

# Installing Mentor Graphics Software Online Help

Software Version v5.7

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# Chapter 1

## Installing Mentor Graphics Software

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Welcome to the Mentor Install Program; an easy-to-use wizard interface for installing Mentor Graphics software.

Before you begin the software installation, you should:

- **Order software licenses** — Contact your local Mentor Graphics sales office. For other licensing related information, refer to the *Licensing Mentor Graphics Software* manual available on SupportNet and with all installation media.
- **Plan your software configuration** — Refer to either the web-based download instructions on SupportNet ([supportnet.mentor.com](http://supportnet.mentor.com)), or request software on DVD and view the accompanying installation instructions.

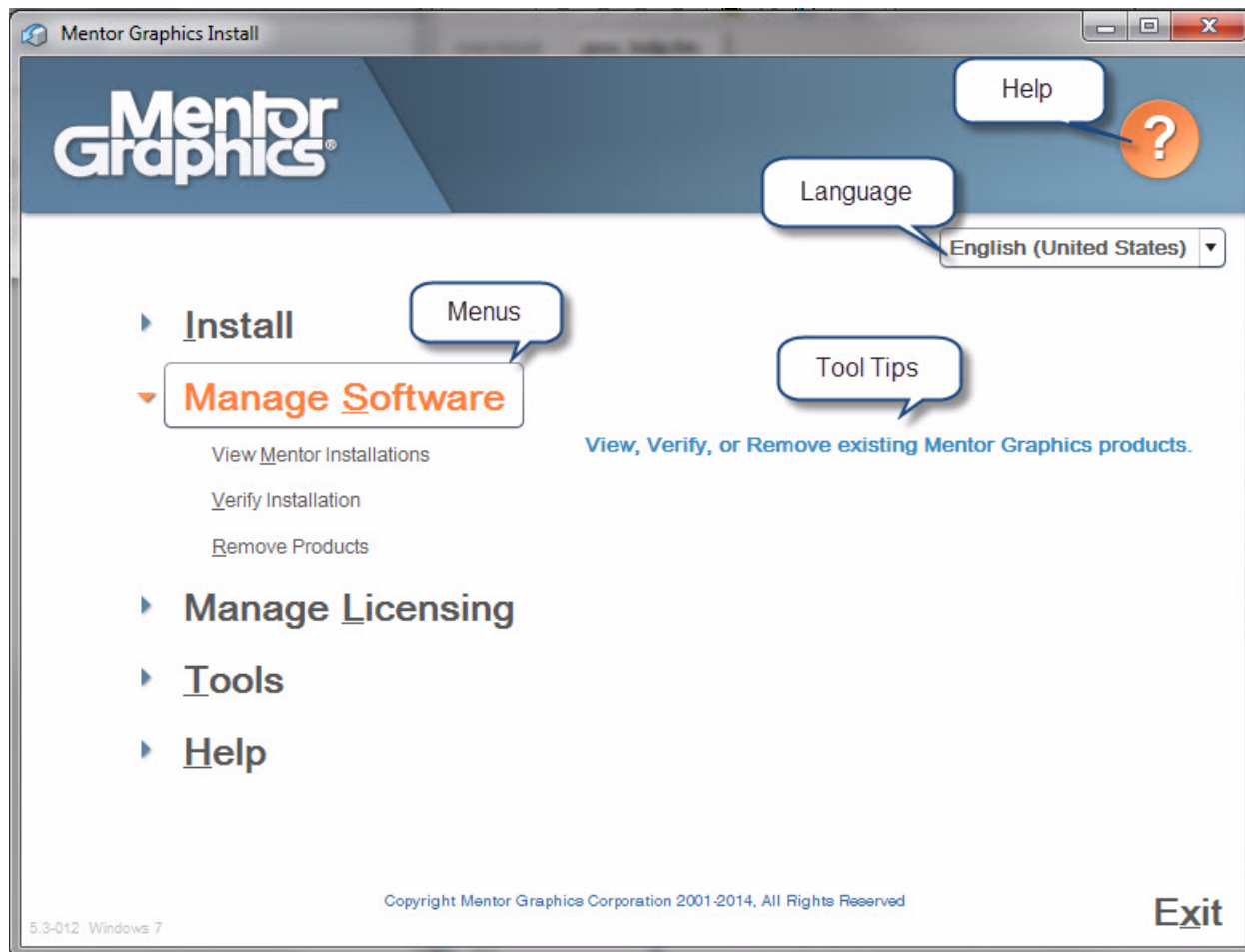
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## Using the Mentor Graphics Install Home Window


From the Mentor Graphics Install Home window, you can install, download, update, and verify Mentor Graphics products from various media (web-based download and DVD).

Click **Install Products** and the install wizard will guide you through the install process.

**Figure 1-1. Mentor Graphics Install Home Window**



Using the Mentor Graphics Install Home window, you have the following tools and options:

- **Help** — If you need help, you can use the following:
  -  button in the upper-right on each window displays context sensitive help,
  - Help menu on the Mentor Graphics Install Home window displays links to Help Contents, SupportNet, Mentor.com, About, and Check for Update.

- Tool tips (glide the mouse cursor over a button, field, or menu and a brief description of their function appears).

**Note:** Outside of the Mentor Install Program Graphical User Interface (GUI), command line help is available. Use the **-help** option with any of the install commands. For example:

On UNIX/Linux, you can use either of the following:

**install.<vco> -help**

**mgc\_install -help**

where <vco> is a platform suffix that is used for platform identification (for example, ixl for Linux and ss5 for Solaris SPARC).

On Windows, you can use either of the following:

**setup.exe -help**

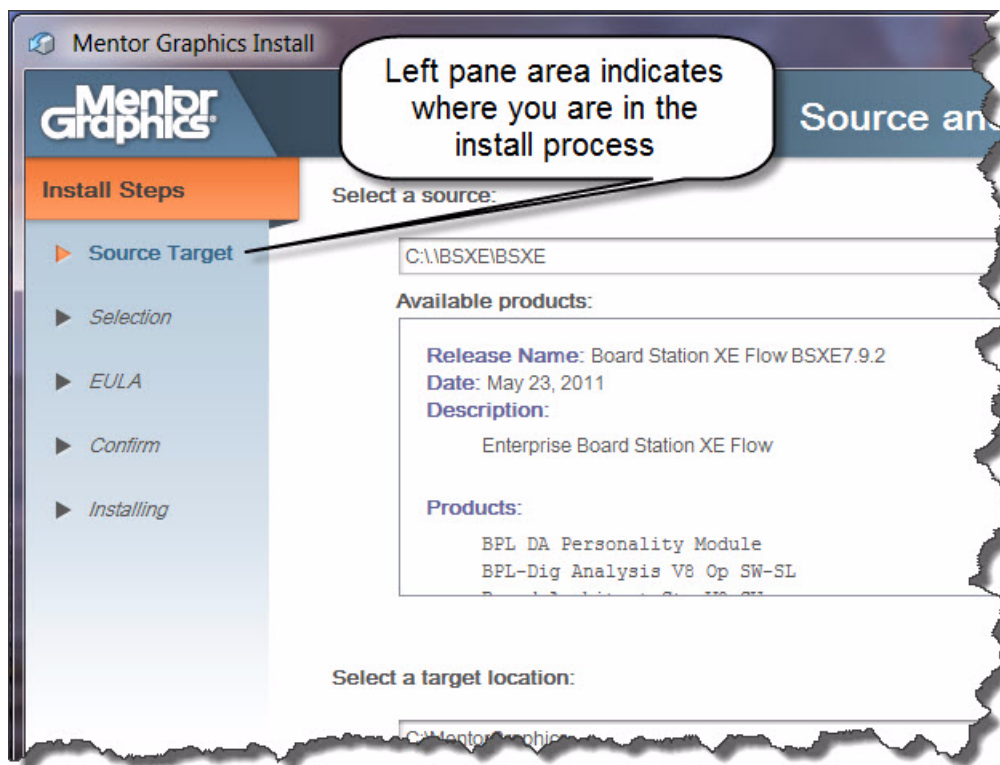
**install.exe -help**

The default location for these executable files on Windows is  
*C:\MentorGraphics\Install.*

- **Language** — You can specify an alternate GUI language by using the language drop down menu options.
- **Menus** — You can open various wizards using the menus on the Home window.
- **Tool Tips** — Depending on where you hover the cursor, the Tool Tips dynamically refresh to provide information on the highlighted option.

When you are in a Wizard, the left pane of the window lists the steps in the wizard as well as an indication of where you are in the process. The following figure illustrates the left pane area.

Figure 1-2. Left Pane Area Showing Steps in Process



## Mounting the DVD

Mount the Mentor Graphics product DVD, if needed.

### Procedure

1. Insert the DVD into the DVD drive.

**Note:** If installing from multiple DVDs and running Solaris 10 with vold, first copy install.ss5 to an alternate location and execute from there.

2. If necessary, create a mount point (directory) for your DVD. At the system prompt,

For UNIX:

```
mkdir /cdrom
```

For Linux:

```
mkdir -p /mnt/cdrom
```



3. Mount the DVD. The following table shows command-line examples for the supported operating systems. Substitute the SCSI address for the value of “x”.

**Table 1-1. Mounting the DVD**

Operating System	Command
AIX	<code>/usr/sbin/mount -rv cdrfs /dev/cdx /cdrom</code>
Linux	<code>mount -t iso9660 /dev/cdrom /mnt/cdrom</code>
Solaris, <i>not</i> running vold	<code>/sbin/mount -rF hsfs /dev/dsk/c0t0d0s2 /cdrom</code>
Solaris, running vold	<i>Note: Solaris automatically mounts the DVD at /cdrom/cdrom0 if it is running the vold daemon</i>

## Unmounting the DVD on UNIX/Linux

After product installation is complete, you may have to unmount the DVD and remove it from the drive.

### Procedure

1. Open your system prompt.
2. Use one of the following commands:
  - **umount /cdrom** (for AIX)
  - **umount /mnt/cdrom** (for Linux)
  - **eject cd** (for Solaris running vold)

## Mentor Install Program and Java

The Mentor Install Program is a Java™ application that installs its own local copy of the Java Runtime Environment (JRE). It does not overwrite any other JRE that you may have on your system.

## Determining System Requirements

For current system requirements, refer to the following website on Mentor Graphics SupportNet. It lists all supported system configurations by product:

<http://supportnet.mentor.com/systemreqs/index.cfm>

Request a login to this area (for new customers) from the following web page:

<http://supportnet.mentor.com/>

Returning customers can enter by using your login name and password. For customers outside North America, contact your local Mentor Graphics office for assistance.

## Understanding the Install Program Setup

The Mentor Install Program is installed to the default locations.

On Windows:

**C:\MentorGraphics\Install**

On UNIX/Linux:

**\$HOME/mgc/install.<vco>**

where *vco* equals the three character platform identification of the platform you are installing on (for example, *ixl* for Linux and *ss5* for Solaris SPARC).

The *install* directory contains:

- **bin** directory — Contains executables required by the Mentor Install Program.
- **data** directory — Contains files that record information on source and target directories, and platforms used by the Mentor Install Program.
- **Install.exe** — A stand-alone application on Windows.
- **installHelp.pdf** — Contains the *Installing Mentor Graphics Software* online help in book format. You can print the entire help contents from this file.
- **java** directory — Contains executables required by the Mentor Install Program.
- **JRE** directory — Contains the files that comprise the Java Runtime Environment required by Mentor Graphics Install Java executables.
- **LOGS** directory — Contains installation history logs.
- **mgc\_install** — A stand-alone application on UNIX/Linux.
- **mip\_history.txt** — Contains an index of the currently running installation session(s) and up to ten previously run session logs. The information is updated at the end of every installation session.
- **pcls** directory — (Windows only) Contains the Mentor Licensing software installer or the Mentor hardware key driver installer if Mentor licensing/Hardware key installer was bundled along with the Mentor Install Program.
- **tmp** directory — Contains temporary files needed by the Mentor Install Program.

## Selecting a Location for the Mentor Graphics Product Tree

The product tree is a directory structure that contains all files required to run your Mentor Graphics applications. In the Mentor Install Program, the product tree is equivalent to the Target location. You can install one or more product trees depending on the disk space available on your network and your needs.

The selected location must contain adequate disk space for all of your Mentor Graphics software. The Mentor Install Program provides information about the selected products prior to installation.

## Determining What Products Are Already Installed

You can determine what products and product versions are already installed at a target location. If you do so, the resulting Product Selection window displays a list of installed products.

### Procedure

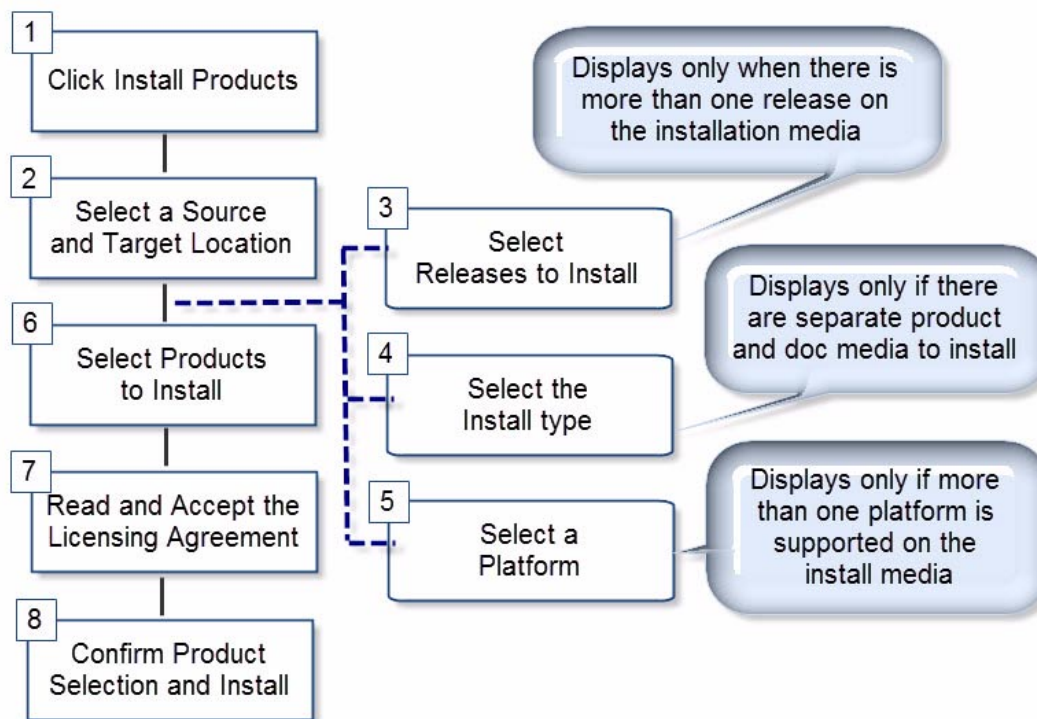
1. Invoke the Mentor Install Program.
2. Click **Manage Software > Verify Installation**.

## Installing or Updating an Installation

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The steps shown are for a typical install; some products customize their installation, so the flow may be different.

**Figure 1-3. Steps to perform a new or update installation**



## Performing a New or Update Installation

Use these steps when performing a new or update installation of Mentor Graphics software.

### Procedure

1. Click **Install Products** on the Mentor Graphics Install Home window.
2. Using the Source and Target window, select the source and target for your installation and click **Next**. Refer to [Specifying Installation Source and Target](#).

**Note:** If installing from multiple DVDs and running Solaris 10 with vold, first copy install.ss5 to an alternate location and execute from there.

**Note:** For an update installation, the target needs to be the location where you have already installed Mentor Graphics products.

3. Using the Releases window, select the releases to install and click **Next**. Refer to [Selecting Releases to Install](#).

**Note:** The Releases window only displays when there is more than one release on the installation media. For installs containing only one release, the Mentor Install Program automatically selects that release and bypasses the Releases window.

4. Using the Install Type window, choose how the product software and documentation is installed (Typical or a software installation that uses shared documentation). Refer to [Selecting an Install Type](#).

**Note:** The Install Type window only displays when there is separate product and documentation media to install. For installs containing a single install media containing both product and documentation, the Mentor Install program by-passes the Install Type window.

5. Using the Platform Selection window, select the platform you are installing to, and click **Next**. Refer to [Selecting the Platform](#).

**Note:** The Platform Selection window only displays when there is more than one platform supported on the install media. For installs containing a single install media containing both product and documentation, the Mentor Install program by-passes the Platform Selection window.

6. Using the Product Selection window, select the products to install, and click **Next**. (Products to update may appear auto selected.) Refer to [Selecting Products to Install](#).
7. Read the Mentor Graphics Licensing Agreement and click **Agree** to accept. Refer to [Viewing the License Agreement](#)
8. Using the Confirm Selections window, confirm the product selections and click **Install**. Refer to [Confirming Product Selections](#).

## Specifying Installation Source and Target

Use the Source and Target window to specify the pathnames to the source and target locations for your installation.

### Procedure

1. In the **Select a source** field, do one of the following:

**Note:** The **Select a source** field defaults to the path where you invoked the Install Program or where you last installed from. The display area provides release information on the source shown in the field.

**Note:** If installing from multiple DVDs and running Solaris 10 with vold, first copy install.ss5 to an alternate location and execute from there.

- If the field is incorrect or blank (may occur the first time the Mentor Install Program is used) type the path to the location of the source you want to install. If your source is on a network, enter the full pathname to the source.
- If you need to search for the source location, select **Search** and using the Source Browser screen, navigate to a DVD or download location. Click in the upper-left panel to browse folders on your file system. Click **Find** to start a search for sources

inside the folder highlighted in the upper-left panel. Valid sources are displayed with a golden folder. Highlight the source in the upper-right panel (details of the highlighted source are displayed in the bottom panel of the Source Browser) and click **Select** to select the source location and return to the Source and Target screen. For more information on the Source Browser, see [Using the Source Browser](#) help topic.

After a successful installation, the field will default to the last used source location. The dropdown list displays the collection of all previously used source locations.

