



## Installation instructions

We recommend that you close all other applications before installing the Mimics Enlight TMVR planner.

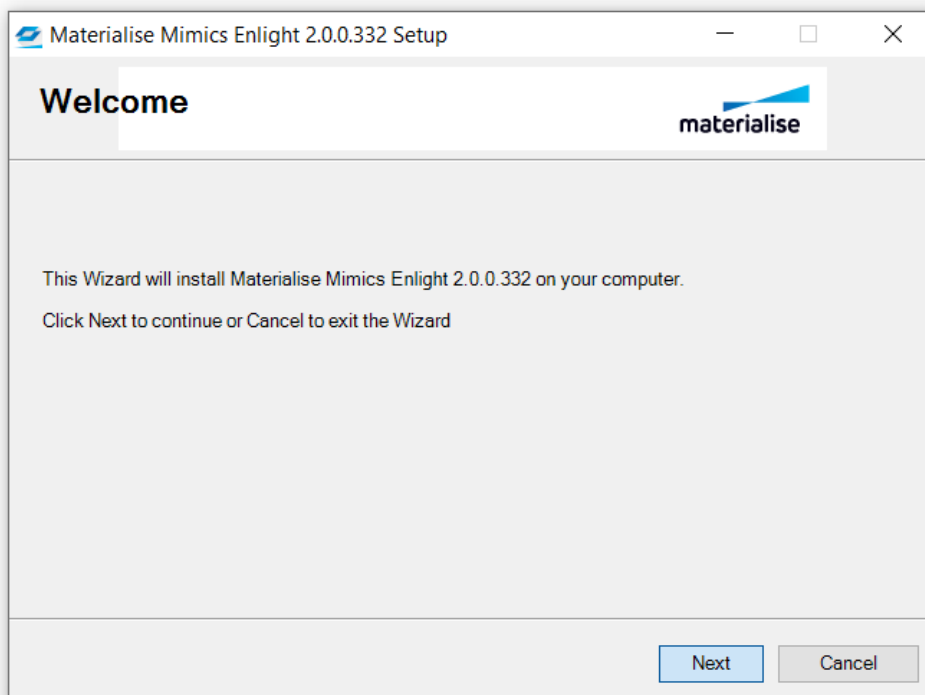
You must have administrative access to install the software. You might need to consult your IT department to grant you administrative access or help you with the software installation.

Download the software installer and launch the installer by double-clicking the .exe file.

### Software installer

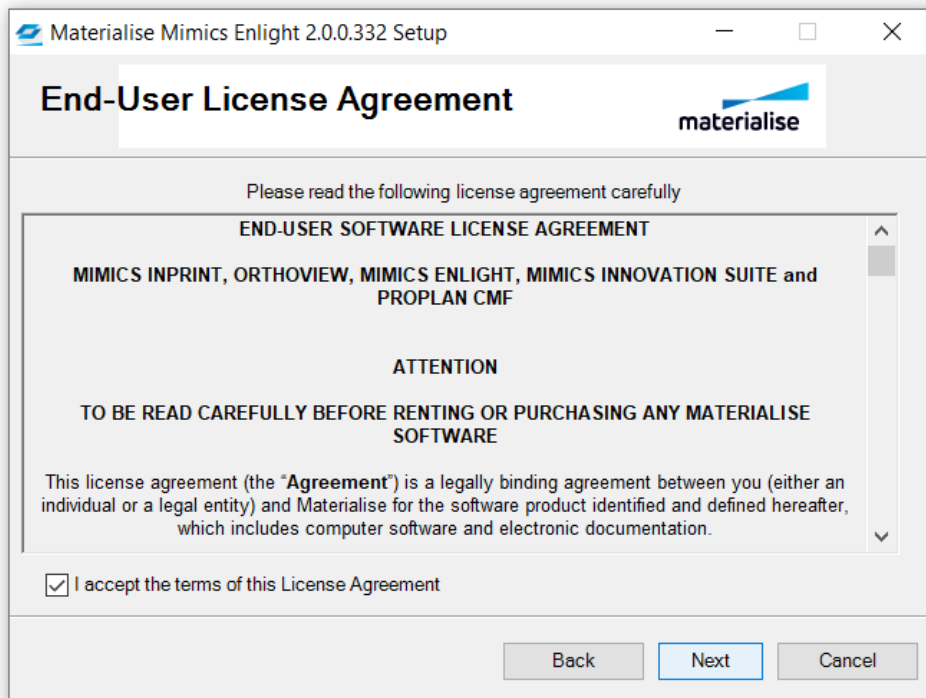
Follow the Wizard to complete the installation.

