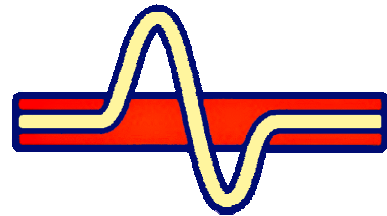


Coach6

Studio MV



**Installation Guide for
Coach 6.3 Studio MV**

For Coach 6.3 Studio MV, Amsterdam March 2010



CMA Foundation
P.O. Box 94224, 1090 GE Amsterdam, The Netherlands
Telephone: +31 20 5255869
Fax: +31 20 5255866
E-mail: cmainternational@science.uva.nl
Internet: <http://www.cma.science.uva.nl/english>
© CMA

Text: Ewa Kędzińska, Vincent Dorenbos, Marijn van Eupen

1. System Requirements for Coach 6 Studio MV

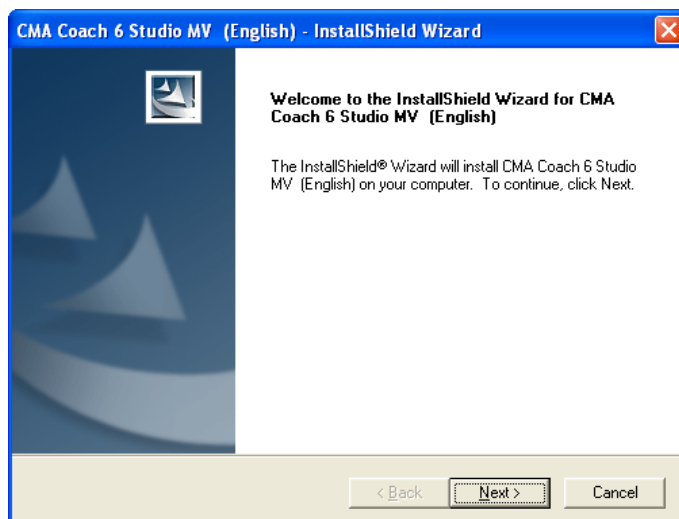
For Coach 6 Studio MV Installation	For Coach 6 Studio MV
<ul style="list-style-type: none">• > 260 MB on System Drive• Under Win 2000/Win XP administrator rights	<p>Coach 6 Studio MV can be installed on a PC with at least the following requirements:</p> <ul style="list-style-type: none">• Pentium 4, 2.4 GHz,• 150 MB of free disk space,• 512 MB RAM (1 G recommended),• 800x600 screen resolution, 16 bit colors (recommended 1024 x 768),• Windows operating system: Win 2000/ Win XP/ Win Vista (32 bits),• DirectX version 9.0c,• Internet Explorer version 6.0.

2. Coach 6 Studio MV installation

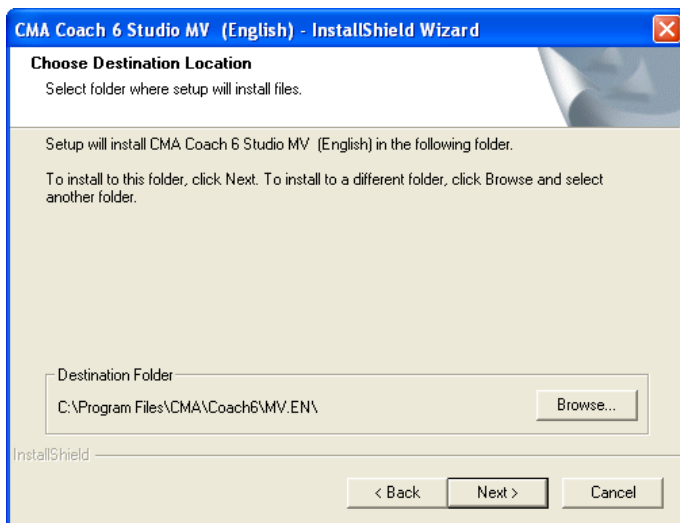
Coach 6 Studio MV can be installed both on a standalone computer and on a network. For both types of installation, you must start with a standalone installation of Coach 6 Studio MV. This process is described here. To configure Coach 6 Studio MV for use on a network, two additional steps are required following the standalone installation. This is described in chapter 3 on page 5.

