



Installation

GENESIS64 Client Only Install



APPLICATION NOTE

October 2015

Description: Guide to using the GENESIS64 Client Only installation.

Introduction

GENESIS64 version 10.90 has introduced a client installation to allow for remote modifications of configuration databases and GraphWorX64 displays without the need to have a full version of GENESIS64 installed locally.

A client installation will use up less space on the system, will not have the same requirements (such as SQL Server or IIS), and will not install any ICONICS Services.

NOTE: A client cannot be migrated to become a GENESIS64 Server, and instead would require an uninstallation and fresh installation.

Installation

The GENESIS64 Client is present on the GENESIS64 DVD. A Pre-Requisite check screen will appear to ensure that all required components are installed prior to installing the client.

The installation follows the same structure as the standard GENESIS64 installation, and requires acceptance of the License Agreement before proceeding.

Custom Installation

The GENESIS64 Client Install allows the user to install all of the Client components or a custom subset. When selecting a Custom Installation the ability to change the installation location and the Select Features dialog will appear, as shown in Figure 1.

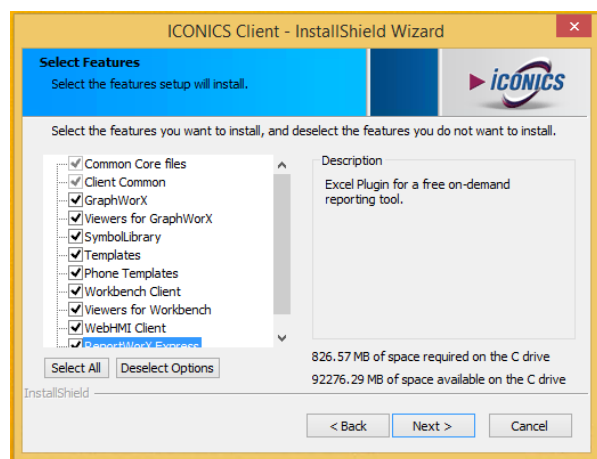


Figure 1 - Custom Installation

With the exception of the Core Files, any of the Client components can be chosen to be excluded from the installation.

FrameWorX Setup

During the installation, the FrameWorX Server location will need to be specified as shown in Figure 2.

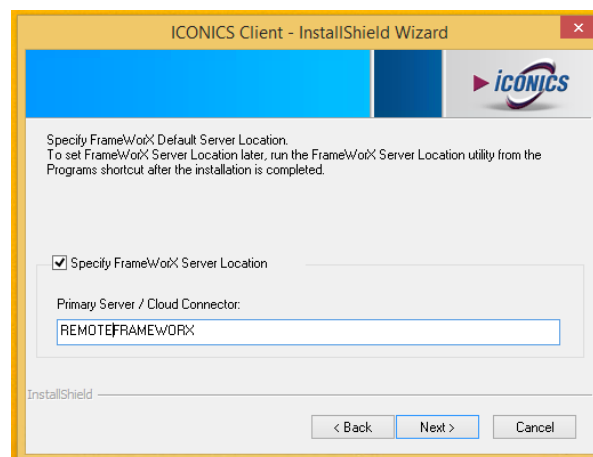


Figure 2 - Remote FrameWorX

Depending on the installation choices, the Workbench for Desktop and GraphWorX64 should appear in the Start Menu.

Troubleshooting

When opening the Workbench for Desktop, if the error shown in Figure 3 appears, ensure that the FrameWorX Server location has the correct PC name/IP address, and that a firewall isn't blocking the default FrameWorX net.tcp port (8878 by default).

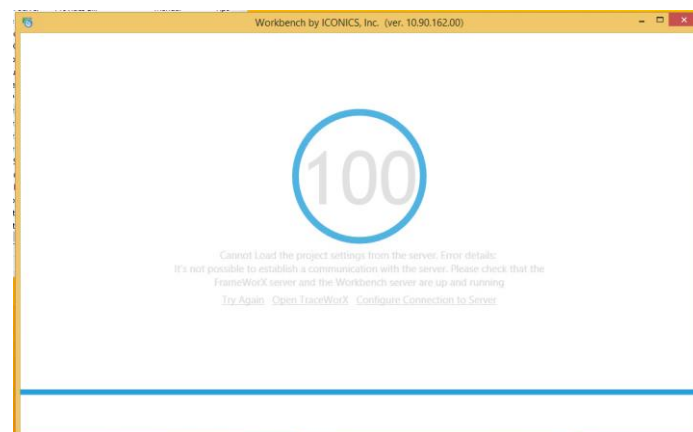


Figure 3 - FrameWorX Communication