Click *Next*.

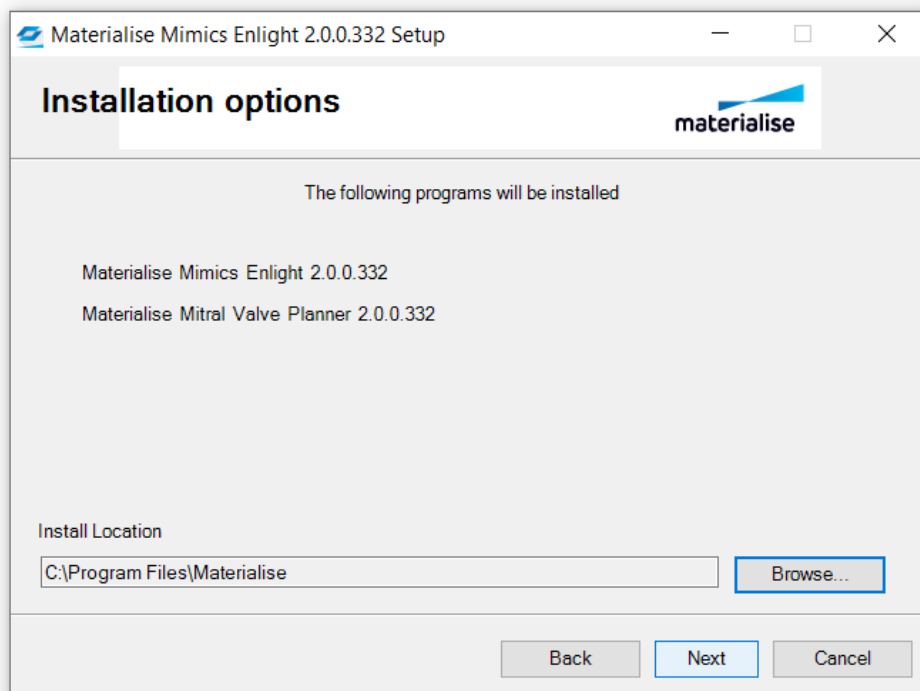




Select *I accept the terms of this License Agreement* (click Next).

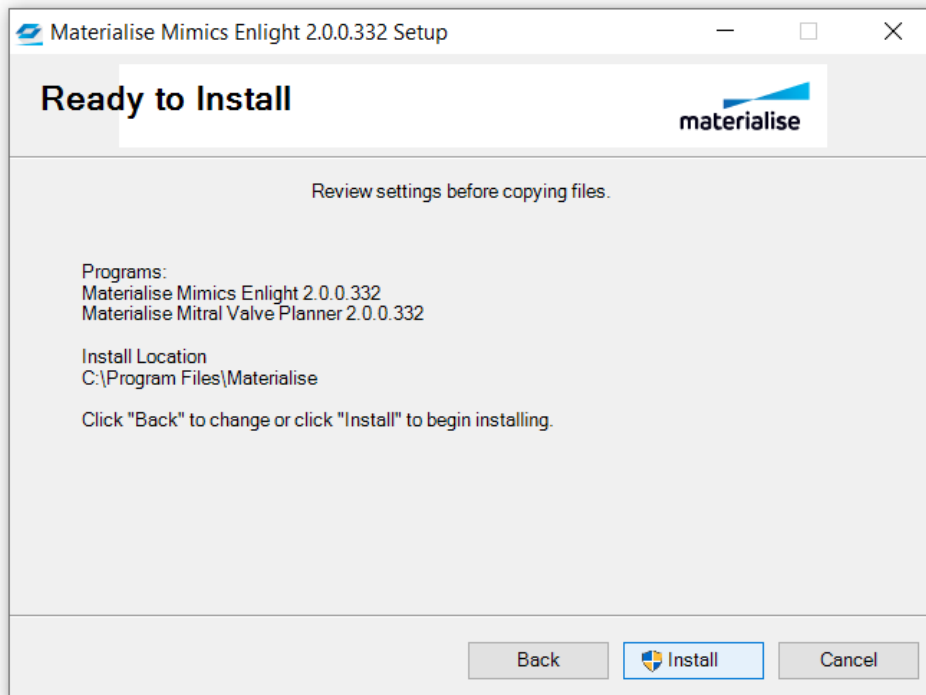


Click *Next*.