2.1. Standalone installation

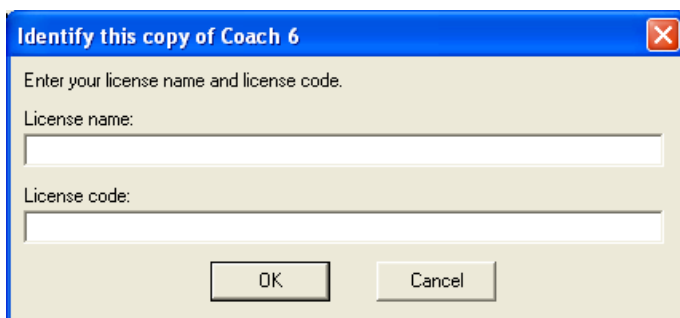
- Close down any programs that may be running on your computer.
 - Insert the CMA Coach 6 Studio MV CD-ROM into your CD-ROM Drive.
- Or:
- Download the newest Coach 6 Studio MV installation file via the CMA web site (<http://www.cma.science.uva.nl/english/Resources/installCoach6.html>).
 - Double-click the downloaded file, click **OK** and **Setup**.



- The Coach 6 Studio MV (English) installation program will start.
- Click **Next**.



- Select a folder where the Coach 6 Studio MV files will be installed. Accept the given default folder or click **Browse...** to select another folder.
- Click **Next**.



- Type in your **License name** and **License code** (not case sensitive) exactly as they appear in your *Site license* document.
- Click **OK**.

Your License name and code are unique identifiers that are required in order to successfully install this software.

You can find your License and code on the *Site License* document that accompanied this product. You must keep your license identifiers confidential from anyone outside your school or organization.

2.2. Coach 6 Studio MV shortcuts

After installation the group **CMA Coach 6 Studio MV** will be created in the Windows Start menu. It has the following shortcuts:

Student: Starting Coach 6 via icons under the Student folder opens Coach in Student mode. The Activities open in Senior-student level.

1. Data Video

This shortcut starts Coach 6 Studio MV with the CMA exemplary projects for Data Video.

2. Modeling

This shortcut starts Coach 6 Studio MV with the CMA exemplary projects for Modeling.

3. Animations

This shortcut starts Coach 6 Studio MV with the CMA exemplary projects with Animations.

Author: Starting Coach 6 Studio MV via this icon opens Coach 6 Studio MV in Author mode. To enter Author mode, you need to log in with the Author key. The default Author key upon delivery is '0000'. You can change the Author key for your school vide the menu Tools > Change Author key.

To start **Coach 6 Studio MV**, click on the Windows Start button, select **Programs** and hence **CMA Coach 6 Studio MV**. Next click on one of icons.

2.3. Repairing the installation

To repair the installation of Coach 6 Studio MV, proceed as follows:

- Choose **Settings > Control Panel** in the Windows Start Menu.
- Select **Add/Remove** programs.
- Select **CMA Coach 6 Studio MV (English)** from the list and click **Repair**.
- The repair process of the Coach installer will start. Follow instructions on the screen.

2.4. Updating the installation

If an update of Coach 6 Studio MV is available, run the update installer on your machine.

2.5. Uninstalling Coach 6 Studio MV

To remove Coach 6 Studio MV from your system, proceed as follows:

- Choose **Settings > Control Panel** from the Windows Start Menu.
- Select **Add/Remove** programs.
- Select **CMA Coach 6 Studio MV (English)** from the list and click **Add/Remove**.
- The uninstalling process will start. Follow instructions on the screen.

3. Network installation

Instructions for System Administrators

To configure Coach 6 for use on a network, two additional steps are necessary:

1. configuration of the file server (the ‘Server Setup’) and
2. the configuration of the clients (the ‘Client Setup’) for all clients in the network.

