Karamba 3D

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Software Installation
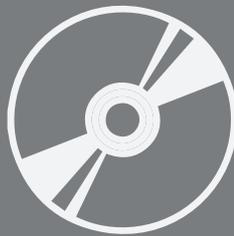
For use by:	Students, Employees
Version:	2.0
Date:	04-11-2020
Owner:	@Hok

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Installation of Karamba3D
For Rhino 6

Before you begin
The following instructions are supported by TU Delft and have been tested to be working. We are offering this manual to you as an extra service. In the event you have a different configuration or version of the OS to the one described here and you have problems connecting, we advise you to contact your nearest Service Desk, Student IT Desk (SID) or Workstation services (WPS).

Prerequisites
Rhino 6 (with latest SR) needs to be installed before installing Karamba3D. Also make sure that any previous version from Karamba3D is uninstalled and removed from the Rhino folder in C:\Program Files\Rhino 6\Plug-ins. To be able to use the full version of Karamba3D you always need to be connected to the TU Delft campus network via eduroam, a wired or VPN connection.

Installation

Step 1. Download **Karamba3D_1_3_3_RH6_xxxxxx. msi** installer file from **software.tudelft.nl**. You can find it under section **Rhinoceros Plug-ins**. Also download the **Karamba3D License**, which you will need later.

Step 2. In your download folder, launch the .msi file that has been downloaded.
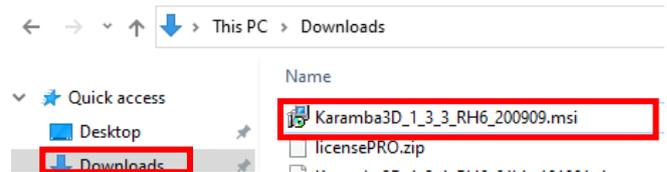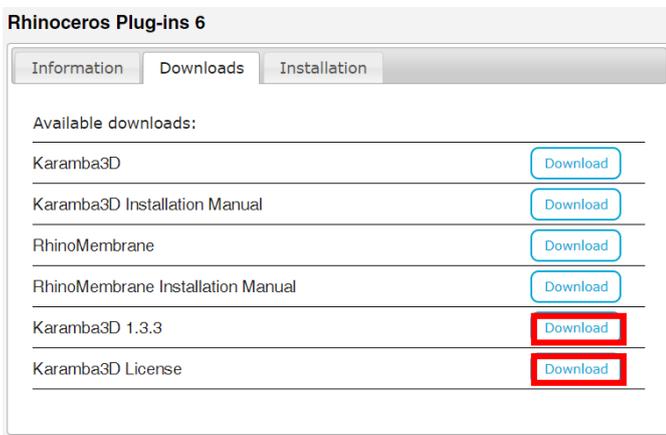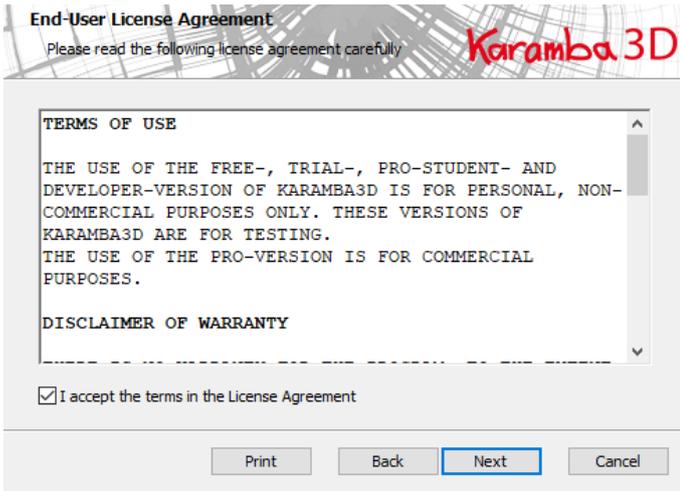

Step 3. First, run the msi file, then select "FULL" and "SI Units" when prompted and continue with **Next**.
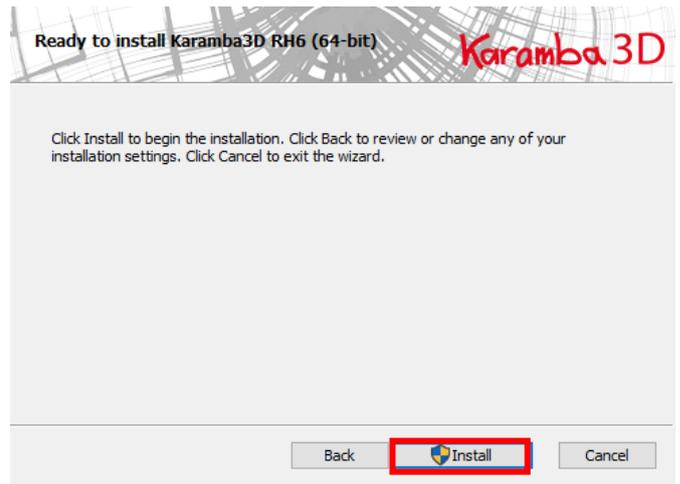

