SuperMap Objects 6
Installation Guide

SuperMap Software Co., Ltd.
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Welcome to the SuperMap Objects installation guide. This guide contains useful information to help you install SuperMap Objects 6 Development Kit on your computer.

First of all, please be sure you have obtained the legal license for using SuperMap Objects 6 from SuperMap Software Co., Ltd. The system would guide you through installing and configuring the License Manager after you had successfully installed SuperMap Objects on your computer. If the license is valid, with the correct configuration, you are able to use the components\(^1\) provided by SuperMap Objects normally.

# 1 System Requirements

## 1.1 Minimum Hardware Requirements

The following are the minimum hardware configuration required by SuperMap Objects Development Kit:

- CPU: Pentium® 600 MHz
- RAM: 512 MB
- Free Disk Space: 400 MB\(^2\)
- Network Card\(^3\)
- 32 M Discrete Video Card with the Driver Installed

## 1.2 Software Requirements

Supported Operating Systems:

\(^1\) To use some components, you need to get the corresponding license for each.
\(^2\) To use the SuperMap Objects Runtime version, the minimum free disk space is 40M.
\(^3\) If the net license is used, the machines licensed by the server machine are required to have the network card installed.
Microsoft Windows 2000 (SP4 and higher)

Microsoft Windows XP (SP2 and higher)

Microsoft Windows Server 2003 (SP1 and higher)

Microsoft Windows Vista

Microsoft Windows Server 2008

Microsoft Windows 7

Other Software Requirements⁴:

- Microsoft Data Access Component 2.7 or higher
- Microsoft XML SDK 4.0
- Microsoft DirectX 9

2 Before Installation

2.1 Getting the Installation Package

There are a couple of ways in which you can get a SuperMap Objects 6 installation package:

- After you purchase SuperMap Objects, you will find an installation disc in the software package.

- Download the installation program from the SuperMap official Website:
  

2.2 Getting Licenses

Contact SuperMap by the following ways to get a legal license for using SuperMap Objects:

Tel: +86-10-82736655 EXT 4107

E-mail: request@supermap.com

⁴ You need to install the listed software if you are going to use the SDX (Spatial Database eXtension). You are prompted to install them. These .exe programs can be found in the “Support” folder of the SuperMap Objects installation directory.
3  About SuperMap Objects 6.0

SuperMap Objects 6 and the previous versions SuperMap Objects 5.x can be installed on the same computer without any conflict. However, it is recommended you uninstalled the previous versions before you install SuperMap Objects 6.

SuperMap GIS 6 products have adopted a new License Manager to configure the software license. The license tools for the products of the previous versions cannot be used to configure the licenses for the SuperMap GIS 6 series.

For detailed information on how to migrate from a previous version to SuperMap Objects 6, please refer to the help document.

4  Installing SuperMap Objects 6

4.1  Installing the Software

Before you start the installing process, please make sure your computer meets the minimum requirements mentioned in the above sections.

(1)  Insert the installation disk into the DVD driver (for instance G:), or unzip the installation program and click setup.exe:
(2) Click Next.

(3) Read the license terms carefully, and select “Yes, I accept all the terms of the agreement”. Click Next.

(4) Read the system installation instructions to check if your computer meets the requirements. If so, click Next.
(5) Input the name and company name, then click Next.

(6) Select a setup type from the three options: Complete, Minimum, and Custom. You can click Browse to change the destination folder. Click Next.
(7) If you select the Custom setup type, please select the features you want to install, and click Next.

(8) Specify the folder name for the SuperMap Objects program. You can use the default folder name. Click Next.
(9) Click Back to modify the configurations made in the previous steps, or click Install.

(10) The software is being installed.
(11) After the installation, you are prompted to install the auxiliary features that are required for the use of SuperMap SDX+. For users of Windows NT 4.0, Windows 2000 Server or any other older versions, Microsoft Data Access Component, MDAC_TYP.exe, must be installed.

(12) The components provided by SuperMap Objects are being registered:
After the SuperMap Objects components are registered successfully, you can check the option to install the License Manager.

Note that all SuperMap GIS 6.0 series products use the same License Manager. If you have already got the License Manager installed on your computer and configured in it, you can skip the steps in Section 4.2.