The proper source format for installing products from one of the above is any of the following:

- A directory containing the subdirectory `_msidata`. The `_msidata` subdirectory is read to determine Release contents.
  - A file with an extension of `.mis` (for example, `ReleaseV4S23.mis`).
  - A source bundled as a Windows executable file with an extension of `.exe`.
  - A UNIX/Linux executable file with an extension of `.<vco>`, where `vco` equals a three-character platform identification of the platform you are installing to such as `ixl` for Linux. For example: `ReleaseV4S23.ixl`
2. In the **Select a target location** field, you may type the path to the location where you want to install (such as the MGC tree: `/opt/mgc_tree`), select the target location from the dropdown list, or **Browse** for the target location.


**Note:** This field may be blank the first time the Mentor Install Program is used. After a successful installation, the field will default to the last used target location.

The dropdown list shows the previous targets used. If your Mentor Graphics target location is on a remote system, enter the full pathname to that system, ending with the directory where the Mentor Graphics software will reside. If the directory does not currently exist, the Mentor Graphics Install program creates the directory before loading the software to that location.

**Note:** You can add or remove targets to this dropdown list by using the **Set Target List** option under the Tools menu. (**Tools > Installation Preferences**). Refer to [Setting Installation Preferences](#).

For information on selecting locations for product trees and how to plan for your software configuration, see the product's web download instructions on SupportNet or installation instructions available with the installation media.

For more information on the browsing for a target, see the [Specifying the Installation Target](#) help topic.

3. Click **Next** to continue with the installation. **Back** takes you to the previous screen. Click  in the top right of the application to cancel. A popup window will appear asking you to confirm the cancel. Select **Yes** to cancel the installation and return to the

Mentor Graphics Install Home window. Selecting **No** removes the popup window and stays on the Source and Target window.

## Using the Source Browser

Use the Source Browser window to select the source location for your installation. This screen is accessed from the Source and Target window or from the Source Location (Batch Tool) window by selecting **Search**.

In the Search Browser window:

- Click in the upper-left panel to browse folders on your file system. Directories containing valid sources are displayed with a golden folder.
- As you browse each folder, the Source Browser displays valid sources in the upper-right panel for selection.
- Use **Find** to start a recursive search for sources inside the folder highlighted in the upper-left panel.
- Use **Stop** to cancel a search. Sources found up to the point of stopping are displayed in the upper-right panel.
- Click in the upper-right panel to highlight one of the displayed sources. Details of the highlighted source are displayed in the bottom panel of the Source Browser.
- Highlight the source you want and click **Select** to select the source and return to the Source and Target window (or Source Location window in the Batch Tool).

## Source Formats

The proper source format for installing products from one of the above is any of the following:

- A directory containing the subdirectory `_msidata`. The `_msidata` subdirectory is read to determine Release contents.
- A file or directory with an extension of `.mis` (for example, `ReleaseV4S23.mis`).
- A source bundled as a Windows executable file with an extension of `.exe`.
- A UNIX/Linux executable file with an extension of `.<vco>`, where `vco` equals a three-character platform identification of the platform you are installing to such as `ixl` for Linux. For example: `ReleaseV4S23.ixl`

## Specifying the Installation Target

Use the Target Selection window to specify the pathname to the target location for your installation.


## Procedure

1. In the **Select a target location** field, type the path to the location where you want to install (such as the MGC tree: /opt/mgc\_tree), select the target location from the dropdown list, or browse for the target location.

**Note:** This field may be blank the first time the Mentor Install Program is used. After a successful installation, the field will default to the last used target location.

The dropdown list shows the last target used. If your Mentor Graphics target location is on a remote system, enter the full pathname to that system, ending with the directory where the Mentor Graphics software will reside. If the leaf directory does not currently exist, Install creates the directory before loading the software to that location.

For information on selecting locations for product trees and how to plan for your software configuration, see the installation instructions available with the installation media.



2. Click **Install** to open the End User Licensing Agreement. **Back** takes you to the Mentor Graphics Install Home window. Click  in the top right of the application to return to the Mentor Graphics Install Home window.

## Selecting Releases to Install

Use the Releases window to select the release(s) to install.

**Note:** Typically there is only one release on the installation media. The Releases window only displays when there is more than one release on the installation media.

## Procedure

1. From the list, select the release(s) to install. Click  to the right of the list to display information about the release that is currently highlighted.
2. Click **Next** to continue with the installation. Click **Back** to return to the previous window; your release selections are preserved at this point. Click  in the top right of the application to cancel. A popup window will appear, asking you to confirm the cancel. Select **Yes** to cancel the installation and return to the Mentor Graphics Install Home window. Selecting **No** removes the popup window and stays on the Release window.

## Optional Shared Documentation Windows

The following windows are available only with some releases and allow you to maintain one documentation set for multiple software installs using a shared documentation location (SDL).

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## Selecting an Install Type

Use the Install Type window to specify the documentation and software components to install.

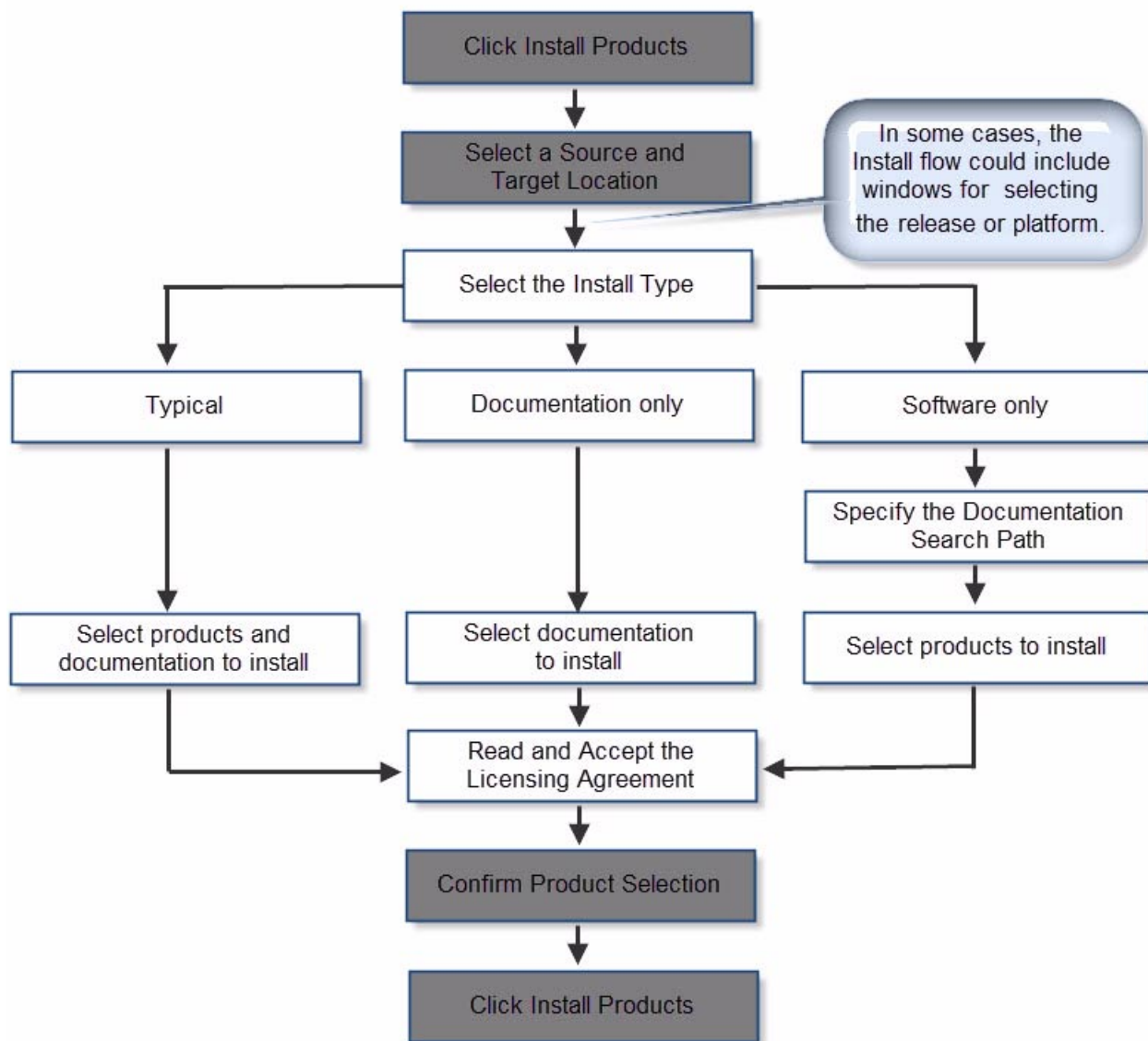
**Note:** This window is available only with releases that support a shared documentation location (SDL). This allows you to maintain one documentation set for multiple software installs. For more information on SDL, refer to [Managing a Shared Documentation Location](#).

### Procedure

1. Select the components to install:
  - **Typical** — installs software and documentation to the same target location specified on the Source/Target window.
  - **Documentation only** — installs documentation only to the shared target location specified on the Source/Target window.
  - **Software only** — installs software only to the target location specified on the Source/Target window. When this option is selected, the next screen gives you the ability to point to the shared documentation location. This shared location is how the software will find the documentation.
2. Click **Next** to continue the installation. Click **Back** to return to the previous window. Click  in the top right of the application to cancel. A popup window will appear, asking you to confirm the cancel. Select **Yes** to cancel the installation and return to the Mentor Graphics Install Home window. Selecting **No** removes the popup window and stays on the Install Type window.

The following figure highlights the extra installation steps available when using SDL.

Figure 1-4. Installation Steps using SDL



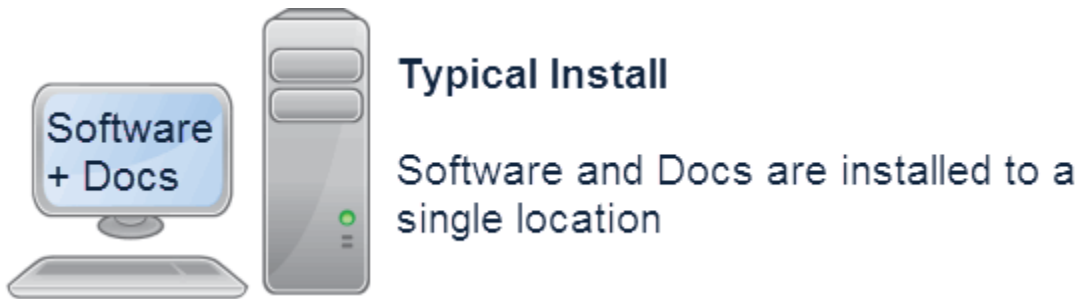
## Managing a Shared Documentation Location

Releases that support SDL give you the ability to choose where your documentation is located. Your SDL choices are described below and the install flow is illustrated in the following diagram.

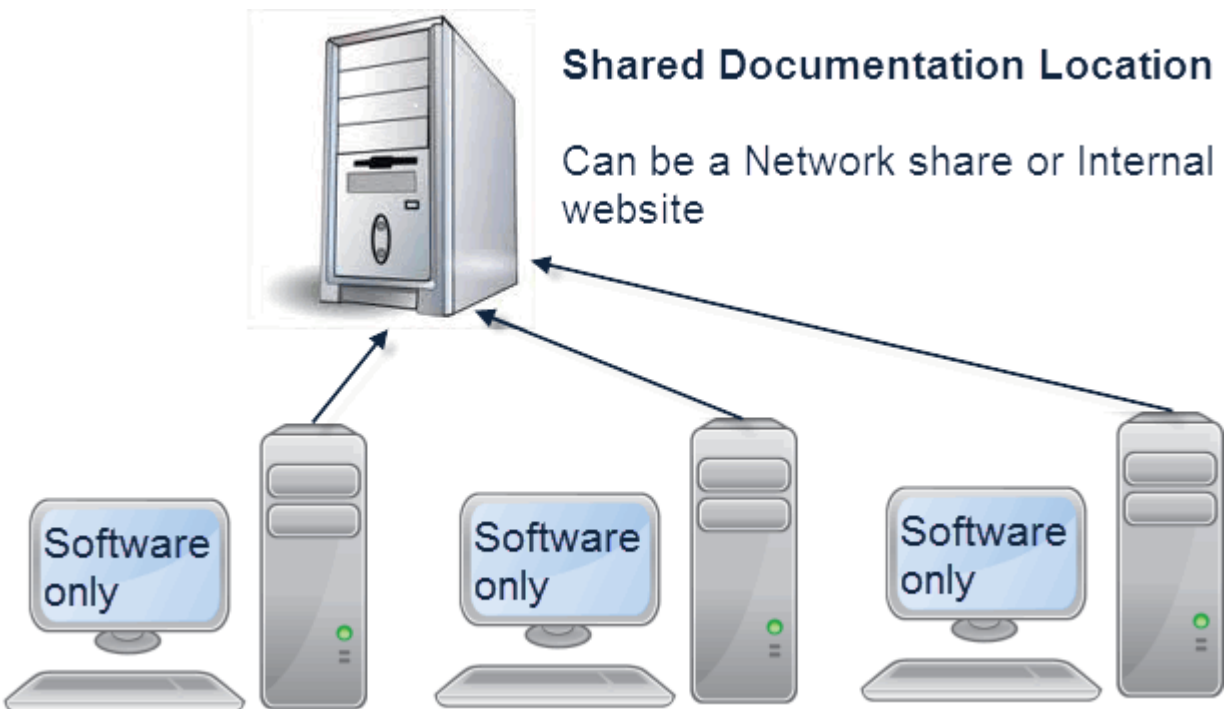
**Note:** This window is available only with releases that support a shared documentation location (SDL) and allows you to maintain one documentation set for multiple software installs.

You have the following choices:

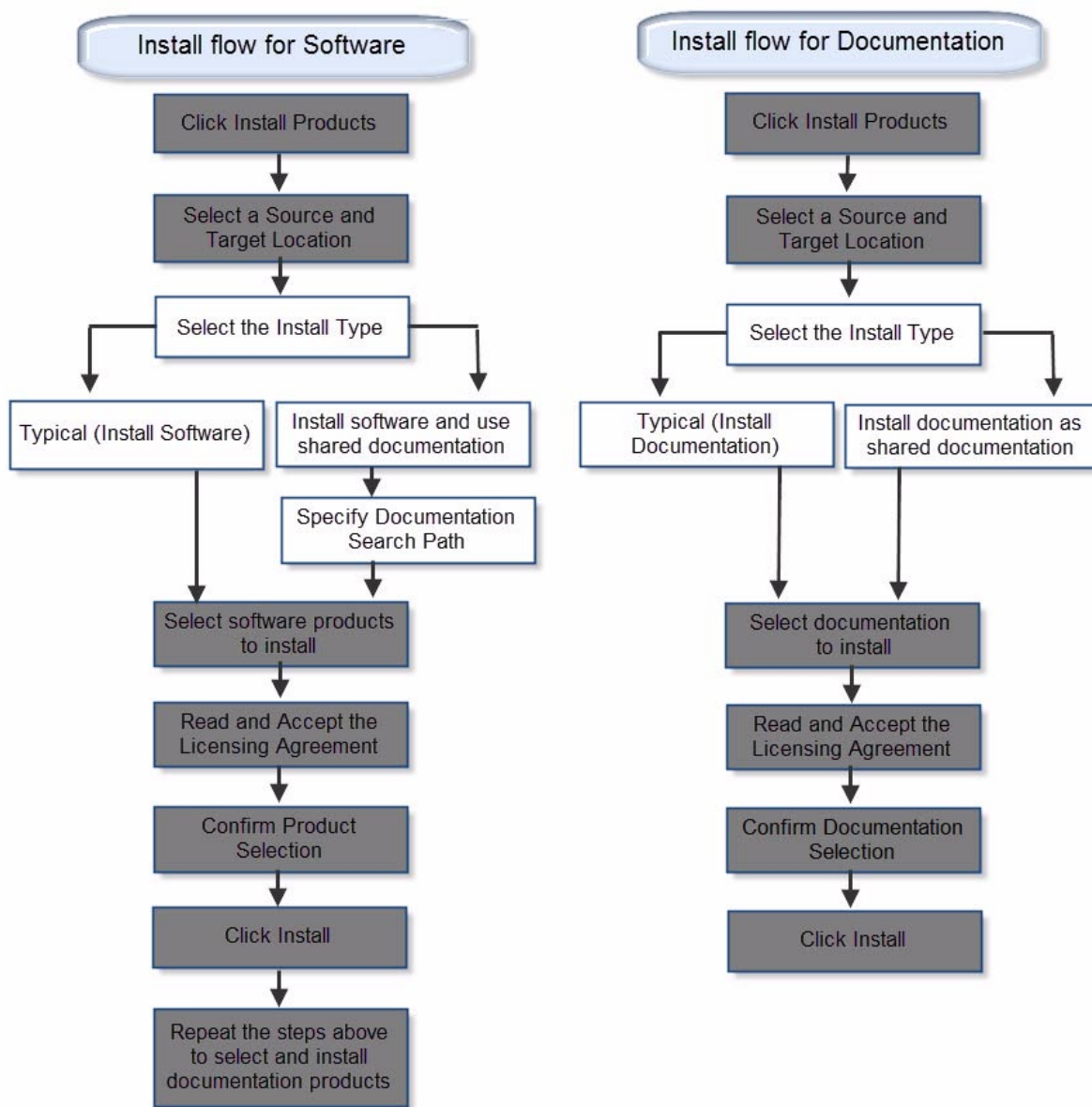
- **Typical Install** — software and documentation are installed to the same path. If you have installed Mentor products in the past, this option most resembles the install type you are familiar with.



- **Software Install that Uses Shared Documentation** — software is installed to a specified path and uses a shared documentation location. This option allows you to maintain one documentation set for multiple software installs. The shared documentation location can be a network share file path or a URL (an internal web-served <http://> address; refer to your product's Managing Mentor Graphics Systems Software manual). In most cases, you will install the documentation once and then install the software on one or more computers.



**Figure 1-5. Install using SDL**




## Selecting an Install Type for Documentation

When installing the documentation, you can choose where to install and access the product documentation.

You can either use the typical setup with the documentation residing in the software tree, or install the documentation to a shared location, outside of the software tree. For sites that have many instances of the software tree, you can use the shared documentation location model to save file system space and install time.

**Note:** This window is available only with releases that allow you to choose where your documentation is located.

## Procedure

1. Select from the following:
  - **Typical (Install documentation)** — This is the typical installation. Product software will need to be installed to the same location for documentation to work.
  - **Install documentation as a shared resource** — This option allows for a more custom installation. The documentation will install to the path displayed. This documentation installation will be configured for sharing the documentation.
2. Click **Next**. Or, click **Back** to return to the Source and Target window. Click  in the top right of the application to cancel. A popup window will appear asking you to confirm the cancel. Select **Yes** to cancel the installation and return to the Mentor Graphics Install Home window. Selecting **No** removes the popup window and stays on the Install Type window.

