OpenGL Performer™ 3.2 for Microsoft® Windows® Installation Instructions

Installation

To install OpenGL Performer on Microsoft Windows, do the following:

1. Insert the CD containing OpenGL Performer for Microsoft Windows into your CD-ROM drive.
2. If the setup program does not run automatically, do the following:

    – Open **My Computer**.

    – Double-click **CD-ROM**.

    – Double-click setup.exe.

3. Follow the prompts from within the setup wizard.

    – If you have a pre-existing installation of OpenGL Performer, you may receive a warning that *(tmp)\license.dat* is already installed. Click **yes** to overwrite the copy.

    – Enter the Software Serial Number of this copy of OpenGL Performer when prompted. It can be found on a card labelled IMPORTANT: SGI Software Serial Number included in your packaging.

    – SGI recommends that you accept the default choices for installation path, folder names, and so on.

Post-Installation

After installation, perform the following steps:

1. Reboot.

    This is to ensure that the proper environment variables (PATH, PFROOT, and so on) are set and that file associations (for example, .pfb for Perfly) will work.

2. Contact SGI® to obtain a permanent license key. On the web, visit http://www.sgi.com/support/licensing/.

    To obtain your Flexlm® host ID, click the **Start** menu and run the following:

    Start > Programs > SGI OpenGL Performer > Get HostID Key

3. Install the key.

    – Open the folder where OpenGL Performer was installed.

    Click the **Start** menu and follow this path:

    Start > Programs > SGI OpenGL Performer > Root Directory

    By default, the folder is C:\Program Files\Silicon Graphics\OpenGL Performer.

    – Edit license.dat in that folder and replace the "demo" key with the new one supplied by SGI.

Release Notes

If you are an OpenGL Performer end user, review the User Release Notes. To open them, click the **Start** menu and follow this path:

Start > Programs > SGI OpenGL Peformer > User Release Notes

By default, the document that is opened is located in
`C:\Program Files\Silicon Graphics\OpenGL Performer\Doc\` or `%PFROOT%\Doc`. The environment variable `PFROOT` is defined to be the same as the location where OpenGL Performer was installed.

For information on how to build OpenGL Performer applications on Microsoft Windows, click the **Start** menu and follow this path:

Start > Programs > SGI OpenGL Performer > Developer Release Notes