4.2 Installing License Manager

If you select the option to install the License Manager, then follow the steps in this section. Note that
you can also click the Setup.exe program for the License Manager at a later time.

(2) First, choose a directory for the installation, and click **Next**.

(3) The License Manager begins to install.

(4) Click **Next** to continue.
(5) Select “I accept all the terms of the agreement”, and click Next.

(6) The installation instructions give some important information about the License Manager. Click Next to continue.
(7) Input the user name and the company name of your computer and click Next.

(8) Click Back to return to the previous steps to change your configuration. Otherwise, click Install.
(9) The License Manager is installed successfully on your computer. The default directory for it is: “%Windows_HOME%\Program Files\Common Files\SuperMap\LicenseManager”. Click **Finish**.
After being installed successfully, the License Manager pops up. In the following section, you will learn how to configure the software license in the License Manager.

4.3 License Configuration

The License Manager can configure the licenses for the SuperMap product series. For the Windows operating system, two types of license configurations are available: by license file and by hardware key.

Note that, if you are using Windows Vista, you need to turn off User Account Control; otherwise the license configuration may fail.

4.3.1 File License

The file license can be obtained from SuperMap by providing your computer name, company name, and user name. Ensure that you have obtained the license from SuperMap Software Co., Ltd. before you start to configure.

(1) After being installed successfully in the above section, the License Manager pops up. You can also open the License Manager by clicking Start->All Programs->SuperMap->SuperMap License Manager 6R->License Manager 6R or by directly run the LicenseManager6R.exe program located in %License Manager_HOME%\.
(2) Enter your computer name, company name and user name and find the .lic license file by clicking the button marked by a red rectangle:

(3) Click Verify to check whether the license is valid; if so, the remark “Valid” will appear in the State column:
Note that the license is valid only when the computer name, company name and user name are consistent with that you provided to apply for the license.

Click **Save** to save the current configuration information in the configuration file (SuperMapLic.ini).

Click **Close** to exit the License Configuration tool.
4.3.2 Hardware Key

Four kinds of hardware keys are available: the stand-alone key, the stand-alone time key, the net key and the net time key. The stand-alone key has only one license installed on the same computer that the SuperMap product is installed on. The stand-alone time key is similar to the stand-alone key but with a time limit for use. The net key allows the software to be used by multiple licensed computers. You only need to install the net key license on any computer (called license server) within the network and the other computers in the same network are all licensed to use the software. The number of licensed computers is determined by the net key. The net time key is similar to the net key but with a time limit for use.

If the time key expires, you can apply to SuperMap Software Co., Ltd. to extend the time limit. The stand-alone key and the net key do not have any time limit, but note that you can’t change the system time of the licensed computer.

- Before using the hardware key, you need to install the driver for the key. Then you can plug the hardware key in the parallel port or the USB port of the licensed computer. For the net key and net time key, you must install the driver on the license server computer where the License Service must be configured. SuperMap uses hardware keys from two different vendors, Aladdin and Sentinel.

- If you have got the Aladdin HASP standalone key, you can use it by directly run the driver program for it; if you have got the Aladdin HASP net key, you need to run both the driver program and the license service program:
  - Driver Program:
    - %License_Manager_HOME%\Drivers\Aladdin\HASPUserSetup.exe
  - License Service Program:
    - %License_Manager_HOME%\Drivers\Aladdin\lmsetup.exe
  - If you have got the Sentinel hardware key, either the standalone or net key, you only need to run the driver program for it: %License_Manager_HOME%\Drivers\Sentinel\Sentinel Protection Installer 7.5.0.exe

- After the network key is installed on the server machine, you can find service item HASP Loader or Sentinel Keys Server through Control Panel->AdministrativeTools->Services. You can start the service there.
If any hardware key license service is available over the network, you can follow the steps below to configure the license on an individual machine in the network:

1. Open the License Manager by clicking Start->All Programs->SuperMap->SuperMap License Manager 6R->License Manager 6R or by directly run the LicenseManager6R.exe program located in %License Manager_HOME%:

2. Enter the name or IP address of the license server and select the product version for which you want to configure the license:
(3) Click **Query** and check the current license state. You can stop the querying by clicking **Stop** any time. The bottom of the dialog box shows the key type, user name and company name:

![License Manager Dialog Box](image1)

(4) Click **Save** to save the current configuration information in the configuration file (SuperMapLic.ini):

![License Configuration](image2)

You can save the license configuration information for any product by checking the boxes. The configuration for the checked products will be saved in the configuration file.
(5) If the license services for the SuperMap products you have installed are on different servers, you can save each license service following the above steps.

