

Savant Development Environment License Key Registration: Deployment Guide

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Summary Savant Development Environment License Key Registration: Deployment Guide

Supported Releases

Full Description

Savant Development Environment License Key Registration

Deployment Guide

Date: May 2014

da Vinci RacePoint Blueprint uses a license key to validate the instance of the software when installed on a Savant Development Environment (SDE).

If during the installation process a license key is requested, use the following:

OGTKE-TGSXA-ZOVMH-SNUYH-4GOFQ-PCX4G-SZZIW-MSDQ

Savant recommends using the Savant Application Manager (SAM) to install and manage da Vinci releases. For more information on installing and using SAM, refer to the **Savant Application Manager Reference Guide 009-1047-xx**.

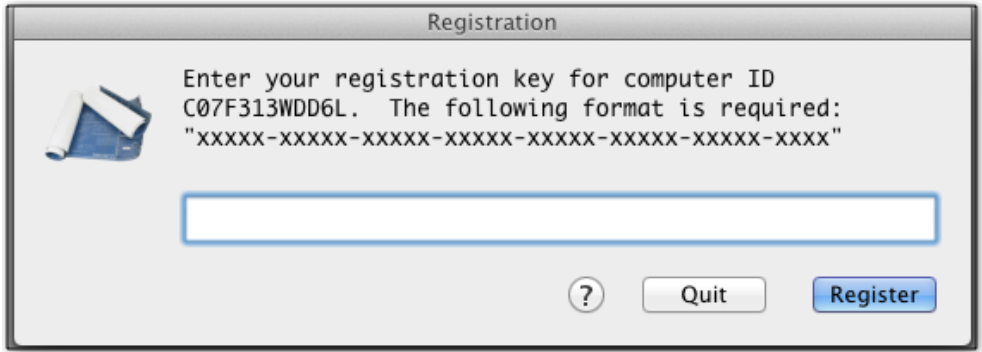
Knowledge Base > Latest Software Release > [Savant Application Manager: Reference Guide, Training Video](#)

Follow this procedure to install the license key on the SDE:

1. Go to: [Savant Portal](#) > **Dealer Login** > **Latest Release**.
2. Select the da Vinci Release Software Installation and Upgrade Deployment Guide for the version to be licensed.
3. Follow the instructions to install RacePoint Blueprint.
4. When RacePoint Blueprint is launched, the following screen will appear:



5. Select **Register**.
6. Enter the 40 character **License Key** then click **Register**.



After clicking **Register**, RacePoint Blueprint will open and be ready for use.

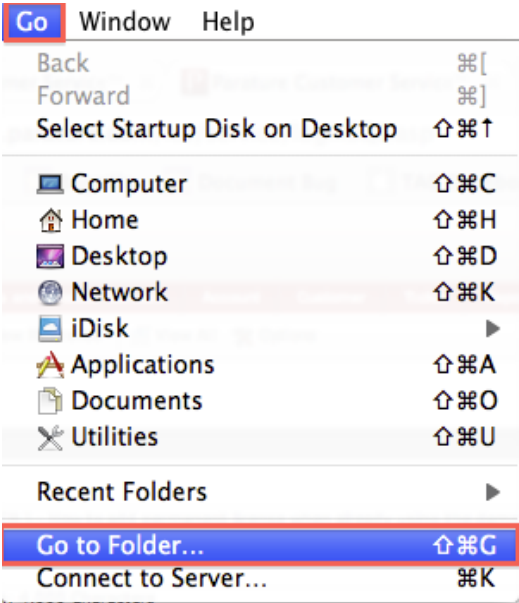
Appendix A: Replacing a License Key

In order to replace a RacePoint Blueprint license key, do the following:

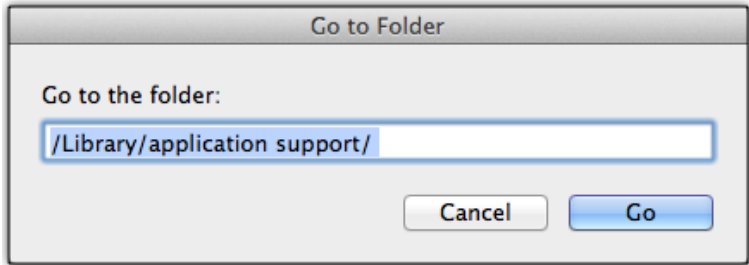
1. Quit any open instances of Blueprint.
2. Open **Finder** on the SDE.