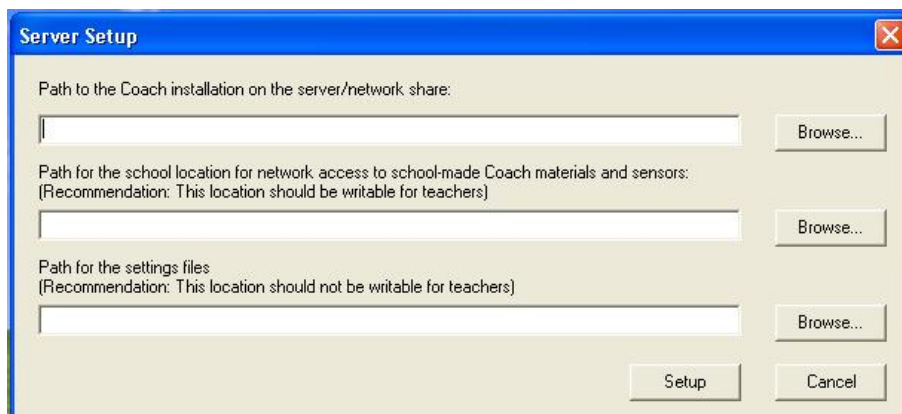
Both steps come after the standalone installation of Coach 6. Especially for network environments, Coach offers a special School location where a School Projects folder (to store Projects/Activities created by the school) and the School library (to store Sensors/Actuator information created or modified by the school) will be available to all clients.

3.1. Server Setup

During the Server Setup, the Coach files will be transferred from the local machine to a location which is shared to other computers on the network (a network share).

To do this proceed as follows:

1. If necessary, run the Coach 6 installation on any machine in the network (preferably the server itself¹). (For details, refer to the description in chapter 1).
2. At the end of this installation process, press the button **Server setup** to start the configuration of the Server. If the installation was done at an earlier time, you can manually run the utility program **ServerSetup.exe** in the Coach 6 installation folder (default: C:\Program Files\CMA\Coach6\Full.en).




3. The dialog appears which asks for three paths. Here different server (network-share) locations for Coach installation files should be specified²:
 - For the destination path, select a folder on the server that all the clients can access.
Note: It is strongly recommended that ordinary clients only have read permissions in this folder.
 - Select the path to the School location (where the School Projects and School Library will be stored). Choose any folder on the server that the clients can access.
Note: It is strongly recommended that ordinary clients have **read and write** permissions in this folder.

¹ When running the setup on the server itself, you automatically have writing rights. If running the installation from a client machine, make sure you have writing rights during setup in all locations provided in step 2.

² Paths can be entered using drive letters or UNC-paths ('\\servername\etc) can be used.

- Select the path to the User files location. In this location the settings (hardware settings and preferences like 'Favorite' locations, and the Author key file are stored). Choose any folder on the server that all clients can access.

Note: It is strongly recommended that ordinary clients only have read permissions in this folder.


4.  Click the button **Start copying files**.
5. After copying the files, proceed with the client setup described in the next section. If a client was used for the Coach installation (see step 1), the installation should be removed first and after that a client setup should be performed on that machine.
6. If they already exist, School Projects should be copied manually to the subfolder **Projects** in the School location. This can be done at any time. E.g. when a teacher creates a Project at home which should be available to the whole school, copy the project folder to this location to make it accessible for all clients.

3.2. Client Setup

The client setup should be performed on all clients. This is necessary to create a Start menu group with shortcuts to start Coach 6 on the client, and, if necessary, to be able to configure individual clients to specific settings. For simplicity, a so-called 'silent setup' can be done if all clients use the same settings (see section 3.3).

1. On one client machine, first make sure that no local version of Coach 6 or Coach 6 Studio MV is installed.³ If one of these products is installed on that machine, first uninstall it. Otherwise the client setup is not possible.
2. Open the folder where the Coach-installation files have been copied to the server and look for a file named **ClientSetup.exe** (in step 3 of the Server Setup). Run this Setup program.

