

SCENE

SCENE WEBSHARE 2GO 2.0 QUICK START GUIDE APRIL 2016 ©FARO Technologies Inc., 2016. All rights reserved.

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Table of Contents

1
2
2
3
3
5
6
6
7
7
7
8
8
8
9

1. Introduction

SCENE WebShare 2Go 2.0 is the portable version of SCENE WebShare Cloud.

You can put the SCENE WebShare Cloud data of one or more scan projects onto a USB stick or any other external storage medium and view these scan projects on a Windows® or MacOS® computer without the need of an online connection.

In order to put the data onto the USB stick, you need to use the WebShare 2Go 2.0 app. This allows you to

- put the SCENE WebShare Cloud export of the currently opened project onto a USB stick,
- show the list of existing projects on a USB stick,
- remove projects from a SCENE WebShare 2Go 2.0 USB stick.

The WebShare 2Go 2.0 app is free of charge for the first 7 days. After that, you need a license in order to run it.

For Windows® computers, SCENE WebShare 2Go 2.0 puts the Chrome® browser onto the storage medium. On MacOS X® computers, the installed Safari® browser is used.



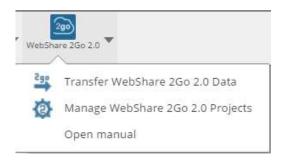
View online tutorials in the Internet at http://tutorial.faroeurope.com to learn more about SCENE and SCENE apps.

2. Installation

- 1. Open SCENE or SCENE LT.
- 2. If a previous version of the app is installed, remove it first.
- 3. Install the WebShare 2Go 2.0 App by doing one of the following:
 - Drag & drop the file (.fpp file) from your file system browser into SCENE or SCENE LT. It does not matter, if you drop it into the App Manager, the Project Overview or even into an open scan project.
 - o Double click the file in your file system browser.
 - Open the App Manager
 - SCENE 6.0: click the **App** button , then the **App** button in the toolbar,
 - SCENE 5.5: click **Tools ▶ Apps**.

The WebShare 2Go 2.0 app will be installed.

4. Once installed, the toolbar in SCENE or SCENE LT should look like that:



3. Licensing

Once installed, you may fully test SCENE WebShare 2Go 2.0 for 7 days without the need of a software license. After the trial period, SCENE WebShare 2Go 2.0will be disabled and you need a license to further use the app.

There are two licensing options for SCENE WebShare 2Go 2.0:

- · Single-user license.
- Network (floating) license

Both types of licenses can be locked either to the computer where SCENE WebShare 2Go 2.0 is installed (soft lock) or to a SCENE USB dongle (hard lock).



For licensing, a third party software Sentinel HASP is used and a licensing software has to be installed on the system to enable licensing of FARO software. This software is automatically installed during the installation of SCENE, but not with SCENE LT. If you are using SCENE WebShare 2Go 2.0 with SCENE LT and the required software is not available, it will automatically be installed by SCENE LT's SCENE WebShare 2Go 2.0 manager.

3.1. Single-User License

A single-user license can be locked either to a computer or to a SCENE USB dongle. You need a SCENE USB dongle in order to use the dongle option. A single-user license locked to an USB dongle is not bound to a single computer and adds mobility of the license between multiple computers. The USB dongle can be attached to an USB port on any computer running SCENE or SCENE LT. Once attached, SCENE WebShare 2Go 2.0 has a valid license and can be used as normal.

Once you have bought a single-user license of SCENE WebShare 2Go 2.0 you will get a product key which consists of 18 numbers. To validate this key and to activate the license, take the following steps:

- 1. If you have a SCENE USB dongle and if you want to lock the license of SCENE WebShare 2Go 2.0 to this dongle, attach it to the computer.
- 2. Start SCENE or SCENE LT.
- 3. Open the **Product Activation** dialog with the App Manager by clicking **Enter License** next to the SCENE WebShare 2Go 2.0 name or with **Help** > **Licensing** (only SCENE).
- 4. The **Product Activation** dialog will show up. Use the automatic activation method via Internet on tab **Automatic Activation**.



Figure 3-1: Automatic Activation

- 5. Enter your product key and click **Activate** (if a SCENE USB dongle is attached you will now be asked whether you would like to lock the license to the computer or to the USB dongle. Make your choice).
- 6. SCENE or SCENE LT will now contact FARO's license server to validate the entered key. Depending on the Internet connection, this process might take up some time.
- 7. Once the key has been successfully validated, the license will be activated and locked to your computer (or USB dongle).