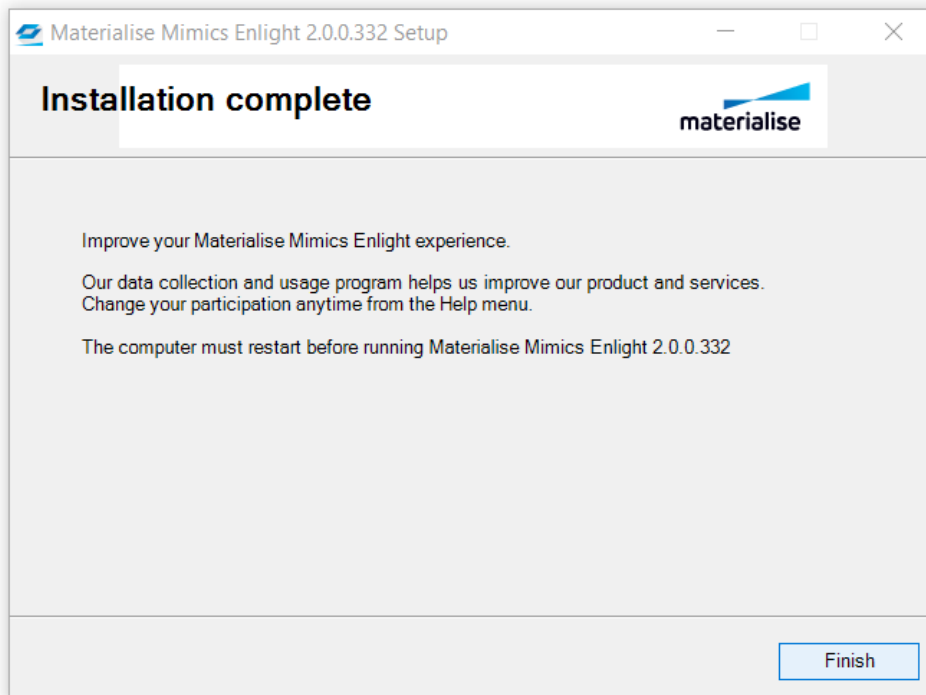




Click *Install*.



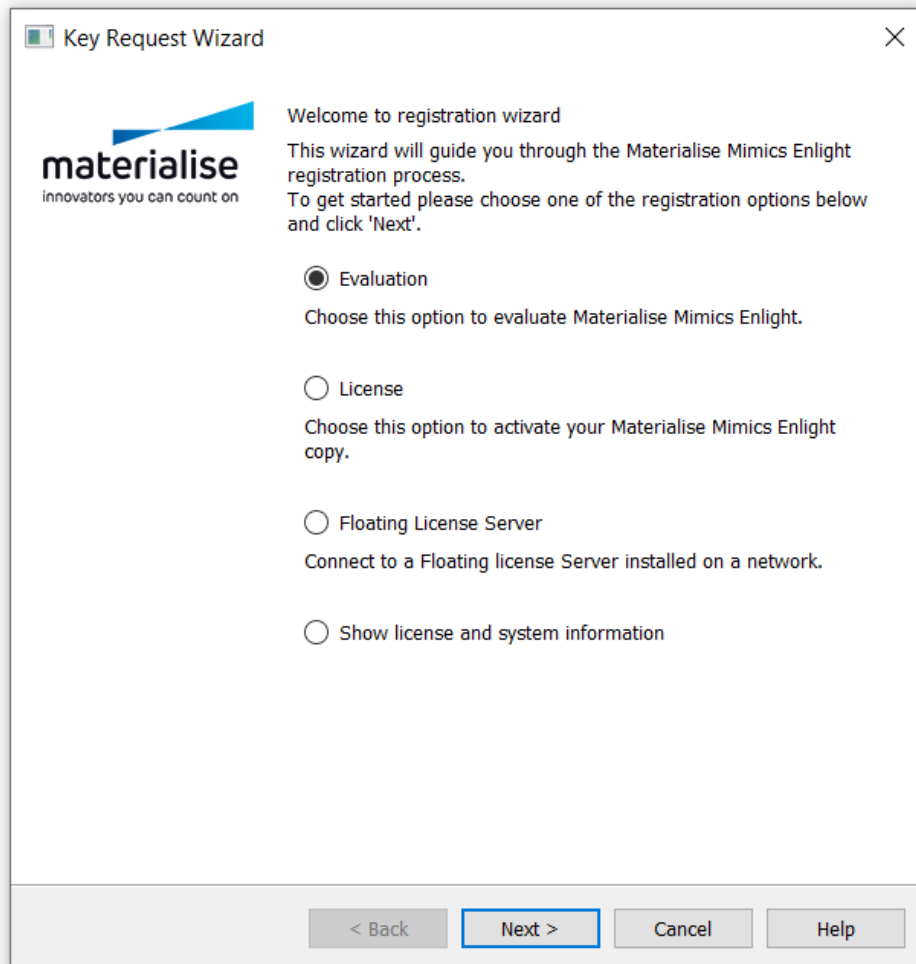
Click *Finish*.