For more information on SDL, refer to [Managing a Shared Documentation Location](#).

## Selecting an Install Type for Software

When installing the software media, you can choose where to install the software and access the product documentation.

You can either use the typical setup with the software and documentation residing in the software tree, or install the software and point to a shared resource location for the documentation outside of the software tree. For sites that have many instances of the software tree, you can use the shared documentation location model to save file system space and install time.

**Note:** This window is available only with releases that allow you to choose where your documentation is located. For more information on SDL, refer to [Managing a Shared Documentation Location](#).

## Procedure


1. Select from the following:
  - **Typical (Install software)**

This is the typical installation. The documentation will need to be installed to the same tree for products to work.

With this selection, clicking **Next** opens the Product Selection window.
  - **Install software and use shared documentation**

This option allows for a more custom installation. The software is installed to the Target location specified at the beginning of this task and the next screen gives you the ability to point to the shared documentation location. This shared location is how the software will find the documentation.

With this selection, clicking **Next** opens the Documentation Search Path window.

2. Click **Next**. Or, click **Back** to return to the Source and Target window. Click  in the top right of the application to cancel. A popup window will appear asking you to confirm the cancel. Select **Yes** to cancel the installation and return to the Mentor Graphics Install Home window. Selecting **No** removes the popup window and stays on the Install Type window.

## Specifying a Documentation Search Path


When installing software only, the machines receiving the software only installation needs to know where to access the product documentation. The product documentation should be installed to a shared location where all machines can access it. Using the Documentation Search Path window, you are specifying the path to the documentation that the software requires in order to find the documentation.

### Procedure

1. Select from the following:
  - **Network share**

To use a network share, type in or Browse to the path where software will look for the documentation. Example: `Z:\mgcdocs\`
  - **Internal website**

To use an internal website, type in the web address where software will look for documentation. Example: `http://hostname/mgcdocs/`

**Note:** The **Test** button gives you the ability to test the connection to the internal web address. The web server must be within your company's firewall (think same city, same campus).
2. Click **Next**. Or, click **Back** to return to the Install Type window. Click  in the top right of the application to cancel. A popup window will appear asking you to confirm the cancel. Select **Yes** to cancel the installation and return to the Mentor Graphics Install Home window. Selecting **No** removes the popup window and stays on the Documentation Search Path window.

## Selecting the Platform

You should verify the platform you are installing to. Based on the platform selection, the Product Selection window will only show products available for installation from the source location for that same platform.

**Note:** This window is available only with some releases and appears because the products in this release are available for installation on more than one platform.

### Procedure

1. By default, this field shows the platform you are running the Mentor Install Program on. However, if you are installing to a different platform, select that platform from the dropdown list.
2. Click **Next**.


## Selecting Products to Install

Use the Product Selection window to select the product(s) to install.




**Note:** Based on the release, some products may appear pre-selected. The Mentor Install Program automatically selects products based upon licenses available in your environment and products you have previously installed. The “auto-select products with licenses” installation preference only works if licensing is installed before product installation. If your license file is not in the default location, you must set either the MGLS\_LICENSE\_FILE or LM\_LICENSE\_FILE environment variables. If you intend to install products without having the Mentor Install Program check for licenses, you can disable the **Auto-Select products with licenses** feature on the Installation Preferences window. Invoke from the **Tools > Installation Preferences** menu. Refer to [Configuring Licensing](#) for more information on setting the environment variables for licensing.

From the Product Selection window, you can view information about each of the products available for installation, available disk space, and how much disk space is required to install selected products. Additionally, the window lists products already installed on your machine that match products in the source you are installing from. Software version numbers may be the same or different.

### Procedure

1. From the list, select the product(s) to install. Some products may be dependent upon one or more products or may be mutually exclusive:
  - If you notice that selecting a particular product automatically selects one or more products, that denotes that it has dependencies on other products. Click  to the right of the list to display the dependency information.



- If a product is preceded by a radio button, that denotes that it is mutually exclusive; only one of the products in that dataset may be selected. However, there could be more than one group of mutually exclusive products, in which case multiple radio buttons can appear selected.
  - If a product has a key icon attached to it, this indicates that either a product license was found (blue key) or a license is missing (broken red key). Clicking on the **Key** icon in the Product Selection window scrolls the information popup (if displayed) to the license information for that product.
  - **Docs:** The book with the target icon indicates that documentation exists. The  pop-up indicates where the documentation resides.
  - **Space required:** This field at the bottom of the window dynamically updates to list the total space required for software and (if applicable) documentation for each product selected. A negative number or zero would be shown if the footprint of a new product release is smaller than a previously installed version of the same product.
  - **Space available:** This field at the bottom of the window displays the total disk space available at the target install location.
  - When you click  to the right of the list, the installer displays an information popup pane for the selected item and shows different information based on whether the item is a release, category, or product.
2. Click **Next** to continue the installation. Click **Back** to return to the previous window. Click  to cancel the installation process. A popup window will appear, asking you to confirm the cancel. Select **Yes** to cancel the installation and return to the Mentor Graphics Install Home window. Selecting **No** removes the popup window and stays on the Product Selection window.

## Viewing the License Agreement


Use the License Agreement window to view the Mentor Graphics Licensing Agreement. Carefully read the agreement and accept it before installing Mentor Graphics software.

**Note:** You may be presented with multiple EULA's to read/accept depending on the products you have selected to install.

Do any of the following:

- Click **Save** to save the Licensing Agreement to a file.
- Click **Print** to print a hardcopy of the Licensing Agreement.
- Click **Agree** to accept the Licensing Agreement and continue with the Mentor Graphics software installation. **Disagree** cancels the installation and returns you to the Product Selection window.




- Click  in the top right of the application to cancel. A popup window will appear, asking you to confirm the cancel. Select **Yes** to cancel the installation and return to the Mentor Graphics Install Home window. Selecting **No** removes the popup window and stays on the License Agreement window.

## Confirming Product Selections

Use the Confirm Selections window to review and confirm the installation target location and the release(s) and product(s) you have chosen to install.

If the Mentor Install Program detects that you are installing a product that already exists at the target, a **Repair existing installation** checkbox will appear at the bottom of the Confirm Selections window. (Note that it does not appear if you have specified a new Target location.) Checking this box forces the installer to overwrite ALL existing files with the version at the source, thereby repairing any modified or corrupt files at the target.


Do any of the following:

- Click **Install** to continue the installation of the listed products.
- Click **Back** to make changes to your product selections and to return to the previous window.
- Click  in the top right of the application to cancel. A popup window will appear asking you to confirm the cancel. Select **Yes** to cancel the installation and return to the Mentor Graphics Install Home window. Selecting **No** removes the popup window and stays on the Confirm Selections window.

## Installing Products

The Installing Products window indicates the progress of the installation. The status bar displays the percentage of the installation complete for each the following:

- **Pre-install scripts** — some products installations will launch pre-install processes that require no user interaction but help setup the user environment.
- **Product installation** — the products installing are shown above the status bar.
- **Post-install scripts** — some product installations launch post-installation processes that may include separate dialogs and command shells. Do not dismiss these dialogs or shells; they will either complete automatically or certain dialogs will require input. If any reboot requests occur during the installation process (other than the one specific to the Microsoft Visual C++ Redistributable installations), respond **No**.

Click  in the top right of the application to cancel the installation process. Cancel pauses the installation. A popup window will appear asking you to confirm the cancel. Selecting **Yes** results in an incomplete and unstable install and return to the Mentor Graphics Install Home window. Selecting **No** continues the installation process.

When Installation Complete appears on the window, you can do either of the following:

**Note:** The **Display Release Notes** checkbox is only visible if the Source has release notes.

- Choose to **Display Release Notes** and click **Done** to open the associated release notes. If only one Release Notes document exists, then it opens directly. Otherwise, a list of associated release notes documents is displayed, in which case select one or all hypertext links to open the document(s). The Release Notes will open in a window suitable to their file type (.rtf, .PDF, .doc, or .txt). Close the Release Notes and click **OK** to return to the window where you began the installation process.
- Click **Done** and return to the window where you began the installation process.

## Downloading and Installing Files

---

**Note:** The installer displays this screen as Download Only Overview if you selected “Download Only” from the main screen. In this case, the installer just shows overview information describing the process. You cannot select from a list of options.

Use the Online Installer Options screen to choose from the available installation options. The tool only makes this screen available if you are using an online installer. It provides each of these options, or only a subset of them, depending on installer availability:

- **Install from the cloud** — Install from an internet location that is pre-defined in the installer.
- **Install from a saved download** — Install from a download that you or another user saved previously using the “Download Only” option on this screen.
- **Download Only** — Download specific products for later installation on this or any other computer.

Do the following:

- Click **Next** to continue.

## Specifying the Download Target

Use the Download Target Selection window to specify the pathname to the target location for your download.

### Procedure

1. In the “Select a download location” field, type the path to where you want to download (such as the MGC tree: /opt/mgc\_tree). You can also select a target location from the dropdown list, or click **Browse**.

**Note:** This field may be blank the first time you use the Mentor Install Program. The next time, the tool defaults to the last used location.

The dropdown list shows the previous targets used. If your target location is on a remote system, type the full pathname to that system, ending with the directory where the download will reside. If the directory does not exist, the tool creates the directory before downloading the software to the location.

2. Click **Next**.



## Selecting Products to Download


Use the Product Selection window to select the product(s) to download.

**Note:** Based on the release, some products may appear pre-selected. The Mentor Install Program automatically selects products based upon licenses available in your environment. The “auto-select products with licenses” preference only works if licensing is already installed. Refer to [Managing Licensing](#) for more information.

From the Product Selection window, you can view information about each of the products available for download, available disk space, and how much disk space is required to download selected products.

### Procedure

1. From the list, select the product(s) to download. Some products may be dependent upon one or more products or may be mutually exclusive:
  - Dependent products cause the installer to automatically select one or more other products. Click  to the right of the list to display dependency information.
  - Products preceded by a radio button mean they are mutually exclusive. You can only select one of the products in the group. However, there can be multiple groups of mutually exclusive products. In this case multiple radio buttons can appear selected.
  - Products with a key icon attached to them indicate that the installer either found a product license (blue key) or did not find a license (broken red key). Click the key icon in the Product Selection window to scroll the information popup (if displayed) for the license information.
  - **Docs:** The book with the target icon indicates that documentation exists. The  pop-up indicates where the documentation resides.
  - **Space required:** This field updates dynamically to list the total space required for the software download and (if applicable) the documentation download for each product selected.
  - **Space available:** This field displays the total disk space available at the target download location.

- If you click  to the right of the list, the installer displays an information popup pane for the selected item and shows different information based on whether the item is a release, category, or product.

2. Click **Next**.

## Confirming Product Selections


Use the Confirm Selections window to review and confirm the download target location and the release(s) and product(s) you have chosen to download.

Do the following:

- Click **Download** to continue the download of the listed products.

## Downloading Products

The Downloading Products window indicates the progress of the download. The status bar displays the percentage of the download that is complete so far.

To cancel the download process, click  in the top right of the application. The installer will then ask you to confirm the cancel. Select **Yes** to return to the Mentor Graphics Install Home window. Select **No** to continue the download process.

When the installer displays “Download Completed” in the window, you can do one of the following:

- Choose to “Display Release Notes” (if applicable), and then click **Done**. If only one release notes document exists, the installer opens it. Otherwise, the tool displays a list of documents. Click to view each document. When you are done, click **OK**.
- Click **Done**.

## Performing an Install From the Command Line

---

You can perform an installation from the command line on all platforms regardless of whether the Mentor Install Program is installed or not.

### On Windows

**setup.exe** is the executable that installs the Mentor Install Program on Windows. This executable is generally contained on the Mentor product DVD with the source or can be downloaded from SupportNet.

You can launch the Mentor Install Program from a Windows shell with the following command:

## **setup.exe**

If the Mentor Install Program is not installed, you can download it from SupportNet ([supportnet.mentor.com](http://supportnet.mentor.com)).

Running **setup.exe -help** provides usage information.

## **On UNIX/Linux**

**install.<vco>** is the executable that installs the Mentor Install Program on UNIX/Linux. This executable is generally contained on the Mentor product DVD with the source or can be downloaded from SupportNet.

You can launch the Mentor Install Program from a UNIX/Linux terminal window with the following command:

**install.<vco>**

If the Mentor Install Program is not installed, you can download it from SupportNet ([supportnet.mentor.com](http://supportnet.mentor.com)).

**install.<vco>** installs **mgc\_install** to `$HOME\mgc\install.<vco>` (the Mentor Install Program default location on UNIX/Linux).

If the Mentor Install Program is installed already to the default location, then you can launch it by typing the following:

**\$HOME/mgc/install.<vco>/mgc\_install**

where *vco* equals the three character platform identification of the platform you are installing on (for example, *ixl* for Linux and *ss5* for Solaris SPARC).

Running **install.<vco> -help** or **mgc\_install -help** provides usage information.

# Querying Installed Products From the Command Line

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You may have need to audit the Mentor products, release, and target information before performing an install. A **-queryInstalledProds** command line option is provided which prints out a text report to console of all products currently installed on the system. The option is useful for automation of installations; a script can parse this output and decide what products to install.

The report only shows products installed with the Mentor Install Program and only products at targets that the install program knows about. For example, the report will not show products installed outside of the Mentor Install Program and it can only show the contents of targets in the **Tools > Preferences > Target List**.

The **-queryInstalledProds** command line option is used with the install executable, is available on all platforms, and requires that the Mentor Graphics Install Program be already installed. For example:

On Windows:

**C:\MentorGraphics\Install\Install.exe -queryInstalledProds**

On UNIX/Linux:

**\$HOME/mgc/install.<vco>/mgc\_install -queryInstalledProds**

If the Mentor Install Program is not installed, you can download it from SupportNet ([supportnet.mentor.com](http://supportnet.mentor.com)).

Running **setup.exe -help** provides usage information.

## CSV Formatted Report

Note that, by default, the report is provided as a tab-delimited report. You can opt for a semicolon-delimited (csv) report by using the **-format csv** flag along with **-queryInstalledProds**. For example:

On Windows:

**C:\MentorGraphics\Install\Install.exe -queryInstalledProds -format csv**

On UNIX/Linux:

**\$HOME/mgc/install.<vco>/mgc\_install -queryInstalledProds -format csv**

## Installed Products For All Users

If you have administrator rights to the system, you can show installed products for all users by using the **-allUsers** flag along with **-queryInstalledProds**. For example:

On Windows:

**C:\MentorGraphics\Install\Install.exe -queryInstalledProds -allUsers**

On UNIX/Linux:

**\$HOME/mgc/install.<vco>/mgc\_install -queryInstalledProds -allUsers**

## Chapter 2

# Managing Software

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You can manage your software installations by viewing, verifying, and removing them as needed.

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## Viewing Mentor Installations

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You can view Mentor installations and Microsoft runtime installations.

### Procedure

1. Click **Manage Software > View Mentor Installations** on the Mentor Graphics Install Home window.
2. The System Information window opens to the Mentor Installations tab. You can select the Runtime Installations tab to view the Microsoft runtime installations.
  - **Mentor Installations** — This tab Lists all valid Mentor Graphics install targets and their corresponding products known to the installer. The list shows the Target, Root, Release, and Product name. You can also pass the installer the following flag via a command line to generate this same list:  
  
*-queryInstalledProds*
  - **Runtime Installations** — (Only available on Windows) This tab Lists the Microsoft runtime redistributables currently installed on this system. The list shows the Name and Version of the redistributable.

### Related Topics

- [Viewing System Information](#)

## Verifying Installations

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The Verify Installation tool gives you the ability to select any or all products to verify or you can verify installation by target location. The tool then runs a checksum and size verification on all products selected and displays the results.

## Procedure


Click **Manage Software > Verify Installation** on the Mentor Graphics Install Home window.

## Related Topics


- [Verifying Product Selection](#)
- [Verifying Installation Results](#)

# Verifying Product Selection

Use the Product Verification Selection window to select products for verifying. The verification process runs a checksum at the target location, verifies size of directory and files within, and checks that all product files, directories, and links are present at the target location.

If you click  to the right of the list, an information popup pane for that product selection displays.

## Procedure

1. Select **Manage Software > Verify Installation**.
2. Select from:
  - **Sort by Target** — Default. Choose this sort option to list all targets you have installed to with the Mentor Install Program.
  - **Sort by Product** — Choose this sort option to list products installed with the Mentor Install Program.
3. Select individual, multiple, or **Select All** products to verify.
4. Click **Verify** to proceed to the Results window that reports the results of the verification. Click **Back** to return to the previous window. Click  in the top right of the application to cancel.

# Verifying Installation Results

To ensure that products have installed correctly, click **Manage Software > Verify Installation** on the Mentor Graphics Install Home window. The Product Verification Selection window displays. After you have selected products to verify, click **Verify** to proceed to the Results window.


Use the Results window to view the results of the verification process and save installation verification results.

**Note:** On a lengthy verification log, a summary of any errors found appears at the bottom of the log. You can use the scroll bar to scan through the entire log.



**Tip:** If errors occur during verification, re-install the products again to rule out any system glitches that may have disrupted the product installation. Should that not solve the error(s), contact Customer Support.

Do any of the following:

- Click  in the top right of the application to cancel. Cancel pauses the verification process. A popup window will appear asking you to confirm the cancel. Selecting **Yes** results in an incomplete verification and return to the Mentor Graphics Install Home window. Selecting **No** continues the verification process.
- Click **Save** to save the results of the verification. A dialog box will appear where you can specify a file name and directory to save the results to. Saving to a file is useful when the verification log is lengthy and you want to review it separately from the Mentor Install Program.
- Click **Done** on the Results window to return to the window where you began the verification process.

## Product Removal

You can remove products as needed. You can also remove the Mentor Install Program, if needed.

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## Removing Installed Products

You can remove any or all products installed with the Mentor Install Program.

### Procedure

1. Select **Manage Software > Remove Products**.
2. Select from:
  - **Sort by Target** — Default. Choose this sort option to list all targets you have installed to using the Mentor Install Program.
  - **Sort by Product** — Choose this sort option to list products (by version) installed using the Mentor Install Program.