Step 4. Click **Next** if you installed Rhino to the default location otherwise click browse and select the correct location. Afterwards press next.
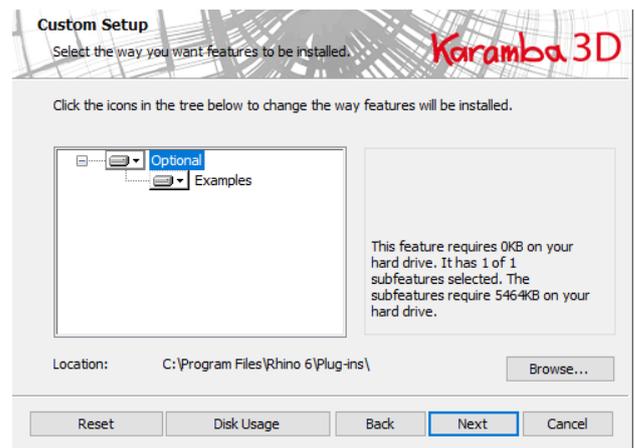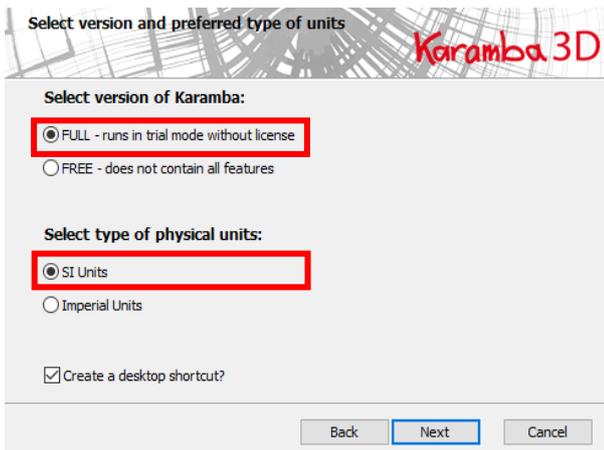
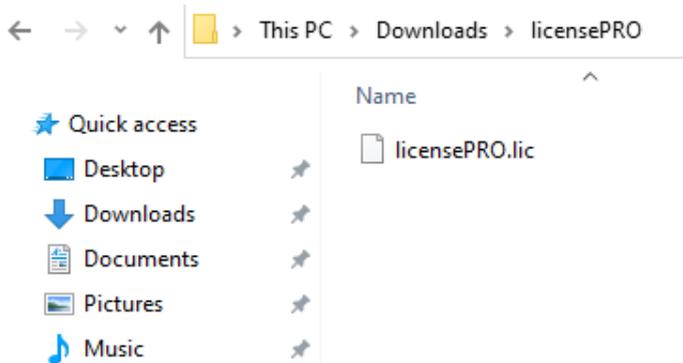Step 5. Accept the license agreement and click **Next**.

Step 6. Click **Install**. When asked if you want to allow the program to make changes, select yes.
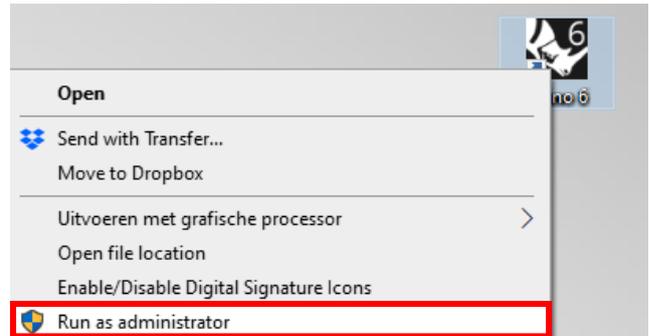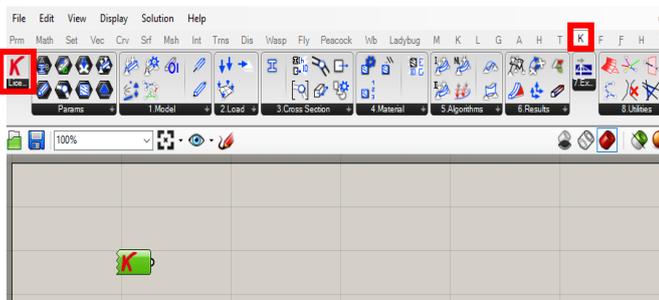