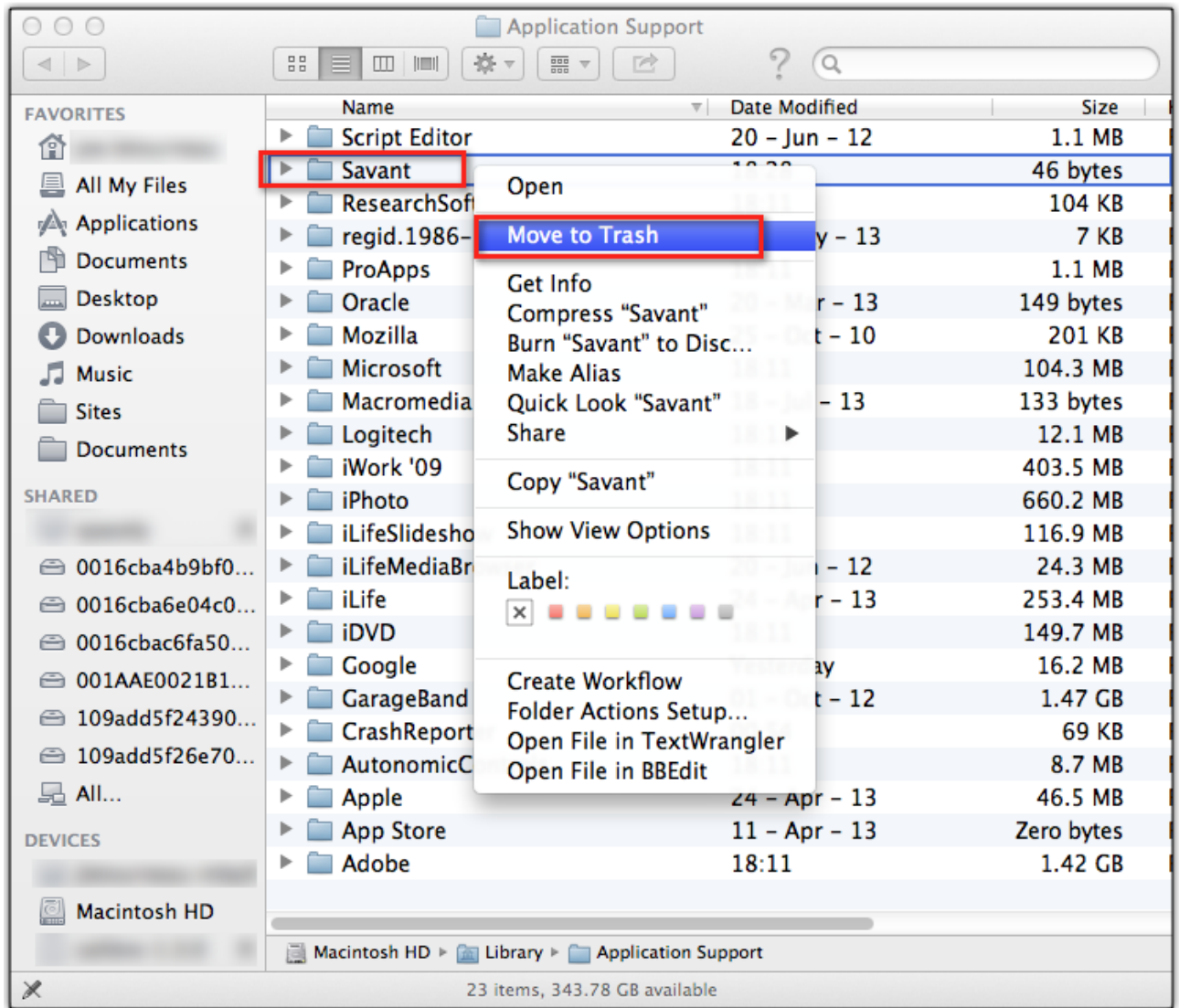
3. Click **Go** in the **Menu Bar** and select **Go to a Folder**.



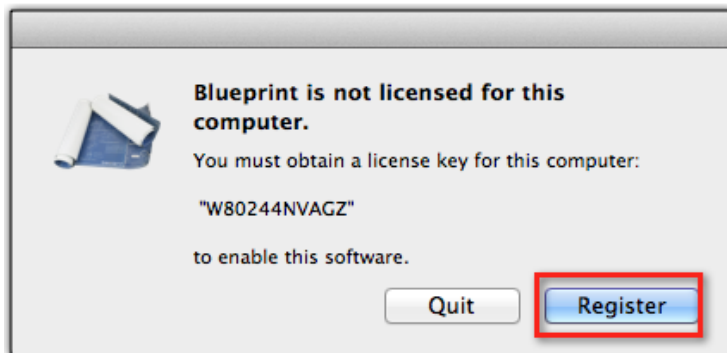
4. Type `/library/application support` into the **Go to Folder** window.



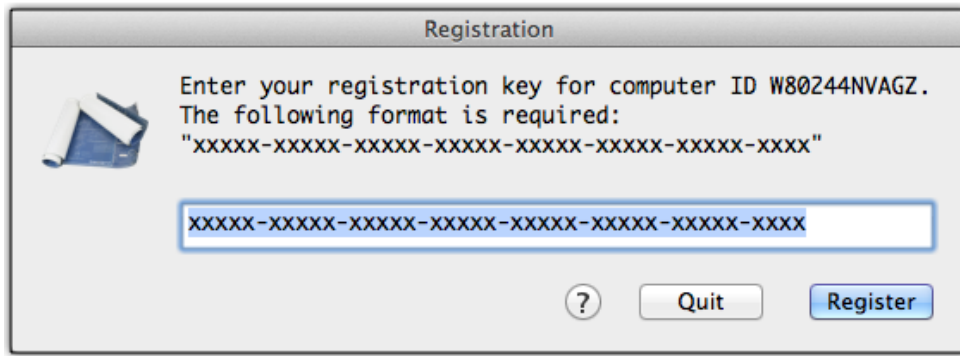
5. In the **Finder** window, locate the **Savant** folder, right click on it, and select **Move to Trash**.



6. Launch Blueprint, a window will pop up stating the software is not registered. Click **Register**.



7. Enter the new license key into the Registration window, click **Register**.



Blueprint will load and be ready for use.

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