3. Select individual, multiple, or **Select All** products to be removed.
4. Click **Next** to proceed to the Confirm Removal Selection window. It lists the results of your selection of products for removal.
5. Click **Remove** on the Confirm Removal Selection window to verify the product(s) to be removed and specify if the Mentor Install Program should discard user-modified files. The default is for the user-modified files to be kept. Note that accepting the default here may cause the product removal process to take longer.
6. If all Mentor products installed by the Mentor Install Program have been removed, a popup window asks if you would like to remove the Mentor Install Program. Click **Yes** to remove the installer. If other products exist, the popup does not appear. You want to keep the Mentor Install Program as long as you still have other Mentor products installed so that you can run a Verify Installation or perform additional product removals at a later time.

## Related Topics


- [Selecting Products for Removal](#)
- [Confirming Products for Removal](#)
- [Viewing Progress of Product Removal](#)

## Selecting Products for Removal

Use the Product Removal Selection window to select individual, multiple, or all products to be removed. You can only remove products previously installed with the Mentor Install Program.

**Note:** Removing Mentor products will not remove Mentor licensing. For information on removing Mentor licensing, see [Removing Licensing](#).


## Procedure

1. Select products to remove by choosing between:
  - **Sort by Target** — Default. Choose this sort option to list all targets you have installed to using the Mentor Install Program.
  - **Sort by Product** — Choose this sort option to list products (by version) installed using the Mentor Install Program.
2. Select individual, multiple, or **Select All** products to verify.
3. Click **Next** to proceed to the Confirm Removal Selection window which lists the results of your selection of products for removal. Click **Back** to return to the previous window. Click  in the top right of the application to cancel and return to the Mentor Graphics Install Home window.

## Confirming Products for Removal

Use the Confirm Removal Selection window to verify the product(s) to be removed and specify if the Mentor Install Program should discard user-modified files. The default is for the user-modified files to be kept. Note that accepting the default here may cause the product removal process to take longer.


Do any of the following:

- Click **Remove** to confirm and begin removal of the products selected.
- Click **Back** to return to the Product Removal Selection window where you can make selection changes.
- Click  in the top right of the application to cancel. A popup window will appear asking if you are sure you want to cancel the removal. Selecting **Yes** cancels the removal and returns you to the Mentor Graphics Install Home window. Selecting **No** removes the popup window and stays on the Confirm Removal Selection window.

## Viewing Progress of Product Removal

The Removing Products window indicates the progress of the removal of products. The status bar displays the percentage of the product removal completed for the following:

- Pre-uninstall scripts
- Product removal

Click  in the top right of the application should you need to stop the removal process once started. Cancel pauses the removal process and asks you to confirm the removal cancellation. Selecting **Yes** results in an incomplete and unstable removal (leaving applications in an unusable state) and return to the Mentor Graphics Install Home window. Selecting **No** removes the popup window and resumes the removal of products.

When Removal Complete appears on the window, click **Done** to return to the window where you began the removal process.

After clicking Done, if all products were removed, a popup window asks if you would like to remove the Mentor Graphics Install program. Click **Yes** to remove the Installer. Click **No** to retain paths to previously installed Sources and Targets. By keeping the Mentor Install Program, you can run a Verify Installation or perform additional product removals at a later time.

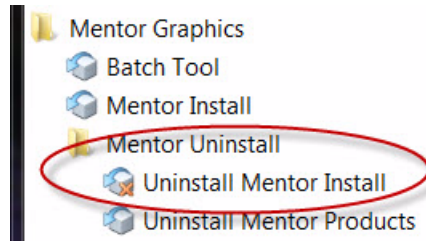
## Uninstalling the Mentor Install Program on Windows

You can uninstall the Mentor Install Program, if needed.

## Procedure

1. Open the **Start Menu**.
2. Select **All Programs > Mentor Graphics > Mentor Uninstall > Uninstall Mentor Install** (as in the following figure):

**Warning:** Uninstalling the Mentor Install Program removes the link to the installed products. To bring back the link to the installed products, you would need to reinstall the Mentor Install Program.



## Uninstalling the Mentor Install Program on Linux

You can uninstall the Mentor Install Program, if needed.

## Procedure

1. Navigate to the directory where the Mentor Install Program is located. The directory defaults to `$HOME/mgc/install.<vco>` where `<vco>` is the platform such as “ixl”.
2. Use **rm -Rf** on the `$HOME/mgc/install.<vco>` folder to remove the installer.

## Chapter 3

# Managing Licensing

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You can manage licensing by installing it and configuring it. Configuration includes tasks such as importing a license file, or pointing to a license server.

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## Installing and Configuring Licensing

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Mentor Graphics products require that a licensing environment be set up prior to running applications.

**For Windows users:** Some product installations allow you to install and configure Mentor licensing from the Mentor Install Program. You can install and configure your licensing (before running any Mentor products) by invoking the Licensing wizard from within the Mentor Graphics Install program:

- **Install**
  - **Install Licensing Software**
  - **Install Hardware Key Drivers**
- **Manage Licensing**
  - **Install Licensing Software**
  - **Install Hardware Key Drivers**

Other tools for managing your licensing are shown in the figure below.

If the Mentor Install Program does not present the Licensing wizard to install and configure your Windows licensing, refer to the product installation documentation for information on how to install Windows licensing (PCLS).

**Note:** Mentor Graphics issues Authorization Code Files that are referred to here as license files.

**For UNIX/Linux users:** Refer to the *Licensing Mentor Graphics Software* manual for complete information about ordering software licenses, setting up the licensing environment, starting the license server, and installing and configuring licensing on UNIX/Linux.

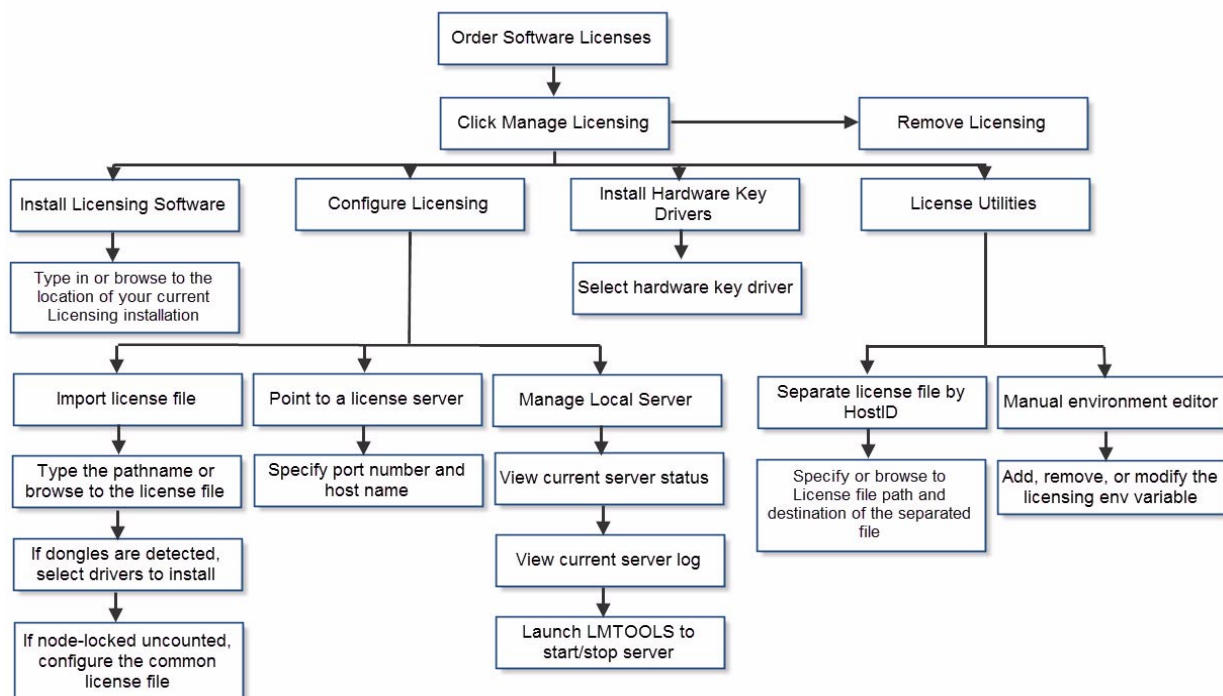
If your license file is not in the default location (for Windows: *C:\Flexlm\license.dat*; and for UNIX/Linux: */usr/local/flexlm/licenses/license.dat*), you must set either the MGLS\_LICENSE\_FILE or LM\_LICENSE\_FILE environment variables.

Other environment variables that are specific to Mentor Graphics applications are listed in product-specific configuration manuals or release notes.

See Also:

- *Licensing Mentor Graphics Software* manual

**Figure 1-1. Managing Licensing**



## Ordering Software Licenses

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Before installing Mentor Graphics software, you must order your software licenses. New customers should order new licenses; existing customers can download a copy of their current licenses.

### If you are ordering new licenses

New users must order software licenses prior to using Mentor Graphics software. To order licenses, contact your local Mentor Graphics sales office. The sales office can provide you with information on any licenses your company purchased and any current license server configurations you may have. When purchasing new licenses, you need to provide the sales staff with:

- Any new license server configuration information
- The hostIDs of client and license server computers for node-locked licenses
- The hostID of the license server computers for all floating licenses.

### If you want to download a copy of your current licenses

Existing customers can download a copy of their current licenses or view Licensing reports at the Customer Support website. Copy and paste the URL into a browser:

`http://supportnet.mentor.com/myaccount/index.cfm?fa=user.licenses`

**Note:** The Customer Support website requires a login and password. To register and obtain a password, go to `http://supportnet.mentor.com/user/register.cfm`

If you have difficulties, email `csd\_registration@mentor.com`.

Use `http://supportnet.mentor.com/user/forgot\_password.cfm` for assistance if you are registered but have forgotten your password.

## Installing Licensing Software

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Licensing software is only available if Mentor Licensing is included with your product install.


### Prerequisites

- You are using a Windows operating system.
- You must use an account with administrator privileges to install Mentor Licensing on Windows.

### Procedure

1. From the Mentor Graphics Install Home window select **Install > Install Licensing Software** or **Manage Licensing > Install Licensing Software**.

2. Do one of the following:

- **If you do not have Mentor licensing installed** — The Install Mentor Licensing window displays. The middle of the window tells you if a version of licensing is already installed and if an upgrade is needed.
  - i. If licensing is found, and no upgrade is needed, click **Back** or click  in the top right of the application to terminate the license installation and return to the Mentor Graphics Install Home window.
  - ii. If no licensing is found, in the **Licensing installation location** field, type the path or browse to the folder where you want the licensing installed. The default location is C:\MentorGraphics\Licensing.
  - iii. Click **Install** to install licensing.

A popup appears letting you know when license installation is complete and asks if you would now like to configure licensing. Selecting **Yes** opens the Configure Licensing window. Selecting **No** removes the popup window and returns you to the window where you launched the Licensing wizard.

- **If you have Mentor licensing installed but want to remove it and upgrade to a newer version of FlexNet** — In the Install Mentor Licensing window, the Licensing installation location field displays the location of the currently installed license software.
  - i. View the PCLS version information and make note if a license server upgrade is recommended. If an upgrade is recommended, a note will specify the newer server version. For example:

NOTE: You are running a license server on this machine. The license server will be upgraded from FlexNet v11.10 to FlexNet v11.11.
  - ii. Click **Upgrade** to start the process for upgrading the licensing software.
  - iii. A popup window appears indicating the licensing software location found.
    - a. If, in step 2, you changed the location of the licensing software, the popup asks that you click **OK** to return to the Install Mentor Licensing window where you can either change the location to use the existing licensing software location and continue or exit and go to the Manage Licensing menu, remove licensing software and try again.
    - b. If a license server is presently running from the licensing target directory, the popup window lists out how many features are currently in use and asks you to verify the upgrade. Click **OK** to stop the server, upgrade the license server files, and restart the server. Click **Cancel** to terminate the license installation and return to the Install Mentor Licensing window.
  - iv. If you clicked **OK** in the previous step, a Results window appears where you can view the progress results of the license server upgrade. Click **Save** to write the



contents of the Results window to a file. Click **Done** to return to the Mentor Graphics Install Home window.

## Results

If a license server was already running, the Results screen will display all pass/fail results.

If there was no license server running in the selected licensing target:

- And, if the license server upgrade was successful, you receive a message that the upgrade is complete and are asked if you would now like to configure the licensing. Selecting **Yes** opens the Configure Licensing window. Selecting **No** removes the popup window and returns you to the window where you launched the Licensing wizard.
- Or, if the licensing installation failed, you receive a message to that effect and are asked if you would like to try installing again. The message will contain the location of the log file. Click **OK** to return to the Install Mentor Licensing window and make any adjustments to the licensing location and click **Update** again when you are ready.

## Related Topics

- [Configuring Licensing](#)
- [Selecting the Hardware Key Driver](#)
- [Installing Dongles](#)
- [Modifying the License Environment Variable](#)
- [Removing Licensing](#)

# Configuring Licensing

---

Use the Configure Licensing window to specify the type of licensing you want to configure.

## Prerequisites


- You are using a Windows operating system.
- You must use an account with administrator privileges to configure licensing on Windows.
- Know that Mentor Graphics issues Authorization Code Files that are referred to here as license files.

## Procedure

1. Select from the following:
  - **Import license file** — Reads the license file and determines what configuration is needed. Mobile compute (node-locked) licenses are imported to a common file (C:\MentorGraphics\License\_Files\license.txt) and dongle drivers are installed, if

applicable. Floating licenses are not imported into the common license file. However, if Mentor licensing software is installed, licensing server setup is offered and a server license file is created (C:\MentorGraphics\License\_Files\server\_<hostid>.txt). If a license file for the server already exists, the floating licenses are merged into the existing server license file.

**Note:** If you have a hardware key, make sure it is plugged in. Cancel any attempts by the Windows Operating System to install the driver.

- **Point to a license server** — Select this option if you do not use a license file and instead connect to a license server. If you are not sure what the port number or host name is, contact your system administrator.
  - **Local Server Administration** — Select this option to view server logs, checkout server status, and launch the LMTOOLS utility where you can Start/Stop the server and perform advanced license configuration.
2. Click **Next** to continue the license configuration. Click  in the top right of the application to terminate the license configuration and return to the Mentor Graphics Install Home window.

See Also:

- *Licensing Mentor Graphics Software* manual for additional setup and configuration.

## Importing a License File

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Use the Import License File window to configure your mobile compute (node-locked) licensing.

### Prerequisites

- You are using a Windows operating system.

### Procedure

1. In the **Import licenses from** field, type the pathname or click **Browse** to navigate to the license file.

**Note:** If you do not have a copy of your license file, click on the **Download License File** link to download one (Internet connection required). The link takes you to the Customer Support SupportNet website.

**Note:** The Customer Support website requires a login and password. To register and obtain a password, go to <http://supportnet.mentor.com/user/register.cfm>.

If you have difficulties, email [csd\\_registration@mentor.com](mailto:csd_registration@mentor.com).

Use [http://supportnet.mentor.com/user/forgot\\_password.cfm](http://supportnet.mentor.com/user/forgot_password.cfm) for assistance if you are registered but have forgotten your password.

2. Click **Next**.

If dongles are detected, the Select Hardware Key Driver window appears. Select the drivers to be installed. Select **Skip** or **Install**. See [Selecting the Hardware Key Driver](#).

If node-locked licenses are detected in the license file and they all match the current machines HostID, then the common file will be created silently. If the licenses do not match the current machines HostID, the Common License File window will appear. Select from the following:

- **Licenses for Matching HostIDs ONLY** — Only licenses for the machine you are running on will be imported.
  - **Licensing for ALL HostIDs in license file** — All licenses will be imported. Useful if hardware keys are not currently attached.
3. If the Mentor Graphics Install program finds a server in the license file, one of the following popups will appear:
    - If the server hostid in the license file matches the current machine's hostid, the Floating Licenses Found dialog appears where you are asked to install and start a server. Click **Yes** to finish importing the license and setup the server; the Server Setup Results window appears. Click **No** to finish importing the license; the Importing License Status window appears.
    - If there are no matching server hostids found in the license file, but there is a dongle server hostid and a Remote Desktop Service is running, the Floating Licenses Found dialog appears where you are asked to install and start a server. The dialog further informs you that the Mentor Graphics Install program cannot determine the FLEXID of any dongles that may be connected. Select the appropriate dongle from the dropdown list and click **Yes** to finish importing the license and setup the license server; the Server Setup Results window appears. Click **No** to finish importing the license; the Importing License Status window appears.
  4. Using the Server Setup Results dialog, click **Save** to save the screen contents as HTML to a user defined file. Click **Done** to display the Configuration Complete dialog box.
  5. If you are configuring other licenses, a pop-up appears confirming configuration complete and asks if you have more licenses to set up. Click **Yes** to return to the Configure Licensing window. Click **No** to restart the Mentor Graphics Install program using the updated licensing information.

## Pointing to a License Server

---

Use the Add Server window to configure your floating/node-locked counted licensing and enable license consumption from the license server.

### Prerequisites


- You are using a Windows operating system.

## Procedure

1. Specify the communication **Port number and host name**. The default port number is 1717. This number can be set to any other port number which is currently not in use. If you are not sure what the port number and/or host name is, contact your system administrator.

Click **Test** to verify that the license manager is running on the designated host name and port number.

2. (Optional) To modify your license and server configuration, click **Edit**.
3. Click **Next**. A pop-up appears confirming configuration complete and asks if you have more licenses to set up. Click **Yes** to return to the Configure Licensing window. Click **No** to restart the Mentor Graphics Install program using the updated licensing information.

Click **Back** to return to the previous window. Click  in the top right of the application to terminate the license configuration and return to the Mentor Graphics Install Home window.

## License Server Administration

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Use the Server Administration window to view details of your license server status, access the license server's log file, and launch the LMTOOLS utility. This information applies to Windows users only.

The License Server Status box displays:

- **FlexNet Version Installed** — The current license server found on your machine, or, in the case of no current license server found, it reads Not Installed. The server must be configured as a service or the version will read as Not Installed.
- **Server is** — The active status of the server. The server is only considered running if it is configured as a service and running the Mentor vendor daemon.

