

**Autodesk®**  
MotionBuilder® 2009  
Installation Guide



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111 McInnis Parkway

San Rafael, CA 94903, USA

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# Introduction



Welcome to Autodesk®MotionBuilder 2009.

This Guide describes the process of installation and licensing MotionBuilder 2009 on a Windows operating system. See [Installing MotionBuilder on a Windows Platform](#) on page 3.

If you only want to install the license server tools, see [Installing the License Server Software](#) on page 7.

When you have finished installing MotionBuilder, proceed to the licensing chapter: [Licensing MotionBuilder](#) on page 11.



# Installing MotionBuilder on a Windows Platform

# 2

This chapter describes how to install MotionBuilder on Microsoft® Windows® XP Professional, Windows XP Professional x64 Edition, or Windows Vista® Business x64 Edition.

**Before starting, review the following installation steps:**

- 1 Verify your system meets the recommended minimum system requirements. See [Recommended Minimum System Requirements](#) on page 3.
- 2 Install MotionBuilder. See [Installing MotionBuilder](#) on page 4.
- 3 Run MotionBuilder and install your license. See [Licensing MotionBuilder](#) on page 11.

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**NOTE** The installation procedure may have changed since the printing of this document. Refer to the *MotionBuilder 2009 Release Notes* posted to the Autodesk MotionBuilder product web site at <http://www.autodesk.com/motionbuilder> for information about any changes before proceeding with your installation.

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## Recommended Minimum System Requirements

Autodesk certifies certain computer system configurations that meet the requirements to work with MotionBuilder.

You can examine your system capabilities using system diagnostic tools. To open these tools, select Start > Programs > Accessories > System Tools > System Information.

Check your system capabilities against the following table:

Category	Values
Hardware	32-bit Intel® or AMD® Athlon®-based PC systems or 64-bit Intel or AMD Athlon-based PC systems with a DVD-ROM Drive
Graphics	A qualified OpenGL® graphics card. For information on qualified system requirements, please visit: <a href="http://www.autodesk.com/motionbuilder-qualified-hardware">http://www.autodesk.com/motionbuilder-qualified-hardware</a> .
Operating system	Microsoft Windows XP Professional Service Pack 2 (SP3 highly recommended), Windows XP Professional x64 Edition or Windows Vista Business x64 Edition
Memory	1 GB of RAM (4 GB recommended)
Disk space	600 MB of free disk space
Other software	Microsoft Internet Explorer® 6.0 or higher, Mozilla® Firefox® 2.0 or higher, or Netscape® 7 or higher

It is recommended that you use MotionBuilder software with a three-button mouse. Otherwise, you cannot use keyboard shortcuts that require the middle mouse button.

**NOTE** Windows does not automatically install OpenGL drivers. You must access the Web site of your graphics card manufacturer and download the qualified Windows OpenGL driver(s) for your operating system.

## Installing MotionBuilder

The following steps describe how to install MotionBuilder.

- 1 Insert the MotionBuilder DVD-ROM into your DVD-ROM drive.

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**NOTE** If the installation does not start automatically, double-click the *autorun.exe* file in the root of the DVD-ROM.

---

The autorun launches and the MotionBuilder splash displays.

---

**NOTE** If you already have MotionBuilder 2009 installed on your computer, the installation process will first remove the installed version and re-install a fresh version.

---

- 2 Click the Install MotionBuilder 2009 link and follow the installation instructions on the screen.

After the installation process has finished, you have the option to view the *readme.txt* file that lists the changes to the software, the resolved and unresolved issues, including any limitations deemed important to document.

## Installation Setup Type

MotionBuilder has two Setup Type options available for you to install: Typical and Custom.

### Typical

The typical setup type installs the following components:

- MotionBuilder application
- MotionBuilder Help, Open Reality SDK Help, and Python Scripting Help files
- Gobos
- Documentation
- Learning Movies
- Tutorial sample files
- Sample files

## Custom

The Custom setup type gives you a choice of components to install. Following is a list of components included in the Custom setup type:

---

**NOTE** If you are installing MotionBuilder on a 64-bit OS, the MotionBuilder 64-bit version will be installed by default on your system. If you wish to install the 32-bit version of unless you choose to install the MotionBuilder 32-bit version MotionBuilder, you need to select the Custom installation and choose the 32-bit component.

