

# AUTODESK IMAGEMODELER 2009 SERVICE PACK 1 FOR MICROSOFT WINDOWS AND APPLE MAC OS X

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## README FIRST

You will find in this document the instructions to install and register Autodesk® ImageModeler™ 2009 software Service Pack 1, (Service Pack 1) as well as a list of known issues and limitations. Should you encounter issues that are not listed in this document, visit the “Services & Support” section of ImageModeler software’s product center in search for potential solutions or workaround to those issues at:

[HTTP://WWW.AUTODESK.COM/IMAGEMODELER](http://www.autodesk.com/imagemodeler)

### Installation & Licensing

#### Product installation

Before you install ImageModeler 2009, you need to verify that you have the administrative rights on your system, and also that your system meets the minimum requirements for running ImageModeler. You can find details on the system requirements by clicking on the link later in this document.

#### Installing Service Pack 1 License on a machine that has ImageModeler 2009 License already installed

1. Close all opened applications
2. Do one of the following:
  - a. Windows® operating system:
    - i. Download ImageModeler\_2009\_SP1\_En\_Win\_32bit.exe file that and double click on it

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- ii. You will then be prompted for a “destination folder”. Note that this folder is not where the application will be installed, but rather, where the setup files will be extracted so the installation wizard can run. We thus recommend you use the default path proposed at this step. This folder can be deleted once the installation is complete.
  - iii. Once the file extraction is completed, the installation wizard will be launched automatically. If it is not, browse to the folder where you extracted the files and double click on setup.exe
  - iv. Accept the license agreement displayed by clicking on “I agree” and then on *Next*
  - v. The installer will then detect your previous version and will automatically install the service pack files in ImageModeler 2009 directory, hence overwriting the previous files.
  - vi. Click OK once the install has finished
- b. Apple Mac® operating system:
- i. Download the ImageModeler\_2009\_SP1\_En\_Mac\_OSX.dmg file and double click on it
  - ii. A finder window opens with the installation files. Double click on the .mpkg file to launch the installation wizard
  - iii. Accept the license agreement displayed by clicking on “I agree” and then on *Continue*
  - iv. Select your destination volume, i.e. the location in which you would like to install ImageModeler
  - v. Click on *Continue*
  - vi. Click OK once the install has finished.

## Installing Service Pack 1 license on a machine that has no license of ImageModeler 2009 already installed

1. Close all opened applications
2. Do one of the following:
  - a. Windows:

- i. **Download**  
ImageModeler\_2009\_SP1\_En\_Win\_32bit.exe file that and double click on it
    - ii. You will then be prompted for a “destination folder”. Note that this folder is not where the application will be installed, but rather, where the setup files will be extracted so the installation wizard can run. We thus recommend you use the default path proposed at this step. This folder can be deleted once the installation is complete.
    - iii. Once the file extraction is completed, the installation wizard will be launched automatically. If it is not, browse to the folder where you extracted the files and double click on setup.exe
  - b. **Mac:** download the ImageModeler\_2009\_SP1\_En\_Mac\_OSX.dmg file and double click on it — a finder window opens with the installation files. Double click on the .mpkg file to launch the installation wizard. Follow the on screen instructions from this point on
3. Review the Autodesk Software License Agreement (SLA) for your country or region. You must accept this SLA to proceed with the installation
  4. Choose your country or region, click I Accept, and then click Next.
- NOTE: If you do not agree to the terms of the SLA and wish to terminate the installation, click Cancel.
5. Choose one of the following:
    - a. Windows Standard Installation - all the program components and tutorial files are installed in the default directory, c:\Program Files\Autodesk\
    - b. Windows Compact Installation – only the application will be installed in the default directory, c:\Program Files\Autodesk
    - c. Windows Custom Installation - allows you to choose whether you want to install the tutorial files, and also to choose the directory where you would like ImageModeler to be installed.
    - d. Mac Default Installation – choose the destination volume and install.
  6. The ImageModeler installation wizard then installs the rest of the components.
  7. Click OK once the install has finished.

NOTE If Apple® QuickTime® application program is not installed on your Windows machine, you will be prompted to download and install it. Without

QuickTime you will not be able to load panoramas in Apple QuickTime format (\*.mov).

If you choose not to install the tutorials during the custom install, you can download them from [HTTP://WWW.AUTODESK.COM/IMAGEMODELER](http://www.autodesk.com/imagemodeler)

## Uninstalling Service Pack 1 License

Uninstalling Service Pack 1 license will also remove the ImageModeler 2009 license from your machine. To revert to ImageModeler 2009 you will need to reinstall it.

To uninstall ImageModeler license from Windows machines:

- Select **Programs > Autodesk > ImageModeler 2009> Uninstall ImageModeler**

To uninstall ImageModeler license from Mac machines:

- Delete this folder: /Application/Autodesk/ImageModeler2009

## Online Registration and License Activation

Before you can activate your license for ImageModeler, you need to go through the Autodesk registration process. You can register and activate ImageModeler either when you start the program or while running the product.

Note: If you have already activated a license ImageModeler 2009, you do not need to go through this process again after installing Service Pack 1.

## To create a user account and activate ImageModeler license

1. Launch the application
2. In the *Product Activation* dialog box, select '*Activate the Product*'. If that dialog box doesn't appear, simply go to the Menu *Help* and Select "*Activate...*"
3. Enter the serial number and product key provided to you on your product purchase confirmation email
4. On the Register Today page, select '*Get an Activation Code*' and click *Next*.

5. From the Log In page, click the link '*Create a User ID Now*'
6. Begin filling out your personalization data and password on the *Create User ID* page and click *Next*.
7. Complete your personalization data on the Account Information page and click *Next*.
8. On the *Choose Account* page, make sure your user account is selected and click *Next*.
9. You are notified of registration and activation status on the *Registration Activation Confirmation page*.
10. Click *Finish*.

### To activate an ImageModeler license using an existing user account

1. Launch the application
2. In the Product Activation dialog box, select *Activate*.
3. On the Register Today page, select *Get an Activation Code* and click *Next*.
4. Enter your User ID and Password and then click Log In.
5. On the Choose Account page, make sure your user account is selected and click *Next*.
6. You are notified of registration and activation status on the *Registration Activation Confirmation page*.
7. Click *Finish*.

### System Requirements

The system requirements to run ImageModeler are documented in the installation guide, as well as in the following location:  
<http://autodesk.com/imagemodeler>

### Important note for 64-bit operating systems

Users running ImageModeler 2009 on 64-bit operating systems may experience random problems in different parts of the application. As stated in the system requirements, this version is only supported on 32-bit operating systems.

## Known Issues & Limitations

- Undo-redo functionality: intensive use of undo/redo actions can lead to software instability.
- Undo functionality is not available for all actions; as a result, some undo actions are applied to more than just the previous action.
- Import OBJ: ImageModeler does not properly import textures/materials from .obj files when the associated \*.mtl files (material files) contain spaces in the description of the texture file names.
- When running ImageModeler in trial mode, a modification of the operating system's date prevents the application from starting again. The only workaround is to activate the ImageModeler license using the serial number provided to you at the time of purchase.
- ImageModeler on Mac cannot read projects saved on a PC version of ImageModeler due to special encodings UTF-16.
- Some labels of locators or rulers can be hidden by existing 3D objects in the 3D view.
- On the Windows version, assigning an existing texture on an object overrides the existing UV mapping with a new planar projection.