Server administrative options available are:

- **Details** — Pops open a text file in Notepad that lists information on the vendors used in the license file, such as status, features in use, who is using what feature, etc. You can view, save or print the details.
- **View Log** — Pops open a text file in Notepad that displays the current license server's log file which you can view, save or print.
- **Advanced** — Launches the LMTOOLS utility in a separate window where you can start or stop the server (by opening the Start/Stop/Reread tab) and make changes to server settings (via the Advanced settings button on the Start/Stop/Reread tab).

Click **Done** to return to the Mentor Graphics Install Home window. Click  in the top right of the application to terminate the license configuration and return to the Mentor Graphics Install Home window.

## Selecting the Hardware Key Driver


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Use the Select Hardware Key Driver window to choose the hardware key (dongle) driver to install or remove. This information applies only to Windows users. If available, you can click **Skip** to bypass this window.

Access this window from the Mentor Install Home window by selecting **Install > Install Hardware Key Drivers** or **Manage Licensing > Install Hardware Key Drivers**; or during the Import License flow.


**Note:** The Install Hardware Key Drivers option is only available if the Mentor Install Program located the dongle driver installer program(s) at a specific location. If the option is missing, no driver installer program(s) were detected.

### Procedure

1. Select one or more check boxes to select drivers to install or remove. Click a  icon to view an image of a specific hardware key driver.

**Note:** Dongle(s) may be preselected if you previously specified a license file to import.

2. For each driver you selected, click its dropdown, and then select Install or Remove.
3. Click **Apply**.

The Installing Dongles window appears showing progress of hardware key installation or removal. If you are in this window as part of the Import License flow, you have the option of clicking **Back** to return to the Mentor Install Home window. Click  in the top right of the application to terminate the license configuration and return to the Mentor Graphics Install Home window.

### Related Topics

- [Installing Dongles](#)
- [Modifying the License Environment Variable](#)

## Installing Dongles

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Displays the progress of the hardware key (dongle) driver installation. This information applies to Windows users only.

**Note:** It is recommended you do not cancel the dongle driver installation (via the **Cancel** button). Only the drivers that have not begun installing will be cancelled. Any drivers in the

process of being installed will continue to be installed and you must uninstall them if you do not want them on your system.

## Related Topics

- [Selecting the Hardware Key Driver](#)
- [Modifying the License Environment Variable](#)

# Using the Licensing Utilities

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You can access a variety of licensing utilities.

## Prerequisites

- You are using a Windows operating system.

## Procedure

1. Choose **Manage Licensing > License Utilities**.
2. Access the following advanced licensing tools:
  - [Separating a License File by HostID](#)
  - [Modifying the License Environment Variable](#)
  - [Toggling Client Debugging](#)
  - [Managing Runtime Licensing](#)

# Separating a License File by HostID

---

Use the Split a License File window to split a larger license file into individual files, each containing licenses for only one HostID.

## Prerequisites

- You are using a Windows operating system.

## Procedure

1. Specify or **Browse** to the License file path.
2. Specify or **Browse** to the destination of the separated file. The default location is C:\MentorGraphics\License\_Files\Separated\_Licenses. If the directory does not already exist, you are asked if you would like to create it now.

3. Click **Next**. A confirm pop-up window appears when license file separation completes. The pop-up lists the files created. You can click on any file in the list to view the newly created file. Click **Yes** if you have more licenses to manage. Click **No** to return the Mentor Install Program home window.

## Modifying the License Environment Variable


---

You can add, remove, or modify your license environment variable.

### Prerequisites

- You are using a Windows operating system.
- You must use an account with administrator privileges to install Mentor Licensing on Windows.

### Procedure

1. Specify or select from the drop-down list the licensing environment variable (user or system) or registry entry you want to modify. The “...” button allows you to browse to a license file.
  - If you want to add a new licensing environment variable or registry entry, click **Add** and type in the fully-qualified path to the license file or a license server (port@host). For example:  
  
C:\License Files\mgc\license.dat  
  
1717@squire
  - If you want to remove a licensing environment variable or registry entry, select the entry from the list and click **Remove**.
  - You can also click and drag to change the order of the entries.
2. Click **Save** when you are finished modifying the variables to add the variable value(s) to the list and update your environment. Click **Back** to discard the changes and return to the Mentor Install Home window. Click  in the top right of the application to cancel the session.

### Related Topics

- [Selecting the Hardware Key Driver](#)
- [Installing Dongles](#)

## Toggling Client Debugging

Use the Licensing Client Debugging window to toggle client debugging, specify the debug log location, or view log files. By default, client debugging is disabled. You should only enable it temporarily for debugging purposes. Client debugging causes license check-outs to take longer and it grows the size of log files.

### Prerequisites

- You are using a Windows operating system.

### Procedure

1. Toggle debugging by selecting or clearing the Enable Client Debugging check box.
2. If enabling debugging, you can specify the location for debug log files if the default location of *C:\MentorGraphics\Licensing\LOGS* is not suitable. To do so, type a different path into the Debug Log Location field; or, click **Browse**, and choose a different folder.
3. (Optional) To view the content of any available log files, click **View Log**. From the Browse for a Log File dialog box, choose a log file, then click **Select Log File**.
4. Click **Done** to save your changes.

## Managing Runtime Licensing

Use the “Locate Runtime Licensing Components” window to find specific runtime licensing components associated with install targets or products. After you find specific components, you can choose to replace them with newer versions using additional screens that are part of the Runtime Licensing wizard.

This wizard is for advanced users. You typically use it if you can not run a product even though your license is valid. If the newer version of the licensing component does not fix the problem, you can rollback the replacement to the original version shipped with the product. You should not use this wizard if your products are working.

### Procedure

1. Click the dropdown, then choose “Search by Target” or “Search by Product.”
2. If searching by target, you can add a target to the list by doing the following:
  - a. Click **Add**. The Select Target window appears.
  - b. Navigate to the target directory you want to add, then select it.
  - c. Choose **Select Target**.



3. Select the check box of each product or target you want to include in the search, or you can instead choose to **Select All** check boxes. (If you click this button, you can also use it to deselect all check boxes.)
4. Click **Next**.
5. The Mentor Install Program searches for runtime licensing components. When it finishes, click **Next**.
6. The tool does one of two things:
  - If you have not replaced any components before, the tool displays the Replace Runtime Licensing Components window.
  - If you replaced components in the past, the tool gives you the option to replace components or rollback components. Select the appropriate radio button, then click **Next**.

## Related Topics

- [Replacing Runtime Licensing Components](#)
- [Rolling Back Runtime Licensing Components](#)

# Replacing Runtime Licensing Components

Use the Replace Runtime Licensing Components window to replace the licensing version for specific targets or products with a newer licensing version. You can also replace newer licensing with older versions, but this is meant for advanced users and not recommended.

In addition, you can use this window to create a report of all found items. The report also includes a list of license servers running on your machine and other licensing runtime information. Consider providing this report to Mentor Graphics customer support if you need more assistance.

## Prerequisites

- You completed the steps in [Managing Runtime Licensing](#).

## Procedure

1. Click the PCLS Release dropdown, then choose a licensing version.

As a result, the table under “Current Runtime Licensing” shows licensing version information for each target or product.

**Note:** To update the dropdown list to include all known versions (both newer and older), click **Check Online**.

2. Select the check box for each target or product for which you want to replace licensing. You can also do the following:

- Select or deselect all rows by clicking the check box in the header row of the table.
  - Show only *mgls\*.dll* rows by selecting its check box.
  - Show only *mgc.pkginfo* rows by selecting its check box.
  - Show licensing version downgrades by deselecting the Hide downgrades check box.
  - Output a report containing your current runtime licensing for all rows by clicking **Create Report**.
3. Click **Next**.
  4. On the Confirm Selections screen, verify your choices.

**Note:** You can populate the table based on FlexNet Version, PCLS Release, or File Version by clicking the Show dropdown and choosing a different selection. (Only available if you selected any *.dll* files for replacement.)

5. Click **Replace**.

**Note:** If the version you selected for replacement is not available on disk, the Mentor Install Program downloads it at this time.

## Rolling Back Runtime Licensing Components

Use the Rollback Runtime Licensing Components window to revert specific products or targets to the original version shipped with your software.

### Prerequisites

- You completed the steps in [Managing Runtime Licensing](#).

### Procedure

1. Select the check box for each target or product for which you want to rollback licensing replacements. You can also do the following:
  - Select or deselect all rows by selecting the check box above the table.
  - Populate the table based on FlexNet Version, PCLS Release, or File Version by clicking the Show dropdown and choosing a different selection.
2. Click **Next**.
3. On the Confirm Selections screen, verify your choices, then click **Rollback**.

# Removing Licensing

You can remove licensing as needed. The Remove Licensing option is only enabled if licensing is detected on the machine. If the option is missing, Mentor licensing was not detected on the machine.

## Prerequisites

- You are using a Windows operating system.

## Procedure

1. Do one of the following:
  - From the Mentor Install Home window, select **Manage Licensing > Remove Licensing Software**.
  - Choose **Start > Programs > Mentor Graphics Licensing > Remove Licensing**.
2. A Confirm dialog appears asking you to confirm the removal of Mentor Licensing. **Yes** removes Mentor Licensing and displays a second Confirm dialog letting you know when removal is complete. Selecting **No** cancels the removal.

## Chapter 4 Tools

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There are tools you can use to create and deploy batch scripts, set installation preferences, and view system information.

<b>Overview of Creating a Batch Script .....</b>	<b>52</b>
<b>Client Batch Script Overview .....</b>	<b>60</b>
<b>Setting Installation Preferences .....</b>	<b>72</b>
<b>Creating an Input File .....</b>	<b>74</b>
<b>Viewing System Information .....</b>	<b>76</b>

### Overview of Creating a Batch Script

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The Mentor Install Program provides a Batch Tool for batch installation. A batch installation is where you define a series of steps to be performed and then have the steps executed automatically.

The Batch Tool allows Administrators to use the Mentor Install Program to create an executable batch script that various users can run on their machines and have a common installation. This batch script is useful to Administrators who want to automate installation to multiple, similarly configured machines.

Running a batch installation:

- Provides a non-interactive installation of Mentor Graphics products.
- Installs files into a new target location or installs patches or updates to an existing tree.

**Note:** Releases that include the MGC PCB Release Switcher or the MGC SDD Configurator may still require some user interaction. If your release provides the Release Switcher, only use that tool to switch between releases. If your release also provides the Configurator, it is there to support switching between newer releases that support side-by-side compatibility and legacy releases that do not. In those cases, the Configurator is called by the Release Switcher as needed. You should not run the Configurator from the command line. Releases that do not include the Release switcher may still rely on the Configurator and require user interaction. Refer to the *Setting Your Software Environment with SDD Configurator* manual for more information.

Use the Batch Tool Wizard to create a batch script. The wizard is a step-by-step guide to creating an executable batch script.

The batch install consists of two parts:

- Part 1: Repository Setup
- Part 2: Client Batch Script Creation

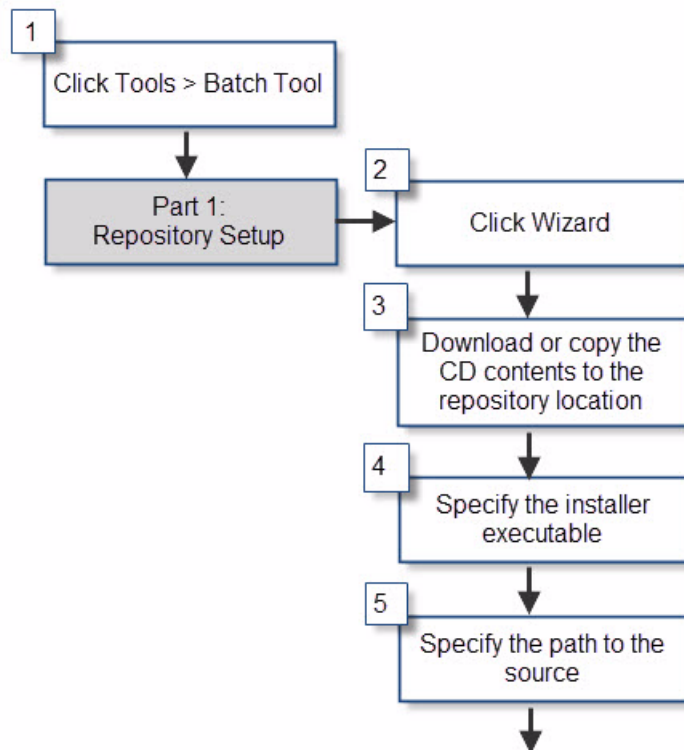
## Before you Begin

You need to identify a location, or *repository*, where the installation source and the Mentor Install Program can be centrally located. Ideally, the repository should be accessible by all of the machines that will ultimately be executing the batch installations. Copy the DVD or download the release(s) to this repository.

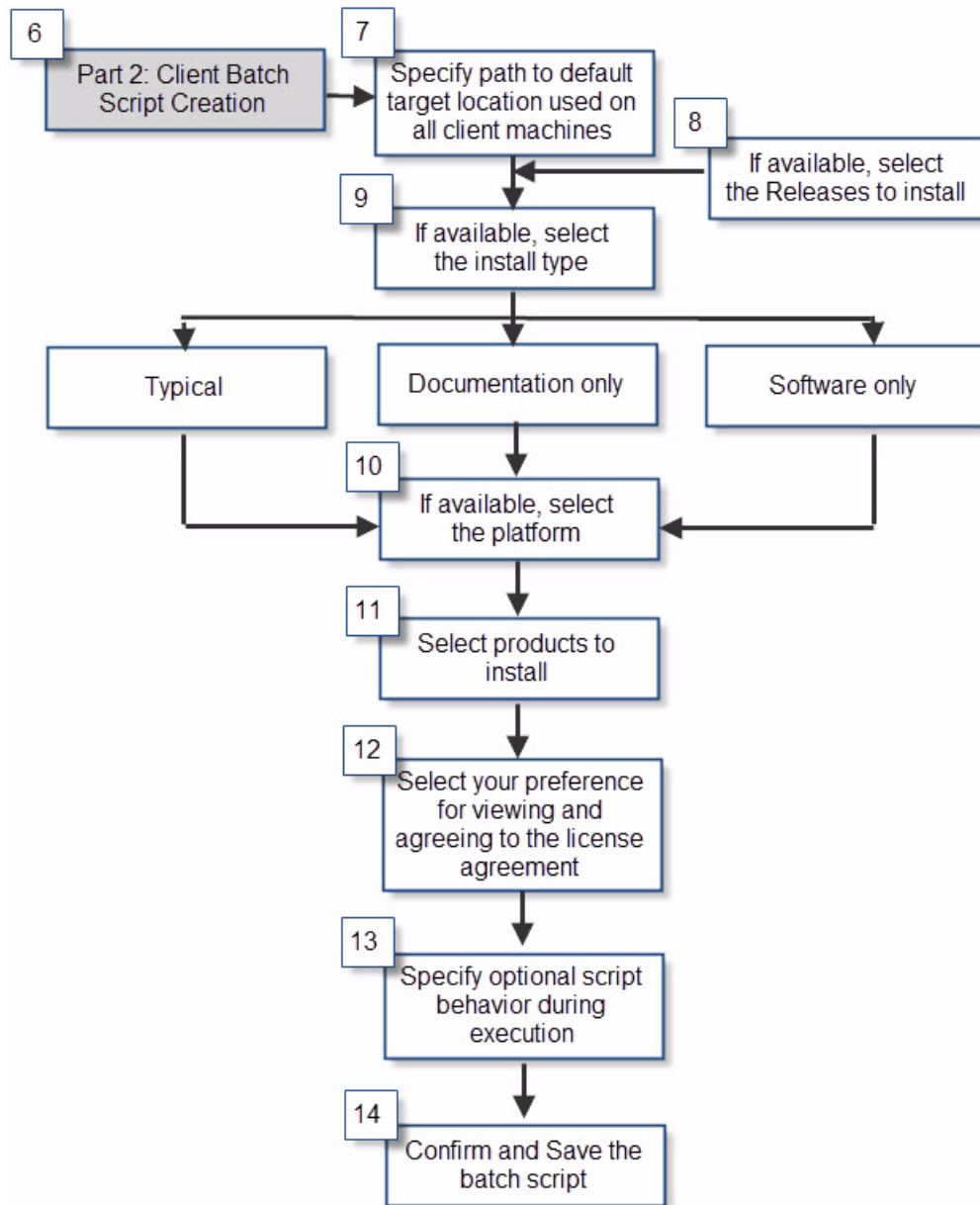
- If the installation source is on multiple DVDs, all should be copied to the same repository. Directories with the same name should be merged at the repository (and the original name/structure should be retained).
- If the installation source was downloaded, extract or unzip the download to the repository. The idea is to collocate all the files in the repository.

The Mentor Install Program needs to be copied to the repository (assuming it was not automatically delivered with the source or the source is a Mentor Install Bundle (MIB)). The Mentor Install Program is one file on Windows (**setup.exe**) and one file for UNIX/Linux platforms (**install.<vco>** where <vco> is a platform suffix that is used for platform identification). When the batch script is executed, the Mentor Install Program is installed on each of the machines.

**Figure 1-1. Part 1: Batch Repository Setup**



**Figure 1-2. Part 2: Client Batch Script Creation**



## Creating a Batch Script

You use the Batch Tool Wizard to create a batch script.

### Procedure

1. Click **Tools > Batch Tool** on the Mentor Graphics Install Home window to display the Welcome to the Batch Tool screen.

2. Select **Wizard** to begin the step-by-step process of creating an executable batch script.
3. Read the Repository Setup Overview and click **Next**.
4. Using the Mentor Graphics Installer window, specify the installer executable located at the repository location and click **Next**.
5. Using the Source Location window, specify the source location and click **Next**. You can use the Source Browser to find the path to the source by clicking **Search...**
6. Read the Client Batch Script Overview and click **Next**.
7. Using the Default Target Location window, specify the default target location where products are installed on the client machines and click **Next**. You can click **Browse** to search for the target location.
8. If the install contains more than one release, using the Releases window, select the releases to install and click **Next**.

**Note:** The Releases window only displays when there is more than one release on the installation media.


9. If the install gives you the ability to choose an install type, using the Install Type window, select the install option and click **Next**.

**Note:** The Install Type window only displays when additional install options related to the product documentation are available on the installation media.