---

- Components available in the typical setup type
- Open Reality SDK core elements and samples
- Python Scripting environment and samples
- Server license software
- Client license tools
- Gobos
- Sample files

---

**NOTE** The Server license software is required only if you are installing MotionBuilder on a License server.

---

## Installing the ClipArt

MotionBuilder ships with additional sample files. These sample files can be found in the ClipArt folder.

**To install the ClipArt content to your computer:**

- 1 Go to the *ClipArt* folder on the DVD.
- 2 Right-click the *ClipArt* folder and choose Copy.
- 3 Go to a location on your computer where you want to copy the *ClipArt* content, right-click and choose Paste.

# Installing the License Server Software

# 3

Consult this chapter if you are setting up a floating license server for MotionBuilder licenses. For more details on licensing, see [Licensing MotionBuilder](#) on page 11.

---

**NOTE** The default installation path for the License Server tools on the Windows XP 32-bit version is *C:\Program Files\Common Files\Alias Shared\Licensing\bin* and on the Windows XP 64-bit version and Windows Vista is *C:\Program Files (x86)\Common Files\Alias Shared\Licensing\bin*.

---

## Licensing Server Installation

Choose a custom installation and deselect all features to be installed except for the licensing software.

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**NOTE** To have access to the server license tools, you must do a Custom installation and choose to install the Server Licensing Software and Client License Tools.

---

You cannot deselect installation of the MotionBuilder application. You must install MotionBuilder to install the license server. For more information, see [Installation Setup Type](#) on page 5.

## Verifying License Server Installation

If you are installing floating licenses, you must verify that you have the correct version of the license server software.

### To verify the license server version on the Windows XP 32-bit version:

1 At the Command Prompt, type:

```
C:\Program Files\Common Files\ Alias Shared\Licensing\etc\lmgrd -v
```

2 At the Command Prompt, type:

```
C:\Program Files\Common Files\ Alias Shared\Licensing\bin\lmutil.exe -v
```

You should have version 11.5.0.0 installed for both. If not, update the license software on the license server from the MotionBuilder installation distribution.

### To verify the license server version on the Windows XP 64-bit version and on the Windows Vista:

1 At the Command Prompt, type:

```
C:\Program Files (x86)\Common Files\ Alias Shared\Licensing\etc\lmgrd -v
```

2 At the Command Prompt, type:

```
C:\Program Files (x86)\Common Files\ Alias Shared\Licensing\bin\lmutil.exe -v
```

You should have version 11.5.0.0 installed for both. If not, update the license software on the license server from the MotionBuilder installation distribution.

## License Server Management

### To set options and start the license server:

- 1 Select Start > Programs > Autodesk > Common Utilities > FlexLM License Utilities.
- 2 In the LMTOOLS window, click the Service/License File tab and select the Configuration using Services option.
- 3 Click the Config Services tab.
- 4 Turn on Use Services.
- 5 Turn on Start Server at Power Up.

- 6 Check that the values shown are correct:
  - The path to the *lmgrd.exe* file on the Windows XP 32-bit version is *C:\Program Files\Common Files\Alias Shared\licensing\etc\* and on the Windows XP 64-bit version and Windows Vista is *C:\Program Files (x86)\Common Files\Alias Shared\licensing\etc\*.
  - The path to the *aw\_<servername>.dat* license file is *C:\FLEXLM\*.  
Servername is the name of the license server machine.

---

**NOTE** The path to the debug file is optional and can be left blank.

---

- 7 Click Save Service.
- 8 Click the Start/Stop/Reread tab and click Start Server.

#### **To confirm the license server operation:**

- 1 Click the Server Status tab.
  - 2 Click Perform Status Enquiry.
- If the license server is up, the window displays:

```
<servername>:license server UP (MASTER)
```

Where <servername> is the license server computer name. The text area should also list the products/features and the number of logins you have.

- 3 Close LMTOOLS.

#### **To stop and start the license server:**

- 1 On the machine you want to license, click the Start menu and navigate to the Autodesk program group.
- 2 From Common Utilities, select FlexLM License Utilities.
- 3 In the LMTOOLS window, select the Service/License File tab and make sure Configuration using Services is turned on.
- 4 Click the Start/Stop/Reread tab and click the Stop Server and then the Start Server buttons.

#### **Checking the License Server Status**

You can use the Windows Task Manager to verify whether the license server is running. Do the following steps on the license server computer:

- 1 Press *Ctrl-Alt-Delete* on your keyboard.

- 2 Click Task Manager.

- 3 Select the Processes tab.