Activating the license

Step 1. In your downloads, first **extract licensePRO.zip** that you have downloaded before from TU Delft Software. Open the folder and you will see the licensePRO.lic file there.
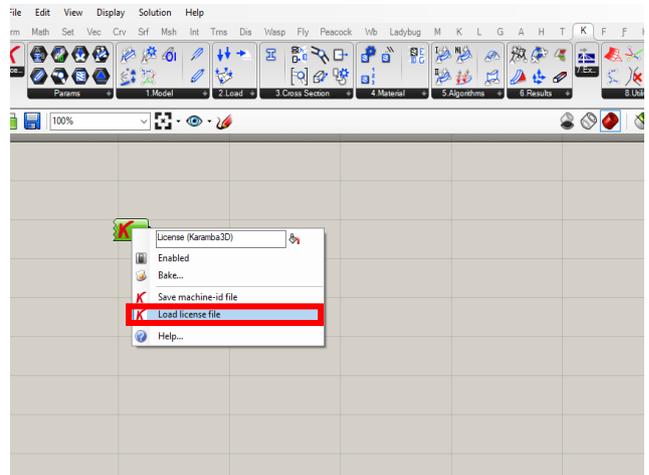

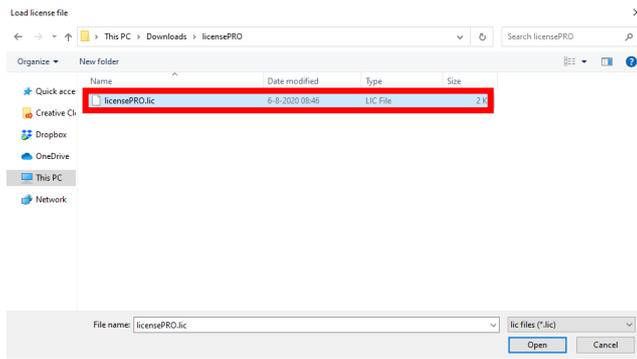Step 2. Right-click on Rhino 6 and **Run as administrator**.

Step 3. Launch Grasshopper, go to the **Karamba3D** tab and place the License component on your canvas.
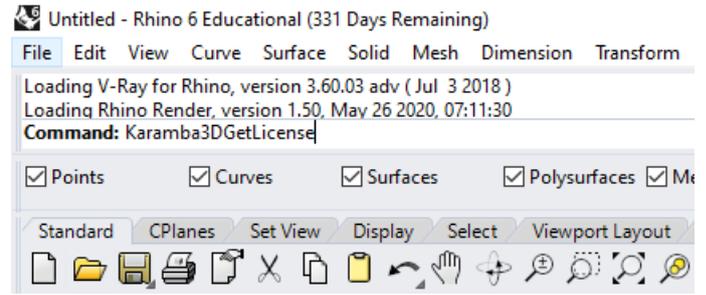

Step 4. Right-click the component and select **Load license file**

Step 5. Open the licensePRO.lic file. You have now copied the Karamba license for Rhino 6. Proceed through the pop-up and restart Rhino 6.
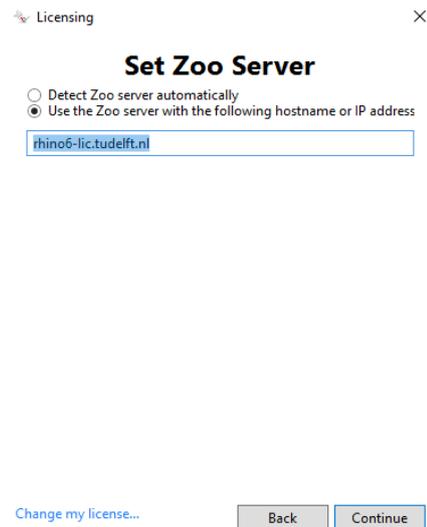

Step 6. After restarting Rhino 6, type the following command: **Karamba3DGetLicense** and hit enter.

Step 7. After restarting Rhino 6, type the following command: **Karamba3DGetLicense** and hit enter. In the licensing menu, select Use the Zoo.
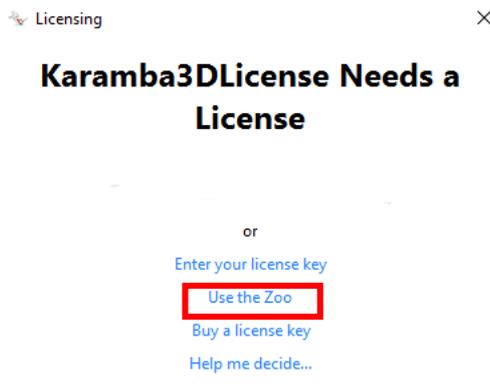
Step 8. Select the option to manually enter the hostname and enter **rhino6-lic.tudelft.nl** to continue.

Step 9. Your license is now activated! In Grasshopper you can check the properties and validity of your license by adding a panel to the Karamba License component.