(6) Click **Close** to exit the License Manager.

### 4.3.3 License Configuration Management

After the licenses are configured, the configuration information is saved in the configuration file, `SuperMapLic.ini` in `%Windows_HOME%/Program Files/Common Files/SuperMap/License`. The file is accessed automatically each time the SuperMap product is run on your computer. You can manage the file through the License Manager.

(1) On the Configuration Management tab, click **Refresh**, and the licensed SuperMap products as well as the License Mode, Expired Date, and other relevant information will be displayed:

![SuperMap License Manager](image)

(2) You can select any product and click **Delete** to delete the configuration for this product. The configuration file will be updated correspondingly.
(3) Click Close to exit the License Manager.

4.4 Other Configuration

You are now able to use your SuperMap software after above steps. If you are going to use the spatial database engine SDX+ for Oracle, you may need to install the Oracle database and configure it. The guide for this is covered in the Help document in a detailed way.

4.5 Installation Folders

If you have installed SuperMap Objects in the Complete setup mode, the installation directory will contain the following folders:

**Bin** folder: the core part of the SuperMap Objects, including engines, dynamic libraries, resource files, plug-ins, and auxiliary files used for development. It is suggested you do not change any the files in this folder, otherwise SuperMap Objects may not work properly.

**Digital Books** folder: contains books including SmTutorialI.pdf, SmTutorialII.pdf, and Understanding.pdf, which are useful books from simple to advanced level helping you to develop with SuperMap Objects.

**Getting Started** folder: contains the document for getting started with SuperMap Objects.

**Help** folder: contains the help documents, with SmProRef.chm as the main document.
Redistributable folder: contains files required when you redistribute your application programs.

Resources folder: contains libraries for point symbols, line styles, and fill styles.


Support folder: contains auxiliary tools.


5 Using the SuperMap Objects

SuperMap Objects is a component based development platform. After you finish installing the software, registering the components and configuring the license, you can develop your own applications using SuperMap Objects. The books and help document contained in the installation directory are useful guides for your development process.

6 Updating and Uninstallation

6.1 Updating

You can modify your SuperMap Objects by accessing Control Panel->Add or Delete Programs and clicking Change/Delete, or by directly running the installation program and clicking Modify.

Service packs for SuperMap Objects are issued regularly, and you can run this service packs to update your SuperMap Objects.

6.2 About Service Pack

(1) If you have installed SuperMap Objects 6.0, run Service Pack application-Update.exe to update SuperMap Objects 6.0 application to latest Service Pack version. Click Next.
Note that, if you have not installed SuperMap Objects 6.0, run the Update.exe in the Service Pack, an error message “1628:Failed to complete installation” will display.

(2) Installing Service Pack.

(3) Finish dialog displays after updating process to prompt you that SuperMap Objects 6.0 application has been updated to the latest service pack version.
Note that, you can update SuperMap Objects 6.0 application according to 6.1 **Updating** after installing the service pack. Service Pack could not be uninstalled. Uninstall the application according to 6.3 **Uninstallation** and run the SuperMap Objects 6.0 package to install the 6.0 version.

### 6.3 Uninstallation

You can uninstall your SuperMap Objects by accessing Control Panel->Add or Delete Programs and clicking Modify/Delete, or by directly running the installation program and clicking Uninstall.

**Note**: Some files remain after you uninstall SuperMap Objects successfully, and you need to delete these files manually.

#### 6.3.1 Uninstalling via Control Panel

1. Click Start → Control Panel.
2. Click Add or Remove Programs.
3. Choose **Change or Remove Programs**, and then select the SuperMap Objects 6.
4. Click **Delete**.

#### 6.3.2 Uninstalling via Installation Program

1. Insert the installation disc or directly run the installation program. Select Delete, and click **Next**.
(2) Click Yes if you are sure to uninstall.

(3) The components are being unregistered from your computer:
(4) The software is uninstalled successfully.