If *lmgrd.exe* and *sgiawd.exe* are in the list of processes, the license server is up. If neither are in the list, the license server is down. If only one is in the list, the license server is partially up. In this case, restart the computer.

# Licensing MotionBuilder

# 4

You must have a software license to run MotionBuilder. A license is a coded record of your software purchase. The license resides in a license file on your machine or a license server machine. Whenever a MotionBuilder session is launched, the license management software, FLEXlm, searches the license file to check out a license for that session.

Before licensing MotionBuilder, you must identify which type of license you have and then follow the appropriate licensing steps. There are two types of licenses: node-locked or floating.

## **Node-locked License**

A node-locked license lets you run MotionBuilder only on the computer where the license is installed. If you are running MotionBuilder on a single computer, see [Installing a Node-locked License](#) on page 11.

## **Floating License**

A floating license lets several users run MotionBuilder from any computer on the same network. For example, if you install a license for five users on your network, up to five machines can run MotionBuilder at one time.

If you are running MotionBuilder on a network or want to add additional licenses to a floating license, see [Installing a Floating License](#) on page 14.

## **Installing a Node-locked License**

The following procedures explain how to install a node-locked (single-computer) license. These instructions apply to all supported operating systems.

- 1 Locate your serial number.

When you have a single-computer (node-locked) version of MotionBuilder, you receive a serial number in one of the following ways:

- Printed on the MotionBuilder DVD case (package available from selected resellers).
- E-mailed or otherwise sent directly from the reseller where you obtained your copy of MotionBuilder.
- E-mailed directly from Autodesk.

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**NOTE** E-mail filters may prevent you from seeing your license e-mail. If you have not received an e-mail as expected, look in your spam folder for an e-mail from <eregconfirmations@autodesk.com> with the subject line “Autodesk Registration & Activations”.

---

You need a serial number in order to activate MotionBuilder. If you did not receive a serial number, contact your local Autodesk sales office or your reseller, or see [Obtain a License](#) on page 14.

If you are installing a floating license, serial numbers are not included in the package. In this case, your reseller or Autodesk will e-mail you a serial number. See [Installing a Floating License](#) on page 14.

2 If you have not already installed MotionBuilder, do so now. See [Installing MotionBuilder on a Windows Platform](#) on page 3

3 When you complete the install, start MotionBuilder.

The Product Configuration dialog box appears.

This dialog box lists the tasks you need to complete to license MotionBuilder. Select I have a serial number that I need to activate and click Next.

A dialog box appears prompting you to choose a serial number appears.

4 Choose which type of serial number you have been issued and then click Next.

5 Enter your serial number and click Next. Continue following the instructions.

A dialog box appears asking you to select the method for submitting your activation request.

You need to request an activation either online using a Web browser or by e-mail, phone, or fax. By default, only the Web browser method is listed, but you can click Show all ways of making an activation request to see all methods.

**6** Select the appropriate method and click Next.

- If you are requesting your activation via the Web site, choose your browser in the next screen. Your browser launches and takes you to the Autodesk Web site.

On the Autodesk Product Activation web site, fill out the form that is shown. Follow the online instructions to obtain your license.

When you successfully submit the form, your license is displayed on the Web page and is sent to the e-mail address you entered on the Registration page.

**7** Select the appropriate method and click Next.

- If you are requesting your activation via the Web site, choose your browser in the next screen. Your browser launches and takes you to the Autodesk Web site.

On the Autodesk Product Activation web site, fill out the form that is shown. Follow the online instructions to obtain your license.

When you successfully submit the form, your license is displayed on the Web page and is sent to the e-mail address you entered on the Registration page.

- If you selected phone, fax, or e-mail, you are prompted to enter all the information Autodesk requires to process your activation request. At the end of the entry process, you are prompted to e-mail the message to Autodesk, or print the document to be faxed or mailed. Note that this method can take several days to process.

**8** Once you have your license, click Next.

If you received your license by fax, or mail, you may need to open the Product Configuration dialog box again. You can launch it by doing the following:

- Start MotionBuilder.
- From the Start menu, select Program Files > Autodesk > MotionBuilder 2009 > Product Configuration Wizard.
- In the Product Configuration Wizard main screen, select "I have a license that I need to install." and click "Next".

**9** In the dialog box that displays, copy and paste the license into the blank field and click Next.

This automatically installs your node-locked license and you are shown the License Installation Results window.

---

**NOTE** The Product Configuration Wizard may display a message indicating that you do not have permission to save the license file. You need to have permissions to move or save files to the C:\FLEXLM directory. Talk to a system administrator to get the proper permissions set for this directory.