10. If the install gives you the ability to choose a platform, using the Platform Selection window, select the platform you are installing to, and click **Next**.

**Note:** The Platform Selection window only displays when there is more than one platform supported on the install media. For installs containing a single install media containing both product and documentation, the Mentor Install program by-passes the Platform Selection window.

11. Using the Product Selection window, select the products to install and click **Next**. Some products may be dependent upon one or more products or may be mutually exclusive:

- If you notice that selecting a particular product automatically selects one or more products, that denotes that it has dependencies on other products. Click  to the right of the list to display the dependency information.
- If a product is preceded by a radio button, that denotes that it is mutually exclusive; only one of the products in that dataset may be selected. However, there could be more than one group of mutually exclusive products, in which case multiple radio buttons can appear selected.

12. Using the License Agreement Viewing Preference window, select your preference for viewing and agreeing to the Mentor Graphics License Agreement and click **Next**. The License Agreement will display now if you chose to Accept now.



13. Using the Batch Script Options window, specify the optional script behavior during execution and click **Next**.
14. Using the Confirm and Save window, confirm the product selections, specify the file to save to (for example, *myBatchFile.BAT*), and click **Save**.
15. Click **Done** to exit the Batch Tool.

## Results

The batch script is an executable file and contains XML at the bottom of the file. The XML contains:

- **source value** — The full path to the repository or source of the installation media (DVD or installed tree)
- **target value** — The full path to the location where the media is to be installed
- **platform value** — The platform that is to be installed
- **release name** — The release name as specified on the source media. For example: Expedition Enterprise Flow.
- **product name** — The product(s) as specified on the source media

## Related Topics

- [Performing a Batch Installation](#)

# Repository Setup Overview for a Batch Install


This window explains the first part of the batch script creation using the Batch Install Wizard. In this part, you define the network paths to the repository. The repository is the location of the installation source and the Mentor Install Program executable.

**Note:** Before continuing beyond this screen, download or copy the DVD contents to the repository location. Scroll to the bottom of this help topic for information on creating the repository. It is recommended that the source and Mentor Install Program reside in the same repository location.

Once your repository contains the download or copy of the DVD contents and the Mentor Install Program, use the wizard to walk you through how to:

- Select the path to the installer executable at the repository location.
  - On UNIX/Linux, by default, the Install Program is **install.<vco>**.
  - On Windows, by default, the Install Program is **setup.exe**.

- Select the path to the source at the repository location. Valid source directories display with gold-colored folders or Mentor Install Program icon attached to the file name.

Click **Next** to begin the repository setup. Click **Back** to return to the Batch Tool welcome window. Click  in the top right of the application to exit the Batch Tool. A popup window will appear, asking you to confirm the cancel. Selecting **Yes** exits the Batch Tool wizard and returns you to the Mentor Install Home window where you began. Selecting **No** removes the popup window and stays on the Repository Setup Overview window.

## How to Set Up the Repository

You need to identify a location, or *repository*, where the installation source and the Mentor Install Program can be centrally located. Ideally, the repository should be accessible by all of the machines that will ultimately be executing the batch installations. Copy the DVD or download the release(s) to this repository.

- If the installation source is on one or more DVDs, all should be copied to the same repository. Directories with the same name should be merged at the repository (and the original name/structure should be retained).
- If the installation source was downloaded, extract or unzip the download to the repository. The idea is to collocate all the files in the repository.

The Mentor Install Program needs to be copied to the repository (if it was not already delivered with the source or the source is a Mentor Install Bundle (MIB)). The Mentor Install Program is one file on Windows (**setup.exe**) and one file for UNIX/Linux platforms (**install.<vco>** where *<vco>* is a platform suffix of three characters that is used for platform identification). When the batch script is executed, the Mentor Install Program is installed on each of the machines.


## Specifying the Mentor Graphics Installer for a Batch Install

Use the Mentor Graphics Installer window to specify the path to the installer executable at the repository location.

### Procedure

1. Select the path to the installer executable.
  - On Windows, by default, the Install Program is the **setup.exe** that came with your download or DVD. If the install is a bundle install (Mentor Install Bundle (MIB)), then it is the path to the installer executable.
  - On UNIX/Linux, by default, the Install Program **install.<vco>**.

You can click **Browse** to locate the Install executable.

2. (Optional) To get the latest version of the Mentor Install Program, click **Download**. In the Download location dialog box, choose a folder name, then click **Save**.
3. Click **Next** to continue the repository setup. Click **Back** to return to the previous window. Click  in the top right of the application to exit the Batch Tool. A popup window will appear, asking you to confirm the cancel. Selecting **Yes** exits the Batch Tool wizard and returns you to the Mentor Install Home window where you began. Selecting **No** removes the popup window and stays on the Mentor Graphics Installer window.

## Specifying the Source for a Batch Install

Use the Source Location window to specify the pathname to the source that you copied to the repository. Note that the source location is generally the same path as where you placed the Mentor Install Program executable, namely your repository.

### Procedure

1. Verify that the Path to the source field contains the location of the source you want to install.


**Note:** The Select a source location field defaults to the path where you invoked the Install Program or where you last installed. The display area provides release information on the source shown in the field.

- If the field is incorrect or blank (may occur the first time the Mentor Install Program is used) type the path to the location of the source you want to install. If your source is on a network, enter the full pathname to the source.
- If you need to search for the source location, select **Search** and using the Source Browser screen, navigate to a DVD or download location. Click in the upper-left panel to browse folders on your file system. Click **Find** to start a search for sources inside the folder highlighted in the upper-left panel. Valid sources are displayed with a golden folder. Highlight the source in the upper-right panel (details of the highlighted source are displayed in the bottom panel of the Source Browser) and click **Select** to select the source location and return to the Source screen. For more information on the Source Browser, see [Using the Source Browser](#).

After a successful installation, the field will default to the last used source location. The dropdown list displays the collection of all previously used sources.

The proper source format for installing products from one of the above is any of the following:

- A directory containing the subdirectory `_msidata`. The `_msidata` subdirectory is read to determine Release contents.
- A file with an extension of `.mis` (for example, `ReleaseV4S23.mis`).

- A source bundled as a Windows executable file with an extension of .exe.
  - A UNIX/Linux executable file with an extension of .<vco>, where vco equals a three-character platform identification of the platform you are installing to such as ss5 for Solaris SPARC. For example: ReleaseV4S23.ss5
2. Click **Next** to continue with the Batch Tool. Click **Back** to return to the previous window. Click  in the top right of the application to exit the Batch Tool. A popup window will appear, asking you to confirm the cancel. Selecting **Yes** cancels exits the Batch Tool and returns you to the Mentor Install Home window. Selecting **No** removes the popup window and stays on the Source Location window.


## Client Batch Script Overview

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This window explains the second and last part of the batch script creation using the Batch Install Wizard. In this part, you create the batch script that will run on the client machines. The script installs the software from the repository you set up in Part 1.

To create the batch script, the wizard walks you through how to:

- Select the default Target location where products are installed on the client machines.
- Select the release (only if more than one release is at the source location).
- Select install type (applicable only if additional install options related to the product documentation are available on the installation media).
- Select platform (applicable only if there is more than one platform supported on the install media).
- Select the products to install.
- Set options for the batch install (viewing of the license agreement, whether to run in silent mode or not, and whether to perform a Verify after installation).

Click **Next** to begin the client batch script creation. Click **Back** to return to the previous window. Click  in the top right of the application to exit the Batch Tool. A popup window will appear, asking you to confirm the cancel. Selecting **Yes** exits the Batch Tool wizard and returns you to the Mentor Install Home window. Selecting **No** removes the popup window and stays on the Client Batch Script Overview window.

## Specifying the Default Target Location for Batch Install


Use the Default Target Location window to specify the default target location where products are installed on the client machines. This should be a common location on all client machines.

### Procedure

1. In the **Path to target location used on all client machines** field, you may

- Enter the full pathname, ending with the directory where the Mentor Graphics software will reside on the client machine. If the directory does not currently exist, executing the batch script creates the directory before loading the software to that location.
- Select the target location from the dropdown list. The dropdown list shows the previous targets used.
- **Note:** The dropdown list may be blank the first time the Mentor Install Program is used. After a successful installation, the field will default to the last used target location.
- Browse for the default target location, by clicking **Browse...**

For information on selecting locations for product trees and how to plan for your software configuration, see the product's web download instructions on SupportNet ([supportnet.mentor.com](http://supportnet.mentor.com)) or in the installation instructions available with the installation media.

2. Click **Next** to continue the client batch script creation. Click **Back** to return to the previous window. Click  in the top right of the application to exit the Batch Tool. A popup window will appear, asking you to confirm the cancel. Selecting **Yes** exits the Batch Tool wizard and returns you to the Mentor Install Home window. Selecting **No** removes the popup window and stays on the Default Target Location window.

**Note:** You can overwrite the default target location when executing the batch script by using the **-tgt** argument followed by the new target location. For example:

On UNIX/Linux:

```
myBatchFile.sh -tgt /mentor/software
```

On Windows:



```
myBatchFile.bat -tgt C:\Mentor\Software
```

## Selecting Releases for a Batch Install

Use the Releases window to select the release(s) to install.

**Note:** Typically there is only one release on the installation media. The Releases window only displays when there is more than one release on the installation media.

### Procedure

1. From the list, select the release(s) to install. After a release is selected, click  to the right of the list to display information about the release that is currently highlighted.
2. Click **Next** to continue the client batch script creation. Click **Back** to return to the previous window. Click  in the top right of the application to exit the Batch Tool. A popup window will appear, asking you to confirm the cancel. Selecting **Yes** exits the


Batch Tool wizard and returns you to the Mentor Install Home window. Selecting **No** removes the popup window and stays on the Releases window.

## Selecting the Install Type

Use the Install Type window to specify the documentation and software components to install.

**Note:** This window is available only with some releases and allows you to maintain one documentation set for multiple software installs using a shared documentation location (SDL).

### Procedure

1. Select the components to install. Choices are:
  - **Typical** — this option installs software and documentation to the target location specified on the Source/Target window.
  - **Documentation only** — installs documentation only to the shared target location specified on the Source/Target window.
  - **Software only** — installs software only to the target location specified on the Source/Target window. The next screen gives you the ability to point to the shared documentation location. This shared location is how the software will find the documentation.
2. Click **Next** to continue the installation. Click **Back** to return to the previous window. Click  in the top right of the application to cancel. A popup window will appear, asking you to confirm the cancel. Selecting **Yes** cancels the installation and returns you to the Mentor Install Home window. Selecting **No** removes the popup window and stays on the Install Type window.

## Selecting a Platform

Use the Platform Selection window to select the platform on which the install should occur. This window is only available if the installation source supports more than one platform.

**Note:** This window is available only with some releases and appears because the products in this release are available for installation on more than one platform.

### Procedure

1. In the **Select a platform** field, verify the platform you are installing. By default, this field will show the platform you are running the Mentor Install Program on. However, if you are installing to a different platform, select that platform from the dropdown list.
2. Click **Next**.


## Selecting Products for a Batch Install

Use the Product Selection window to select the product(s) to install.


**Note:** Based on the release, some products may appear pre-selected. The Mentor Install Program automatically selects products based upon licenses available, product(s) already at target, pre-select attribute set, etc. You can disable the **Auto-Select products with licenses** feature using the Installation Preferences window. It can be invoked from the **Tools > Installation Preferences** menu. For more information on setting preferences, see [Setting Installation Preferences](#).

From the Product Selection window, you can view information about each of the products available for installation and how much disk space is required to install selected products.

### Procedure

1. From the list, select the product(s) to install. Some products may be dependent upon one or more products or may be mutually exclusive:
  - If you notice that selecting a particular product automatically selects one or more products, that denotes that it has dependencies on other products. Click  to the right of the list to display information about selected products.
  - If a product is preceded by a radio button, that denotes that it is mutually exclusive; only one of the products in that dataset may be selected. However, there could be more than one group of mutually exclusive products, in which case multiple radio buttons can appear selected.
  - If a product has a key icon attached to it, this indicates that either a license was found (blue key) or a license is missing (broken red key) for the selected product. Clicking the Key icon scrolls the information popup pane (if displayed) to the license information for that product.


**Note:** The target icon is not displayed when creating a batch script.

- **Docs:** The book with the target icon indicates that documentation exists. The  pop-up indicates where the documentation resides.
- **Space required:** This field at the bottom of the window dynamically updates to list the total space required for software and (if applicable) documentation for each product selected. The actual space required may be less if this is an update to products that already exist at the target on the client machine.
- **Space available:** This field at the bottom of the window displays the total disk space available at the target install location.

The following information is listed for each product when the  pop-up is open:

- **Release Name:** This area shows the full release name.
- **Date:** The release date.




- **Source Path:** The path you selected on the Source and Target window.
  - **Description:** Provides information specific to the highlighted product.
  - **Products available:** Lists the products available for install from the release(s) previously selected. Clicking a product name results in the information popup pane filling with information on that product.
2. Click **Next** to continue the client batch script creation. Click **Back** to return to the previous window. Click  in the top right of the application to exit the Batch Tool. A popup window will appear, asking you to confirm the cancel. Selecting **Yes** exits the Batch Tool wizard and returns you to the Mentor Install Home window. Selecting **No** removes the popup window and stays on the Product Selection window.

## Selecting Your License Agreement Viewing Preferences for a Batch Install

Use the License Agreement Viewing Preference window to select your preference for viewing and agreeing to the Mentor Graphics License Agreement. You can view the Licensing Agreement from the Mentor Install Program home page.

### Procedure


1. Choose one of the following:
  - **Prompt for agreement each time the batch script is run** — (Default) Choose this option and click **Next** to require the Licensing Agreement to be shown and Agreed to at each client station when the batch script is run.
  - **Don't prompt for agreement each time the batch script is run** — Choosing this option does not require interaction at the client machine when the batch script is run. The License Agreement is still displayed on the client machine. If you choose this option and click **Next**, the Mentor Graphics Licensing Agreement displays and you must Agree to it before continuing with the batch script creation. when you **Agree** here it means that you represent your company and whomever runs this script to install Mentor products.
2. Click **Next** to continue the client batch script creation. Click **Back** to return to the previous window. Click  in the top right of the application to exit the Batch Tool. A popup window will appear, asking you to confirm the cancel. Selecting **Yes** exits the Batch Tool wizard and returns you to the Mentor Install Home window. Selecting **No** removes the popup window and stays on the License Agreement Viewing Preference window.

## Viewing the Licensing Agreement in the Batch Tool

Use this window to view the Mentor Graphics Licensing Agreement. Carefully read the agreement and accept it before creating the batch script.




Do any of the following:

- Click **Save** to save the Licensing Agreement to a file.
- Click **Print** to print a hardcopy of the Licensing Agreement.
- Click **Agree** to accept the Licensing Agreement and continue with the batch script creation.
- **Back** returns you to the previous window.
- Click  in the top right of the application to exit the Batch Tool wizard. A popup window will appear, asking you to confirm the cancel. Selecting **Yes** cancels the Batch Tool wizard and returns you to the Mentor Install Home window. Selecting **No** removes the popup window and stays on the License Agreement window.

## Specifying Optional Script Behavior for a Batch Install

Use the Batch Script Options window to specify optional script behavior during a batch install execution.


### Procedure

1. Choose from among the following options:
  - **Check if you want detailed progress during installation**  
**Verbose mode** — Default is to not run in Verbose mode. Select this option and the batch script will display detailed progress during product installation. The Mentor Graphics licensing agreement will have to be agreed to unless the “Don’t prompt for Agreement each time the batch script is run” option was selected on the previous window.
  - **Check if you want to verify the files after installation**  
**Verify Installation** — Default is to not run a Verify. Select this option to automatically launch a verification process after product installation is complete during a batch installation. Running a verify takes extra time.
  - **Check if you want to copy the log file from the client to the repository**  
**Copy log files to repository** — Default is to not copy the log files to the repository. Select this option if you want each client installation log file copied back to the repository. Note that clients must have write access to the repository.
2. Click **Next** to continue the client batch script creation. Click **Back** to return to the previous window. Click  in the top right of the application to exit the Batch Tool. A popup window will appear, asking you to confirm the cancel. Selecting **Yes** exits the Batch Tool wizard and returns you to the Mentor Install Home window. Selecting **No** removes the popup window and stays on the Batch Script Options window.

## Confirming and Saving the Batch Script

Use the Confirm and Save window to review and confirm the selections you have made for the batch script and specify where to save the batch script. The default location is the repository.

### Procedure

1. Specify the location and name of the batch script. Examples of batch script names are:
  - **UNIX/Linux** — *myBatchFile.sh*
  - **Windows** — *myBatchFile.bat*
2. Click **Save** to save the batch script. Click **Back** to return to the previous window and make changes to your batch script. Click  in the top right of the application to cancel the batch process. A popup window will appear asking you to confirm the cancel. Selecting **Yes** exits the Batch Tool wizard and returns you to the Mentor Install Home window. Selecting **No** removes the popup window and stays on the Confirm and Save window.

## Performing a Batch Installation

There are two ways to perform a batch installation:

- Execute a batch script (created by using the Mentor Install Program's Batch Tool)
- Execute the Mentor Install Program using the -batch flag from the command line.

**Note:** Non-critical warnings are suppressed during a batch installation. However, after installation completes, you can view any warnings that may have occurred by reading the *mip\_history.txt* file. The default location for this file is:

- On UNIX/Linux:  
**\$HOME/mgc/install.<vco>/LOGS**
- On Windows:  
**C:\MentorGraphics\Install\LOGS**

**Note:** If you have not created a batch script or a batch file already, refer to the instructions in **Creating a Batch Script** before proceeding with the steps below.

### Executing a Batch Script

The batch script is directly executable and contains the information needed to install the specified products. To execute the batch script, assuming you are in the repository location:

- On UNIX/Linux:  
**myBatchFile.sh**

- On Windows:

**myBatchFile.bat**

During the execution of the batch script it is possible to specify a source or target different from what is in the batch script.

To specify an alternate target (**-tgt**) or source (**-src**) location:

- On UNIX/Linux:

**myBatchFile.sh -tgt <altTargetPath>**

**myBatchFile.sh -src <altSourcePath>**

- On Windows:

**myBatchFile.bat -tgt <altTargetPath>**

**myBatchFile.bat -src <altSourcePath>**

During the execution of the batch script it is possible to specify an alternate location for the installation of the Mentor Install Program. For example, the default installation location of the Mentor Install Program on Windows is C:\MentorGraphics\Install.