If your single-user license is locked to your computer and if you change your hardware or if you want to use SCENE WebShare 2Go 2.0 on a different computer, you will have to renew the license as it is bound to a system ID. Please contact customer service in that case.

If automatic activation fails

In case the automatic activation fails, please check your Internet connection or enter the product key again and retry. If activation still fails, you may activate SCENE WebShare 2Go 2.0 manually on tab **Manual Activation**.

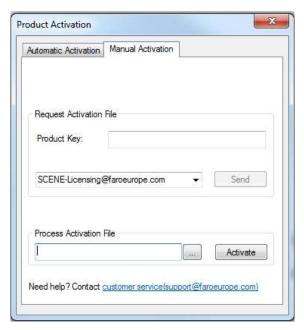


Figure 3-2: Activation dialog - Manual Activation

- 8. Enter your product key and click the **Send** button to create an activation request file (a file with the file extension .ar).
- 9. Send this activation request file to FARO (this activation request file does not contain any private data):
 - In case an E-Mail client is properly installed on your system, an E-Mail with the activation request file attached will automatically be generated. Just send this E-Mail to the provided address.
 - In case an E-Mail client is not installed on your system, you will be prompted to save the file to your hard disk. Please attach this file to an E-Mail and send it to the provided E-mail address.
- 10. Once the E-Mail has been sent to FARO you will receive an automatic E-Mail with an activation file (a file with the extension .v2c).
- 11. Save this file to your hard disk.
- 12. In the **Product Activation** dialog, click the **Manual Activation** tab.
- 13. Browse the activation file in **Process Activation File**, then click **Activate**.

Your product should now be activated and have a permanent license.

3.2. Network Licensing (Floating License)

If you have bought a network license of SCENE WebShare 2Go 2.0, you will receive a license that is linked to a software product key. Like single-user licenses, you can lock network licenses either to a computer (license server) or, if available, to a SCENE USB dongle. To do this and to activate the license, follow the steps described in chapter 3.1.

Network licenses are hosted by a license server computer and will be shared to client computers over the network. If you start SCENE WebShare 2Go 2.0 on any computer in your network it will search the network for available licenses. If one is found, the license will be used for the time SCENE WebShare 2Go 2.0 is started. When disabling SCENE WebShare 2Go 2.0 or closing SCENE or SCENE LT, the license will be released again and will be available to other installations in the network.

To run a computer as a license server licensing software has to be installed on that computer. This is done automatically with the installation of SCENE. If you do not want to install SCENE on the computer that hosts the network licenses, you have to install this software manually. You may find it in the SCENE DVD or in the installation folder of SCENE. The file name of the setup is "haspdinst.exe". Run this installer and follow the prompts.

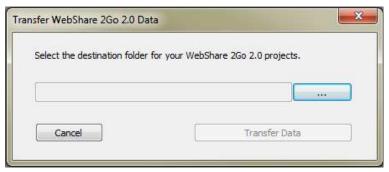
To administrate your network licenses on the license server, open http://localhost:1947/ in an Internet browser on this computer to run the Sentinel Admin Control Center. Please read the online help of this software for more information.

If your license server hosts network licenses of SCENE WebShare 2Go 2.0 that are locked to the computer (and not to an attached USB dongle) you can detach such a network license and bound it to a client computer for a certain period of time. The license can then be used locally on that computer without the need to be connected to the license server. When the detached license expires, it will automatically be disabled on the client computer and restored to the server. For more information, see the online help of the Sentinel Admin Control Center that can be found on your client computer or on the license server under http://localhost:1947/.

For more information on network licensing, please read the SCENE manual.

4. Transfer WebShare 2Go 2.0 Data

- 1. In SCENE, open the scan project which shall be transferred. If this scan project does not have WebShare Cloud export data yet, this data has to be generated first.
- 2. Select the **Transfer WebShare 2Go 2.0 Data** menu entry. The **Transfer** WebShare 2Go 2.0 Data dialog opens.



- 3. Click the ... button to browse to the folder in which the WebShare Cloud data shall be saved, typically a folder on a USB stick or another portable device.
- 4. Click the Transfer Data button to start the data transfer. The WebShare 2Go 2.0 system files will be transferred automatically as well if they're not already present in the destination folder.

5. Working with WebShare 2Go 2.0

As soon as the WebShare Cloud data has been transferred to the target folder, you can switch to that folder in the Windows Explorer and double-click on the file "Start_WebShare_2Go_2.0.bat".

For MacOS X, please double-click on "Start_WebShare_2Go_2.0_on_Mac.command". Please confirm the warning message which might appear.