---

## Installing a Floating License

If you have installed MotionBuilder and have a floating license, follow these steps to install a floating license:

- [Obtain a License](#) on page 14
- [Install obtained licenses](#) on page 16
- [Additional setup for floating licenses](#) on page 18
- [Setting up each client](#) on page 18
- [Confirm MotionBuilder installation and licensing](#) on page 19

### Obtain a License

The following procedures explain how to install a floating license.

#### 1 Locate your serial number.

When you have a floating version of MotionBuilder, you receive a serial number in one of the following ways:

- E-mailed or otherwise sent directly from the reseller where you obtained your copy of MotionBuilder.
- E-mailed directly from Autodesk.

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**NOTE** E-mail filters may prevent you from seeing your license e-mail. If you have not received an e-mail as expected, look in your spam folder for an e-mail from <eregconfirmations@autodesk.com> with the subject line “Autodesk Registration & Activations”.

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You need a serial number in order to activate MotionBuilder. If you did not receive a serial number, contact your local Autodesk sales office or your reseller, or see [If You do Not Have a Serial Number](#) on page 16.

If you are installing a floating license, serial numbers are not included in the package. In this case, your reseller or Autodesk will e-mail you a serial number. See [Installing a Floating License](#) on page 14.

- 2 If you have not already installed MotionBuilder, do so now. See [Installing MotionBuilder on a Windows Platform](#) on page 3.

- 3 Start MotionBuilder.

The Product Configuration dialog box appears. This dialog box lists the tasks you need to complete to license MotionBuilder.

- 4 Select I have a serial number that I need to activate and click Next.

A dialog box prompting you to enter your serial number appears.

- 5 Enter your serial number and click Next.

At some point, you will be requested to select the method for submitting your license request.

You need to request a license either online using a Web browser or by e-mail, phone, or fax. By default, only the Web browser method is listed, but you can click Show all ways of making an activation request to see all methods.

- 6 Select the appropriate method and click Next.

- If you are requesting your license via the Web site, choose your browser in the next screen. Your browser launches and takes you to the Autodesk Web site.

On the Autodesk Product Activation web site, fill out the form that is shown. Follow the online instructions to obtain your license.

When you successfully submit the form, your license displays on the Web page and is sent to the e-mail address you entered on the Registration page.

- If you selected phone, fax, or e-mail, you are prompted to enter all the information Autodesk requires to process your license request. At the end of the entry process, you are prompted to e-mail the message to Autodesk, or print the document to be faxed or mailed. Note that this can take several days to process.

- 7 Once you have received your license, click Next.

If you received your license by fax, or mail, you may need to open the Product Configuration dialog box again. You can launch it by doing the following:

- Start MotionBuilder

- From the Start menu, select Program Files > Autodesk > MotionBuilder > Product Configuration Wizard.
  - In the Product Configuration Wizard main screen, select "I have a license that I need to install." and click "Next".
- 8 In the dialog box that displays, select whether you want to paste or type the license or have your license read from a file and click Next.
- If you selected I would like to type or paste in my license file, the Enter License data dialog box appears:  
Type or paste your license in the blank field and click Next.
  - If you selected I would like to install my license from a file, the License File Selection dialog box appears:  
Browse for the file and click Next.  
This automatically installs your node-locked license and you are prompted to start MotionBuilder.

---

**NOTE** The Product Configuration Wizard may display a message indicating that you do not have permission to save the license file. You need to have permissions to move or save files to the C:\FLEXLM directory. Talk to a system administrator to get the proper permissions set for this directory.

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### **If You do Not Have a Serial Number**

If you do not have a serial number, send a request to Autodesk.

The instructions in this section refer to the manual installation of licenses. You need to follow these instructions if you have not received a serial number.

### **Install Obtained Licenses**

If your license was not installed and you have obtained a valid MotionBuilder license from your reseller or Autodesk, follow these instructions for either node-locked or floating licenses:

- 1 [Complete Prerequisites](#) on page 17
- 2 [Install your product license](#) on page 17

For floating licenses, you must complete additional instructions. See [Additional setup for floating licenses](#) on page 18.

## Complete Prerequisites

Before you install licenses, make sure you have done the following:

- Install MotionBuilder (you must at least have MotionBuilder licensing software installed).
- Obtain your license in an e-mail from Autodesk.
- Verify that the server and clients each have a C: drive in order for the licenses to be served properly.