To specify an alternate install location for the Mentor Install Program:

- On UNIX/Linux:

**myBatchFile.sh -msiloc <altInstallerPath>**

- On Windows:

**myBatchFile.bat -msiloc <altInstallerPath>**

## Executing a Batch File from the Command Line

Do the following to perform a batch installation of Mentor Graphics software:

1. Launch the batch installation using the **-batch** flag and the name of the batch file. If, for example, you are in the directory where both the Mentor Install Program and the batch script are located, you would launch the batch installation as follows:

- On UNIX/Linux:

**mgc\_install -batch myBatchFile.sh, or**

**install.<vco> -batch myBatchFile.sh**

- On Windows:

**setup.exe -batch myBatchFile.bat, or**

**install.exe -batch** *myBatchFile.bat*

You may turn verbose mode off by specifying **-silent** before the **-batch** flag. For example:

- On UNIX/Linux:

**install.<vco> -silent -batch** *myBatchFile.sh*

- On Windows:

**setup.exe -silent -batch** *myBatchFile.bat*

If you are re-installing existing products, you can specify **-repair**. This flag forces the installer to overwrite ALL existing files with the version at the source, thereby repairing any modified or corrupt files at the target. For example:

- On UNIX/Linux:

**install.<vco> -silent -repair -batch** *myBatchFile.sh*

- On Windows:

**setup.exe -silent -repair -batch** *myBatchFile.bat*

2. After the batch installation is launched, you are prompted to agree to the Mentor Graphics Licensing Agreement. You can select:
  - **D** — Displays the entire license agreement; you are then prompted to accept the agreement by typing **Yes**.
  - **P** — Pages through the license agreement; you are then prompted to accept the agreement by typing **Yes**.
  - **R** — Prints the license agreement; you are then presented with the Print window where you can designate a printer to print out the EULA to and batch is then terminated.
  - **X** — Exits the application; batch is terminated.

After the License Agreement is agreed to, a progress indicator displays to show the percentage of batch installation complete.

## Performing a Batch Verification

After you have performed an installation you can ensure that products installed correctly by performing a batch verification from the command line.

Do the following to perform a batch verification of Mentor Graphics software using the specified batch file or target directory.

Launch the batch verification using the **-batchverify** flag and the name of the batch file or target directory.

- On UNIX/Linux:

**\$HOME/mgc/install.<vco>/mgc\_install -batchverify <file/Directory>, or**

**\$HOME/mgc/install.<vco> -batchverify <file/Directory>**

- On Windows:

**C:\MentorGraphics\Install\setup.exe -batchverify <file\Directory>, or**

**C:\MentorGraphics\Install\install.exe -batchverify <file\Directory>**

When you specify a file, the Mentor Install Program uses the products and target specified in the file to perform a product verification. For example:

**C:\MentorGraphics\Install\install.exe -batchverify C:\temp\batch\batchFile.bat**

When you specify a Directory, the Mentor Install Program performs a product verification of all products at this target directory. For example:

**C:\MentorGraphics\Install\install.exe -batchverify C:\Mentor\Software**

## Performing a Product Update Batch Install

Mentor Graphics periodically releases product updates. You can install these updates directly from the command line using the **-batchupdate** flag.

Do the following to perform a product batch update install of Mentor Graphics software.

Launch the batch update install using the **-batchupdate** flag and the name of the source and target directories.

- On UNIX/Linux:

**\$HOME/mgc/install.<vco>/mgc\_install -batchupdate -src <source> -tgt <target>, or**

**\$HOME/mgc/install.<vco> -batchupdate -src <source> -tgt <target>**

- On Windows:

**C:\MentorGraphics\Install\setup.exe -batchupdate -src <source> -tgt <target>, or**

**C:\MentorGraphics\Install\install.exe -batchupdate -src <source> -tgt <target>**

Using **-batchupdate** only updates products that already exist at the target location.

**Note:** The **-batchupdate** flag does not work on installations that use Shared Documentation locations. For example, it does not work on a documentation only target in a shared

documentation install. Nor does it work on a software only target in a shared documentation install.

If there is a chance that you have any modified or corrupt files that exists at the target, you can specify **-repair**. This flag forces the installer to overwrite ALL existing files with the version at the source, thereby repairing any modified or corrupt files at the target. For example:

- On UNIX/Linux:

```
$HOME/mgc/install.<vco>/mgc_install -repair -batchupdate -src <source> -tgt <target>, or
```

```
$HOME/mgc/install.<vco> -repair -batchupdate -src <source> -tgt <target>
```

- On Windows:

```
C:\MentorGraphics\Install\setup.exe -repair-batchupdate -src <source> -tgt <target>, or
```

```
C:\MentorGraphics\Install\install.exe -repair-batchupdate -src <source> -tgt <target>
```

## Performing a Batch Install of All Products

Use the **-batchall** flag when you simply want to install all the products included in the source to a new or existing target directly from the command line.

Launch the batch install using the **-batchall** flag and the name of the source and target directories.

- On UNIX/Linux:

```
$HOME/mgc/install.<vco>/mgc_install -batchall -src <source> -tgt <target>, or
```

```
$HOME/mgc/install.<vco> -batchall -src <source> -tgt <target>
```

- On Windows:

```
C:\MentorGraphics\Install\setup.exe -batchall -src <source> -tgt <target>, or
```

```
C:\MentorGraphics\Install\install.exe -batchall -src <source> -tgt <target>
```

**Note:** The **-batchall** flag does not work on installations where you expect to use Shared Documentation location.

If you are re-installing existing products, you can specify **-repair**. This flag forces the installer to overwrite ALL existing files with the version at the source, thereby repairing any modified or corrupt files at the target. For example:

- On UNIX/Linux:

```
$HOME/mgc/install.<vco>/mgc_install -repair -batchall -src <source> -tgt  
<target>, or
```

```
$HOME/mgc/install.<vco> -repair -batchall -src <source> -tgt <target>
```

- On Windows:

```
C:\MentorGraphics\Install\setup.exe -repair -batchall -src <source> -tgt <target>,  
or
```

```
C:\MentorGraphics\Install\install.exe -repair -batchall -src <source> -tgt <target>
```

## Performing a Batch Removal

Do the following to perform a batch removal of Mentor Graphics software using the specified batch file or target directory.

Launch the batch removal using the **-batchremove** flag and the name of the batch file or target directory.

On UNIX/Linux:

```
install.<vco> -batchremove <file/Directory>, or
```

```
$HOME/mgc/install.<vco>/mgc_install -batchremove <file/Directory>
```

On Windows:

```
\setup.exe -batchremove <file\Directory>, or
```

```
C:\MentorGraphics\Install\install.exe -batchremove <file\Directory>
```

When you specify a file, the Mentor Install Program uses the products and target specified in the file to perform a product removal. For example:

```
C:\MentorGraphics\Install\install.exe -batchremove C:\temp\batch\batchFile.bat
```

When you specify a Directory, the Mentor Install Program removes all Mentor Graphics products at this target directory. For example:

```
C:\MentorGraphics\Install\install.exe -batchremove C:\MentorGraphics\Software
```

Optionally, you can use the **-deleteUserModifiedFiles** flag and the Mentor Install Program will remove all files that it installed, even user modified files. For example:

```
C:\MentorGraphics\Install\install.exe -batchremove C:\temp\batch\batchFile.bat  
-deleteUserModifiedFiles
```

or


```
C:\MentorGraphics\Install\install.exe -batchremove C:\MentorGraphics\Software  
-deleteUserModifiedFiles
```

## Setting Installation Preferences

Use the Installation Preferences window to set installation preferences. This window is invoked from the menu **Tools > Installation Preferences**.

**Note:** Settings on these options are persistent; subsequent invocations of the Mentor Install Program will carry any changes you make to the settings of these options.

**Note:** The Installation Preferences menu item is disabled when an Input file is used. An Input file is created in XML file format by System Administrators who want to lock down installation preferences. Refer to [Creating an Input File](#).

Select a tab to view the various installation preferences available. To disable options, uncheck the corresponding check box and click **Done**. Click **Reset** to return all installation preferences to their previously saved settings. Click **Done** to set and save the installation preferences. Click  in the top right of the application to close the Installation Preferences window without saving any changes.

Installation preference options are:

- **User Data**

### **Reset settings**

Select one or more of the following and then click **Reset**.

- **Reset Source list** - When selected, the Mentor Install program clears any sources previously used in successful installations off the stored Source list. Clicking **Reset** then resets this list back to the factory defaults.
- **Reset Target list** - When selected, the Mentor Install Program clears any targets previously used in successful installations off the stored Target list. Clicking **Reset** then resets this list back to the factory defaults.
- **Reset other settings** - When selected, the Mentor Install Program clears any adjustments to Auto Selection of products, Conflict Detection, and Script Execution back to the factory default settings. See next couple of sections for descriptions of these options and their default settings.

### **Administrator settings**

- **Show data from all users** - When selected, the Source list and Target list contain values from all users on the computer. This allows you to view, verify, and remove all Mentor Graphics software on the system regardless of who installed it. On Windows, only users with administrator rights to the system can access this option. On Linux, you must run the Mentor Install Program as sudo to access the option.

- **Auto Selection**

### **Existing Products**



- **Auto-select products that exist at target** - When selected (default), the Product Selection window automatically selects previously installed products for update. The Mentor Install Program will locate these previously installed products at the Target location. This setting has no effect in Batch mode.

### Licensed Products

- **Auto-select products with licenses** - When selected (default), the Mentor Install Program automatically selects products based on product licenses available in your licensing environment. The Mentor Install Program relies on Mentor licensing to determine what products you are licensed for, so Mentor licensing needs to be installed prior to product installation. If your license file is not in the default location, you must set either the MGLS\_LICENSE\_FILE or LM\_LICENSE\_FILE environment variables for this feature to be activated. Refer to the *Licensing Mentor Graphics Software* manual for more information on licensing.

**Note:** If you clear this check box, the tool automatically selects the “Show warning if auto-select required” check box. In this case, the Mentor Install Program will warn you if there are hidden products you can not see unless you have a valid license.

- **Server Timeout (seconds)** - (default is set at 60 seconds) Use the slider to set the number of seconds before server timeout.

- **Conflict Detection**

**Check for conflicts in product selection** - When selected (default), the Mentor Install Program automatically checks for conflicts and prompts you for an **OK** to have the Mentor Install Program try to resolve those conflicts. You may choose to disable this feature if, for example, you are receiving Warning messages during install about a conflict in product selection and you do not want to receive these warnings. When the checkbox is not checked, the installation proceeds as directed. Any products that share components, but are not selected for installation, will only be partially updated.

For example: If you have Product A already installed and it shares a component that will be updated by installing Product B, that is a conflict.

- **Update**

**Automatically check for updates** - When selected (default is unselected), the Mentor Install Program automatically checks for an updated version each time you invoke it.

**Remind me again in this many days** - When you do not have the install program set to automatically check for updates, you can set the program to remind you in 30, 60, or 90 days from the “Last check for update” date (at the bottom of the screen); or Never.

- **Script Execution**

**Run only scripts associated with current install or update** - When selected (default), the Mentor Install Program runs only scripts associated with the current product install or update. You may choose to disable this feature if, for example, there are other pre-

existing scripts at the same target location that you want run. These scripts would then be run regardless of whether they are associated with the current install or update. We recommend leaving this option checked unless the Release Notes specifically tell you otherwise.

- **Language**

Select the preferred language from the drop down box. Click Done to redisplay the Mentor Install Program's GUI to the preferred language.

- **Target List**

You can add or remove target locations to the list of targets that are recognized by the Mentor Install Program. You would add a target location if there was a previously installed target currently not visible to the Mentor Install Program. You would remove a target location if you no longer wanted the Mentor Install Program to use the target location.

To add a target:

- a. Select **Tools > Installation Preferences > Target List** from the Mentor Graphics Install main window.
- b. Select **Add**. The Select Target window appears.
- c. Navigate to the target directory you want to add and select it.
- d. Select **Select Target**.
- e. Verify that the new target appears on the Set Target List window and select **Done**.

To remove a target:

- a. Select **Tools > Installation Preferences > Target List** from the Mentor Graphics Install main window.
- b. Locate and select the target you want to remove.
- c. Select **Remove**.
- d. Select **Done**.

- **Export/Import**

Reuse your installation preferences by exporting or importing an *installPrefs.txt* file. Preferences you import are used now and in the future unless you change them manually or import different settings.

## Creating an Input File

---

Use of an Input file is intended for System Administrators who want to lock down installation preferences. It is not intended for general users. General users should use the Installation

Preferences window to set installation preferences. This window is invoked from the menu **Tools > Installation Preferences**.

**Note:** This is not a batch installation. A separate ‘-batch’ switch is used for non-GUI batch installations. Refer to [Overview of Creating a Batch Script](#) for more information.

An Input file is created manually in XML file format and is used to:

- Override the following settings in the Mentor Install Program:
  - Turning on/off select by license — when On, the Mentor Install Program automatically selects products based on product licenses available in your licensing environment.
  - Setting the timeout value on the select by license feature.
  - Turning on/off automatic update selection — (available only in interactive mode) when On, the Mentor Install Program automatically selects previously installed products for update.
  - Turning on/off conflict detection — when On, the Mentor Install Program automatically checks for conflicts and, if any are detected, the Mentor Install Program tries to resolve those conflicts.
- Provide a mechanism to supply default values:
  - Setting the default source path — gives you the ability to specify the default source path.
  - Setting the default target path — gives you the ability to specify the default target location.
  - Setting the default language — gives you the ability to specify the default language used during the install.

To launch the Mentor Install Program using the settings from the Input file, type

**Install -input** *<input\_file\_path>*

The following is an example of an Input file. Note that these overrides are temporary.

```
<inputFile>
<!--##### -->
<!--# MSI Input File -->
<!--##### -->
<!--## -->
<MSI_AutoSelectUpdatesOption value='FALSE' />
<MSI_LicenseFileSelectionOption value='FALSE' />
<MSI_ConflictDetectionOption value='FALSE' />
<MSI_IgnoreTargetScriptOption value='TRUE' />
<!-- -->
<MSI_SourcePath value='M:/MySource' />
<MSI_TargetPath value='S:/MyTarget' />
```

```
<MSI_SBLFTimeoutOption value='120' />
<MSI_LanguageOption value='French (France)' />
</inputFile>
```

**Note:** The Input file options and values are case sensitive to the platform you are using.

## Viewing System Information

---

Use the System Information window to view basic information about your system.

### Procedure

1. Choose **Tools > System Information**.
2. From the System Information window, you can click on any of the following tabs to view specific information:
  - **System** — Lists basic system information:
    - **System Properties**
      - Operating System** — Version of the operating system on which the Mentor Install program is running.
      - System Type** — The bit type of the system. For example, 32-bit and 64-bit.
    - **Current VM Memory**
      - Remaining** — An approximation to the total amount of memory currently available for future allocated objects in the Java Virtual Machine, displayed in megabytes.
      - Maximum Used** — The maximum amount of memory that the Java Virtual Machine attempts to use, displayed in megabytes.
    - **Disk Space**
      - Total** — The total amount of space available on the partition from which the Mentor Install program is running, displayed in gigabytes.
      - Free** — The total amount of free space available on the partition from which the Mentor Install program is running, displayed in gigabytes.
      - Usable** — The total amount of free space accessible on the partition from which the Mentor Install program is running, displayed in gigabytes. Differs from Free in that Usable checks for write permissions and other operating system restrictions.
  - **Environment** — Lists all runtime environment information to which the Mentor Install program has access. This includes pre-existing and temporary environment variables that the Mentor Install program sets for internal use (for example,

LC\_ALL). This information is useful when debugging install issues. Use **Save** to save the information listed to a file. The default name of the file is *EnvironmentInfo.html* unless you specify otherwise.

- **Mentor Installations** — Lists all valid Mentor Graphics install targets and their corresponding products known to the installer. The list shows the Target, Root, Release, and Product name. You can also pass the installer the following flag via a command line to generate this same list:

*-queryInstalledProds*

- **Runtime Installations** — (Available only on Windows) Lists the Microsoft runtime redistributables currently installed on this system. The list shows the Name and Version of the redistributable.
- **Licensing** — (Available only on Windows) Lists the basic licensing information about the computer, including valid hostids, values for licensing variables, and installed hardware key drivers. Click **Edit** to display the Licensing Environment Editor window. Note that the Licensing Environment Editor window can also be displayed from **Install home > Manage Licensing > Licensing Utilities > Manual environment editor**.

3. Click **Done** to return to the Install home window.



## **Batch install**

A non-interactive (after the license agreement is agreed to), command line tool to install Mentor Graphics products. It can also be used to install patches.

## **Batch script**

The batch script, created by using the Mentor Install Program's Batch Tool, is directly executable and contains the information needed to install the specified products.

## **Batch Tool**

The Batch Tool allows Administrators to use the Mentor Install Program to create an executable batch script that various users can run on their machines and have a common installation. The Batch Tool Wizard walks you through creation of an executable batch script; useful to Administrators who want to automate installation to multiple, similarly configured machines.

## **Checksum**

A form of redundancy check. The Verify Installation tool in the Mentor Install Program runs a checksum to detect errors in data that may have occur during installation.

## **Conflict**

A mismatch. In the Mentor Install Program, conflicts can occur during installation. The Check for conflicts in product selection option (by default) automatically checks for conflicts during product installation.

## **Home Window**

The window that appears when the Mentor Install Program first opens.

## **Input File**

An XML file intended for System Administrators using the Mentor Install Program that want to lock down installation preferences.

## **JRE**

Acronym for Java Runtime Environment.

## **Main Install Window**

Any home window where pull-down menus are active/accessible (Tools, Verify Products, Remove Products, etc.).

## **MIB**

Mentor Install Bundle — A single, self-extracting executable file that installs the Mentor Install Program and contains a set of Mentor products to be installed.

**MIP**

Mentor Install Program — A Java application which installs other Mentor products.

**MIS**

Mentor Install Source — A compressed file containing a set of Mentor products. This file is a valid source that is understood by the Mentor Install Program.

**Package**

A group of related files that are a part of a product. A product can have many packages.

**Platform suffix**

See *vco*.

**Product**

An application.

**Release**

A release contains products. Typically there is only one release on the installation media.