An internet browser will open and show SCENE WebShare 2Go 2.0 with the transferred projects. You do not need to log in. The handling corresponds to SCENE WebShare Cloud.

The offered features depend on the settings which were made in the WebShare Cloud Export dialog in SCENE. For example, if you have exported the project with a Layout Plan, the plan will be shown in the overview map in WebShare 2Go 2.0.

Please refer to the WebShare Cloud documentation for a more detailed description of the functionality. Please note that not all functions are available in WebShare 2Go 2.0.

The documentation is available at: http://manuals.faro.com/documentation

5.1. File Links of Annotations (Documentation Objects)

You can also put files referenced by links onto the USB stick, e.g. in Annotations (Documentation Objects). The browser will then open the file automatically when the user clicks on the link in the annotation's property page in WebShare 2Go 2.0.

Please proceed as follows:

- In SCENE, open the properties page of an annotation (Documentation Object).
 - Click on the ... button to select a file, e.g. "D:\My Files\My Image.jpg".
 - o Back in the properties dialog, click **Add** to add it to the list of hyperlinks.
- Create the WebShare Cloud data for the project.
- Transfer the WebShare 2Go 2.0 data to your USB stick.
- Open the Windows Exporer on the USB stick.
 - Copy your files, e.g. "My Image.jpg", to the folder "web\ws2go-data\documents". Do not create sub folders below "documents".
 Different files with the same file name are currently not supported.
- Now the WebShare 2Go 2.0 user can open the file by clicking on the link in the properties page of the Annotation. Depending on its type, the file will be opened in a new browser tab, or saved to the downloads folder on his computer.

5.2. 3D View

The 3D View is available in all projects. In contrast to SCENE WebShare Cloud, you can only view a single scan in 3D at once.

5.3. Measurements

You can create measurements in the Overview Map and in the Scan View (both in panorama and 3D mode).

Note that these measurements are temporary and will vanish after you change the project or close the browser.

SCENE WebShare 2Go 2.0 will display all measurements and annotations (documentation objects) that have been preset in the scan project at the time

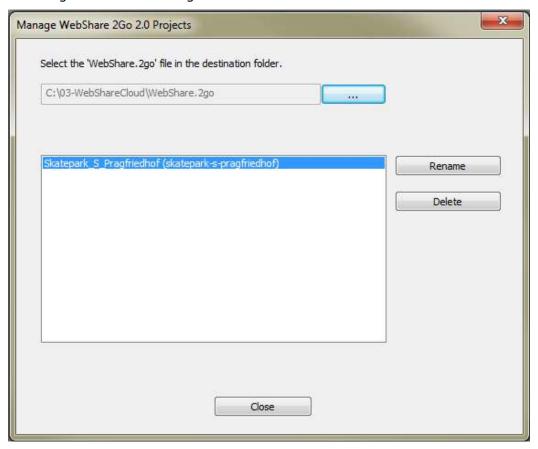
when the SCENE WebShare Cloud data has been created. It is not possible to add permanent measurements or annotations afterwards.

6. Manage WebShare 2Go 2.0 Data

Manage WebShare Cloud 2Go 2.0 projects offers two functions:

- Renaming projects
- · Deleting projects

You can change the pre-selected destination folder with the ... button by selecting the "WebShare.2go" file in another destination folder.



6.1. Rename Projects

- 1. Select one or more (by holding the Ctrl or Shift key) projects to be renamed.
- 2. Click the **Rename** button. A small dialog opens in which you can enter the new name.
- 3. Click the **OK** button.

6.2. Delete Projects

- 1. Select one or more (by holding the Ctrl or Shift key) projects to be deleted.
- 2. Click the **Delete** button. You have to confirm that you really want to delete the projects.
- 3. Click the **Yes** button to delete the projects.

Technical Support

If you have any problem using one of our products, please follow these steps before contacting our Technical Support Team:

- Be sure to read the relevant sections of the documentation to find the help you need.
- Visit the FARO Customer Care area on the Web at www.faro.com to search our technical support database. This is available 24 hours a day 7 days a week.
- Document the problem you are experiencing. Be as specific as you can. The more information you have, the easier the problem will be to solve.
- If you still cannot resolve your problem, have your device's Serial Number available before calling.
- You can also e-mail or fax any problems or questions 24 hours a day.

E-Mails or Faxes sent outside regular working hours usually are answered before 12:00 p.m. the next working day. Should our staff be on other calls, please leave a voice mail message; calls are always returned within 24 hours. Please remember to leave a detailed description of your question and your device's Serial Number. Do not forget to include your name, fax number, telephone number and extension so we can reach you promptly.

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