## Install Your Product License

For floating licenses, perform these steps on the license server machine. For node-locked licenses, perform these steps on each machine running MotionBuilder.

- 1 When you have received your license, from the Start menu, go to Program Files > Autodesk > MotionBuilder > Product Configuration Wizard.
- 2 In the Product Configuration Wizard main screen, select “I have a license that I need to install.” and click “Next”.
- 3 Choose an option from the License Installation Method dialog box and click Next. You can choose to install your license by typing or pasting the license into a field, or by selecting a license file.
- 4 Depending on which option you selected in step 4, do one of the following:
  - Type or paste your license into the text box
  - Browse to select your license file

---

**NOTE** It is strongly recommended that you install the license to the default location. If you want to install the license to another location, turn off the Install to default license file option at the bottom of these dialog boxes. A file browser dialog box appears prompting you for a location to save the license file.

---

The Product Configuration Wizard validates the license and notifies you of any problems during the process.

If you receive an error notification during the process, make sure you have entered the license correctly, and chosen the correct license file.

For more information on the messages that appear during the licensing process, click Details. You may need to give this information to an Autodesk Support representative.

This concludes the process of licensing MotionBuilder if you obtained a node-locked license from Autodesk. Proceed to [Confirm MotionBuilder installation and licensing](#) on page 19.

If you are installing a floating license, continue with [Additional setup for floating licenses](#) on page 18.

### **Additional Setup for Floating Licenses**

To configure your machines to serve and receive licenses across a network, you must set up the license server, then set up each client computer. (Servers can serve a license to themselves.)

---

**NOTE** If you are serving MotionBuilder licenses, we strongly recommend that you install the current version of the server software on the license server and restart the license server. The server and clients must each have a C: drive in order for the licenses to be served properly.

---

**NOTE** Your license server can serve licenses to workstations on all supported platforms. This requires that the computers are able to access each other via TCP/IP.

---

### **Setting up Each Client**

To set up each client, you must add information to the `aw_servername.dat` file for each client computer.

---

**NOTE** You can run MotionBuilder locally on the license server computer using its existing `aw_servername.dat` or `aw_server.dat` file, so you do not need to do the following steps on the server.

---

#### **To set up a Windows client**

- 1 Make sure the license server and Windows client can access each other through your TCP/IP network.
- 2 From the Start menu, choose Programs > Autodesk > MotionBuilder > Product Configuration Wizard.
- 3 In the Product Configuration Wizard main screen, select "I have a license that I need to install." and click "Next".

The Install License screen of the Product Configuration Wizard appears.

- 4 Choose I would like to type or paste in my license file and click Next.
- 5 In the text area provided, type or copy the first line from the license text provided by Autodesk.

For example, from a server using an ethernet address:

```
SERVER server 0 7111
```

or from a server using a FLEXID:

```
SERVER server FLEXID=7-b1234a12 7111
```

- 6 Change the word server in the first line to match your machine name. For example, if the machine is *myserver*, the first line reads:

```
SERVER myservers 0 7111
```

- 7 On the second line, type the following:

```
USE_SERVER
```

Your text now appears similar to the following example:

```
SERVER myservers 0 7111 USE_SERVER
```

The SERVER and USE\_SERVER lines tell the client which computer serves the licenses.

- 8 Press Enter to leave a blank line at the end.

Errors in the license are highlighted in red; the text turns black when the license is valid.

- 9 Click Next to save the file to the default location, C:\FLEXLM.

The License Installation Results screen appears. You can click Show Details if you want more information on the license that was installed.

While you can go through these steps on each machine, once you have created the first *aw\_servername.dat* file, you can copy it to the default directory on other clients.

This completes the licensing procedure for floating licenses.

---

**NOTE** You can use an IP address instead of the name of the server. For example, a license file named *aw\_myservers.dat* on a client machine that is referencing the IP address looks like this: `SERVER 10.0.0.10 0 7111 USE_SERVER`.

---

## Confirm MotionBuilder Installation and Licensing

Start MotionBuilder to confirm installation and licensing, by choosing Start MotionBuilder from the Start menu or double-click its shortcut on the desktop.

The main MotionBuilder window opens.

The display of the main MotionBuilder window confirms you've installed and licensed MotionBuilder correctly.

If an error message appears instead of the MotionBuilder window, it is possible that you have a licensing problem.

If the Product Configuration Wizard appears, MotionBuilder was unable to find a suitable license. See either [Installing a Node-locked License](#) on page 11 or [Installing a Floating License](#) on page 14.