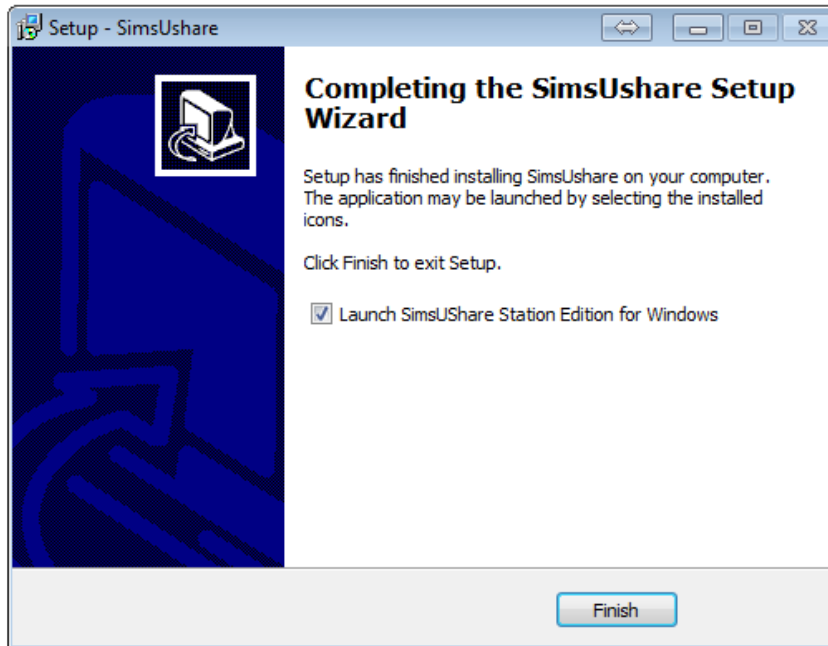
6. If you also want to create a Desktop Icon, check the **Create a desktop icon** option and click on **Next >**



7. Verify the installation option and click on **Install**



8. When completed, click on **Finish**



### [Updating/Uninstalling SimsUshare](#)

The recommend method for installing updates is to first remove the old version. Do that by going into the Control Panel, Programs and Features (or Add Remove Software in Windows XP) and select Remove.

When you uninstall or update SimsUshare, the program leaves any sims you have made intact in the Documents folder, or whatever other folder you have used to store sims.

Now reinstall the program following the steps provided above.

### [How to Register the Program](#)

The program is registered on a per-computer basis, essentially by the first user who runs the program on that computer. The first user to run the program on a computer is asked for the license code. The program sends the license code and computer's MAC address to our server, for verification that sufficient activations remain. When the license server gives the ok, it records the MAC address associated with the license. From that point on, the program does not ask the user anymore for the license code. The program should not have to ask the user even if the program is updated in the future.

The second and subsequent user on that computer does not need the license code. If he or she has not run the program before, the program sends the MAC address of the computer to our licensing server. When the licensing server finds the MAC address, it sends back the ok and the program registers the user automatically.

If you need to change the MAC address for the computer, please [contact us](#) to update your license(s).