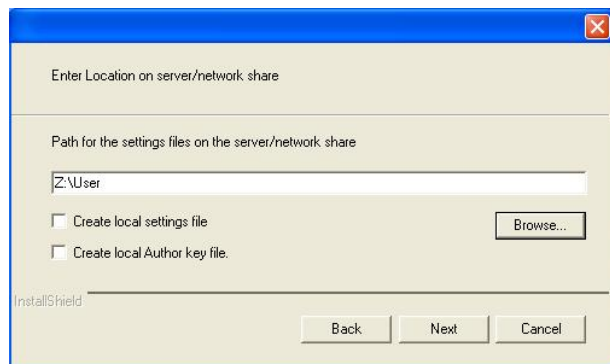
3. A dialog opens. Enter the path⁴ to the School location (School Library and Projects) on server. Select the folder on the server where the School location has been installed (in step 3 of the Server setup).

If you check the option **Use local copy**, this client will get its own private copy of the School Library and Projects (*not recommended*). This means that changes on the network are not visible by this client and the client cannot make changes on the network.  Click **Next**.

4. A second dialog appears. Enter the path⁴ to the user location on the server (hardware settings, preferences, 'Favorite locations', and Author key file). Select the directory on the server where the user location has been installed.

There are two additional options:

when the option **Create local settings** is not marked (default), this client will use



³ Coach 6 Lite can be installed parallel to another Coach product.

⁴ Paths can be entered using drive letters or UNC-paths ('\\servername\etc) can be used.

the user settings from the server. Otherwise this client's hardware settings and favorite locations are stored locally.

when the option **Create local Author key** is marked (default is unmarked) a local Author key file will be created. This means that changes of the Author key will be visible to this machine only.

☞ Click **Next**.

5. The installation of the client will start. Files will be created according to the settings in the previous steps. After installation, the client will have a program group with shortcuts to the Coach on the network location. Obviously, the network mount should stay valid in order to be able to start Coach with such a shortcut.

3.3. 'Silent' Client setup

During installation, it is possible to generate a script that can be used to automatically configure all other clients on the network. This setup can be performed 'silently'. To do this:

- on one client run the following command from a DOS command line in the Coach 6 installation folder on the server location: **ClientSetup.exe /r /f1"c:\setup.iss"**. The script file given behind the option /f1 will be created. If this option is omitted, the script file is created in the [Windir] folder (standard Windows installation folder).
- The client setup dialogs appear as described above. Enter the required information. After installation, the installation script file 'setup.iss' will have been generated in the indicated folder ("c:\setup.iss" in the example).
- Copy this script to a location on the server where all clients can read.
- On other network clients, run **ClientSetup.exe /s /v/qn /f1"<path to setup.iss>"**

from the Coach 6 installation folder on the server. Then installation of the client will be done silently, i.e. without any user interaction, *provided that* driver signing warnings is turned off on all clients where you want to run this script (see page 5). By running the script file from another script file, it is possible to configure multiple clients at once.

Note:

- If you want to have different settings on a few clients, it is possible to configure all clients automatically, and then run the Client setup on those clients where you want to have different settings. To be able to do this, it is necessary, however, to first uninstall the CMA Coach 6 Client setup from these machines.
- In the same way, it is possible to repair or uninstall clients 'silently'. When running clientsetup.exe after it is installed already, the dialog to repair or uninstall the client setup will appear. If clientsetup.exe is started from a command line with the same options as above, also a script file will be generated for the repair or uninstall process. This script file can be applied to all clients automatically.

3.4. Updating the installation on a network

If any updates of Coach 6 Studio MV are available, it is in general only necessary to run the update installer on one machine. Before installation, remove all files that have been copied onto the server for an earlier server setup. At the end of the update process, again press the button **Server setup**, to transfer the new files to the server (or run **ServerSetup.exe** manually).