**Repository**

The location of the installation source.

**Source**

The path to install from. Install source options are a web download or DVD.

**Space Available**

The amount of disk space available for files.

**Space Required**

The amount of disk space necessary for the product to be installed. This amount may be negative if an update uses less space than the original installation.

**Target**

The path to install to. This is the location of the directory structure that will contain all files required to run your Mentor Graphics software.

**Target List**

A list of previous targets used. This dropdown list is available on the Source and Target window next to the Target field.

**Tool tip**

A brief function description that appears when you glide the mouse cursor over a button, field, or menu.

**vco**

The acronym for Vendor/CPU/Operating System Designations. A *vco* is a platform suffix of three characters that is used for platform identification. Some examples include: *ss5*, *ss6*, *ixn*, *ixl*.



### **verbose mode**

An optional script behavior that is set in the Batch Tool when creating a batch script. When turned on (default is off) and the batch script is executed, the batch install will display detailed progress during product installation.

### **Verify installation**

The Mentor Install Program provides a Verify Installation tool that, when run, ensures that products have installed correctly. The tool runs a checksum and size verification on all products selected and displays the results.

### **Wizard**

The Mentor Install Program uses a Wizard interface to help walk you through the Install Products, Remove Products, and Verify Installation processes.



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- 3.3. Customer agrees to maintain Beta Code in confidence and shall restrict access to the Beta Code, including the methods and concepts utilized therein, solely to those employees and Customer location(s) authorized by Mentor Graphics to perform beta testing. Customer agrees that any written evaluations and all inventions, product improvements, modifications or developments that Mentor Graphics conceived or made during or subsequent to this Agreement, including those based partly or wholly on Customer's feedback, will be the exclusive property of Mentor Graphics. Mentor Graphics will have exclusive rights, title and interest in all such property. The provisions of this Subsection 3.3 shall survive termination of this Agreement.

### 4. RESTRICTIONS ON USE.

- 4.1. Customer may copy Software only as reasonably necessary to support the authorized use. Each copy must include all notices and legends embedded in Software and affixed to its medium and container as received from Mentor Graphics. All copies shall remain the property of Mentor Graphics or its licensors. Except for Embedded Software that has been embedded in executable code form in Customer's product(s), Customer shall maintain a record of the number and primary location of all copies of Software, including copies merged with other software, and shall make those records available to Mentor Graphics upon request. Customer shall not make Products available in any form to any person other than Customer's employees and on-site contractors, excluding Mentor Graphics competitors, whose job performance requires access and who are under obligations of confidentiality. Customer shall take appropriate action to protect the confidentiality of Products and ensure that any person permitted access does not disclose or use Products except as permitted by this Agreement. Customer shall give Mentor Graphics written notice of any unauthorized disclosure or use of the Products as soon as Customer becomes aware of such unauthorized disclosure or use. Customer acknowledges that Software provided hereunder may contain source code which is proprietary and its confidentiality is of the highest importance and value to Mentor Graphics. Customer acknowledges that Mentor Graphics may be seriously harmed if such source code is disclosed in violation of this Agreement. Except as otherwise permitted for purposes of interoperability as specified by applicable and mandatory local law, Customer shall not reverse-assemble, disassemble, reverse-compile, or reverse-engineer any Product, or in any way derive any source code from Software that is not provided to Customer in source code form. Log files, data files, rule files and script files generated by or for the Software (collectively "Files"), including without limitation files containing Standard Verification Rule Format ("SVRF") and Tcl Verification Format ("TVF") which are Mentor Graphics' trade secret and proprietary syntaxes for expressing process rules, constitute or include confidential information of Mentor Graphics. Customer may share Files with third parties, excluding Mentor Graphics competitors, provided that the confidentiality of such Files is protected by written agreement at least as well as Customer protects other information of a similar nature or importance, but in any case with at least reasonable care. Customer may use Files containing SVRF or TVF only with Mentor Graphics products. Under no circumstances shall Customer use Products or Files or allow their use for the purpose of developing, enhancing or marketing any product that is in any way competitive with Products, or disclose to any third party the results of, or information pertaining to, any benchmark.
  - 4.2. If any Software or portions thereof are provided in source code form, Customer will use the source code only to correct software errors and enhance or modify the Software for the authorized use, or as permitted for Embedded Software under separate embedded software terms or an embedded software supplement. Customer shall not disclose or permit disclosure of source code, in whole or in part, including any of its methods or concepts, to anyone except Customer's employees or on-site contractors, excluding Mentor Graphics competitors, with a need to know. Customer shall not copy or compile source code in any manner except to support this authorized use.
  - 4.3. Customer agrees that it will not subject any Product to any open source software ("OSS") license that conflicts with this Agreement or that does not otherwise apply to such Product.
  - 4.4. Customer may not assign this Agreement or the rights and duties under it, or relocate, sublicense, or otherwise transfer the Products, whether by operation of law or otherwise ("Attempted Transfer"), without Mentor Graphics' prior written consent and payment of Mentor Graphics' then-current applicable relocation and/or transfer fees. Any Attempted Transfer without Mentor Graphics' prior written consent shall be a material breach of this Agreement and may, at Mentor Graphics' option, result in the immediate termination of the Agreement and/or the licenses granted under this Agreement. The terms of this Agreement, including without limitation the licensing and assignment provisions, shall be binding upon Customer's permitted successors in interest and assigns.
  - 4.5. The provisions of this Section 4 shall survive the termination of this Agreement.
5. **SUPPORT SERVICES.** To the extent Customer purchases support services, Mentor Graphics will provide Customer with updates and technical support for the Products, at the Customer site(s) for which support is purchased, in accordance with Mentor Graphics' then current End-User Support Terms located at <http://supportnet.mentor.com/supportterms>.
6. **OPEN SOURCE SOFTWARE.** Products may contain OSS or code distributed under a proprietary third party license agreement, to which additional rights or obligations ("Third Party Terms") may apply. Please see the applicable Product documentation (including license files, header files, read-me files or source code) for details. In the event of conflict between the terms of this Agreement

(including any addenda) and the Third Party Terms, the Third Party Terms will control solely with respect to the OSS or third party code. The provisions of this Section 6 shall survive the termination of this Agreement.

## **7. LIMITED WARRANTY.**

- 7.1. Mentor Graphics warrants that during the warranty period its standard, generally supported Products, when properly installed, will substantially conform to the functional specifications set forth in the applicable user manual. Mentor Graphics does not warrant that Products will meet Customer's requirements or that operation of Products will be uninterrupted or error free. The warranty period is 90 days starting on the 15th day after delivery or upon installation, whichever first occurs. Customer must notify Mentor Graphics in writing of any nonconformity within the warranty period. For the avoidance of doubt, this warranty applies only to the initial shipment of Software under an Order and does not renew or reset, for example, with the delivery of (a) Software updates or (b) authorization codes or alternate Software under a transaction involving Software re-mix. This warranty shall not be valid if Products have been subject to misuse, unauthorized modification, improper installation or Customer is not in compliance with this Agreement. MENTOR GRAPHICS' ENTIRE LIABILITY AND CUSTOMER'S EXCLUSIVE REMEDY SHALL BE, AT MENTOR GRAPHICS' OPTION, EITHER (A) REFUND OF THE PRICE PAID UPON RETURN OF THE PRODUCTS TO MENTOR GRAPHICS OR (B) MODIFICATION OR REPLACEMENT OF THE PRODUCTS THAT DO NOT MEET THIS LIMITED WARRANTY. MENTOR GRAPHICS MAKES NO WARRANTIES WITH RESPECT TO: (A) SERVICES; (B) PRODUCTS PROVIDED AT NO CHARGE; OR (C) BETA CODE; ALL OF WHICH ARE PROVIDED "AS IS."
- 7.2. THE WARRANTIES SET FORTH IN THIS SECTION 7 ARE EXCLUSIVE. NEITHER MENTOR GRAPHICS NOR ITS LICENSORS MAKE ANY OTHER WARRANTIES EXPRESS, IMPLIED OR STATUTORY, WITH RESPECT TO PRODUCTS PROVIDED UNDER THIS AGREEMENT. MENTOR GRAPHICS AND ITS LICENSORS SPECIFICALLY DISCLAIM ALL IMPLIED WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NON-INFRINGEMENT OF INTELLECTUAL PROPERTY.

8. **LIMITATION OF LIABILITY.** TO THE EXTENT PERMITTED UNDER APPLICABLE LAW, IN NO EVENT SHALL MENTOR GRAPHICS OR ITS LICENSORS BE LIABLE FOR INDIRECT, SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES (INCLUDING LOST PROFITS OR SAVINGS) WHETHER BASED ON CONTRACT, TORT OR ANY OTHER LEGAL THEORY, EVEN IF MENTOR GRAPHICS OR ITS LICENSORS HAVE BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. IN NO EVENT SHALL MENTOR GRAPHICS' OR ITS LICENSORS' LIABILITY UNDER THIS AGREEMENT EXCEED THE AMOUNT RECEIVED FROM CUSTOMER FOR THE HARDWARE, SOFTWARE LICENSE OR SERVICE GIVING RISE TO THE CLAIM. IN THE CASE WHERE NO AMOUNT WAS PAID, MENTOR GRAPHICS AND ITS LICENSORS SHALL HAVE NO LIABILITY FOR ANY DAMAGES WHATSOEVER. THE PROVISIONS OF THIS SECTION 8 SHALL SURVIVE THE TERMINATION OF THIS AGREEMENT.

## **9. THIRD PARTY CLAIMS.**

- 9.1. Customer acknowledges that Mentor Graphics has no control over the testing of Customer's products, or the specific applications and use of Products. Mentor Graphics and its licensors shall not be liable for any claim or demand made against Customer by any third party, except to the extent such claim is covered under Section 10.
- 9.2. In the event that a third party makes a claim against Mentor Graphics arising out of the use of Customer's products, Mentor Graphics will give Customer prompt notice of such claim. At Customer's option and expense, Customer may take sole control of the defense and any settlement of such claim. Customer WILL reimburse and hold harmless Mentor Graphics for any LIABILITY, damages, settlement amounts, costs and expenses, including reasonable attorney's fees, incurred by or awarded against Mentor Graphics or its licensors in connection with such claims.
- 9.3. The provisions of this Section 9 shall survive any expiration or termination of this Agreement.

## **10. INFRINGEMENT.**

- 10.1. Mentor Graphics will defend or settle, at its option and expense, any action brought against Customer in the United States, Canada, Japan, or member state of the European Union which alleges that any standard, generally supported Product acquired by Customer hereunder infringes a patent or copyright or misappropriates a trade secret in such jurisdiction. Mentor Graphics will pay costs and damages finally awarded against Customer that are attributable to such action. Customer understands and agrees that as conditions to Mentor Graphics' obligations under this section Customer must: (a) notify Mentor Graphics promptly in writing of the action; (b) provide Mentor Graphics all reasonable information and assistance to settle or defend the action; and (c) grant Mentor Graphics sole authority and control of the defense or settlement of the action.
- 10.2. If a claim is made under Subsection 10.1 Mentor Graphics may, at its option and expense: (a) replace or modify the Product so that it becomes noninfringing; (b) procure for Customer the right to continue using the Product; or (c) require the return of the Product and refund to Customer any purchase price or license fee paid, less a reasonable allowance for use.
- 10.3. Mentor Graphics has no liability to Customer if the action is based upon: (a) the combination of Software or hardware with any product not furnished by Mentor Graphics; (b) the modification of the Product other than by Mentor Graphics; (c) the use of other than a current unaltered release of Software; (d) the use of the Product as part of an infringing process; (e) a product that Customer makes, uses, or sells; (f) any Beta Code or Product provided at no charge; (g) any software provided by Mentor Graphics' licensors who do not provide such indemnification to Mentor Graphics' customers; (h) OSS, except to the extent that the infringement is directly caused by Mentor Graphics' modifications to such OSS; or (i) infringement by Customer that is deemed willful. In the case of (i), Customer shall reimburse Mentor Graphics for its reasonable attorney fees and other costs related to the action.
- 10.4. THIS SECTION 10 IS SUBJECT TO SECTION 8 ABOVE AND STATES THE ENTIRE LIABILITY OF MENTOR GRAPHICS AND ITS LICENSORS, AND CUSTOMER'S SOLE AND EXCLUSIVE REMEDY, FOR DEFENSE, SETTLEMENT AND DAMAGES, WITH RESPECT TO ANY ALLEGED PATENT OR COPYRIGHT INFRINGEMENT OR TRADE SECRET MISAPPROPRIATION BY ANY PRODUCT PROVIDED UNDER THIS AGREEMENT.

## 11. TERMINATION AND EFFECT OF TERMINATION.

- 11.1. If a Software license was provided for limited term use, such license will automatically terminate at the end of the authorized term. Mentor Graphics may terminate this Agreement and/or any license granted under this Agreement immediately upon written notice if Customer: (a) exceeds the scope of the license or otherwise fails to comply with the licensing or confidentiality provisions of this Agreement, or (b) becomes insolvent, files a bankruptcy petition, institutes proceedings for liquidation or winding up or enters into an agreement to assign its assets for the benefit of creditors. For any other material breach of any provision of this Agreement, Mentor Graphics may terminate this Agreement and/or any license granted under this Agreement upon 30 days written notice if Customer fails to cure the breach within the 30 day notice period. Termination of this Agreement or any license granted hereunder will not affect Customer's obligation to pay for Products shipped or licenses granted prior to the termination, which amounts shall be payable immediately upon the date of termination.
- 11.2. Upon termination of this Agreement, the rights and obligations of the parties shall cease except as expressly set forth in this Agreement. Upon termination of this Agreement and/or any license granted under this Agreement, Customer shall ensure that all use of the affected Products ceases, and shall return hardware and either return to Mentor Graphics or destroy Software in Customer's possession, including all copies and documentation, and certify in writing to Mentor Graphics within ten business days of the termination date that Customer no longer possesses any of the affected Products or copies of Software in any form.
12. **EXPORT.** The Products provided hereunder are subject to regulation by local laws and European Union ("E.U.") and United States ("U.S.") government agencies, which prohibit export, re-export or diversion of certain products, information about the products, and direct or indirect products thereof, to certain countries and certain persons. Customer agrees that it will not export or re-export Products in any manner without first obtaining all necessary approval from appropriate local, E.U. and U.S. government agencies. If Customer wishes to disclose any information to Mentor Graphics that is subject to any E.U., U.S. or other applicable export restrictions, including without limitation the U.S. International Traffic in Arms Regulations (ITAR) or special controls under the Export Administration Regulations (EAR), Customer will notify Mentor Graphics personnel, in advance of each instance of disclosure, that such information is subject to such export restrictions.
13. **U.S. GOVERNMENT LICENSE RIGHTS.** Software was developed entirely at private expense. The parties agree that all Software is commercial computer software within the meaning of the applicable acquisition regulations. Accordingly, pursuant to U.S. FAR 48 CFR 12.212 and DFAR 48 CFR 227.7202, use, duplication and disclosure of the Software by or for the U.S. government or a U.S. government subcontractor is subject solely to the terms and conditions set forth in this Agreement, which shall supersede any conflicting terms or conditions in any government order document, except for provisions which are contrary to applicable mandatory federal laws.
14. **THIRD PARTY BENEFICIARY.** Mentor Graphics Corporation, Mentor Graphics (Ireland) Limited, Microsoft Corporation and other licensors may be third party beneficiaries of this Agreement with the right to enforce the obligations set forth herein.
15. **REVIEW OF LICENSE USAGE.** Customer will monitor the access to and use of Software. With prior written notice and during Customer's normal business hours, Mentor Graphics may engage an internationally recognized accounting firm to review Customer's software monitoring system and records deemed relevant by the internationally recognized accounting firm to confirm Customer's compliance with the terms of this Agreement or U.S. or other local export laws. Such review may include FlexNet (or successor product) report log files that Customer shall capture and provide at Mentor Graphics' request. Customer shall make records available in electronic format and shall fully cooperate with data gathering to support the license review. Mentor Graphics shall bear the expense of any such review unless a material non-compliance is revealed. Mentor Graphics shall treat as confidential information all information gained as a result of any request or review and shall only use or disclose such information as required by law or to enforce its rights under this Agreement. The provisions of this Section 15 shall survive the termination of this Agreement.
16. **CONTROLLING LAW, JURISDICTION AND DISPUTE RESOLUTION.** The owners of certain Mentor Graphics intellectual property licensed under this Agreement are located in Ireland and the U.S. To promote consistency around the world, disputes shall be resolved as follows: excluding conflict of laws rules, this Agreement shall be governed by and construed under the laws of the State of Oregon, U.S., if Customer is located in North or South America, and the laws of Ireland if Customer is located outside of North or South America or Japan, and the laws of Japan if Customer is located in Japan. All disputes arising out of or in relation to this Agreement shall be submitted to the exclusive jurisdiction of the courts of Portland, Oregon when the laws of Oregon apply, or Dublin, Ireland when the laws of Ireland apply, or the Tokyo District Court when the laws of Japan apply. Notwithstanding the foregoing, all disputes in Asia (excluding Japan) arising out of or in relation to this Agreement shall be resolved by arbitration in Singapore before a single arbitrator to be appointed by the chairman of the Singapore International Arbitration Centre ("SIAC") to be conducted in the English language, in accordance with the Arbitration Rules of the SIAC in effect at the time of the dispute, which rules are deemed to be incorporated by reference in this section. Nothing in this section shall restrict Mentor Graphics' right to bring an action (including for example a motion for injunctive relief) against Customer in the jurisdiction where Customer's place of business is located. The United Nations Convention on Contracts for the International Sale of Goods does not apply to this Agreement.
17. **SEVERABILITY.** If any provision of this Agreement is held by a court of competent jurisdiction to be void, invalid, unenforceable or illegal, such provision shall be severed from this Agreement and the remaining provisions will remain in full force and effect.
18. **MISCELLANEOUS.** This Agreement contains the parties' entire understanding relating to its subject matter and supersedes all prior or contemporaneous agreements. Any translation of this Agreement is provided to comply with local legal requirements only. In the event of a dispute between the English and any non-English versions, the English version of this Agreement shall govern to the extent not prohibited by local law in the applicable jurisdiction. This Agreement may only be modified in writing, signed by an authorized representative of each party. Waiver of terms or excuse of breach must be in writing and shall not constitute subsequent consent, waiver or excuse.