Open the Mimics Enlight software. The registration wizard will open. If not, you can find it under Help > Licenses.

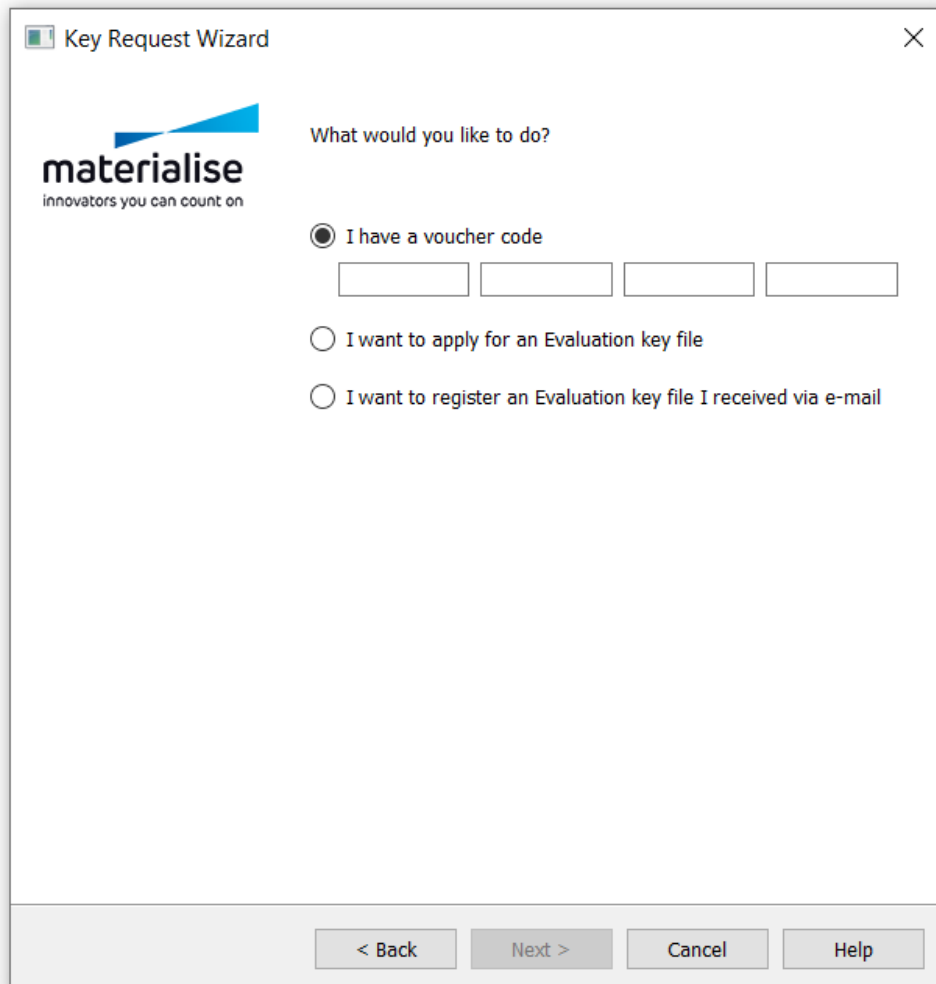
Select *Evaluation* (click Next).





Select *I have a voucher code* and enter your personal license key. You can find this personal key in your acceptance email.

Can't find your acceptance email? Reach out to [wendy.callens@materialise.be](mailto:wendy.callens@materialise.be) to have your key re-sent.



The image shows a 'Key Request Wizard' dialog box with the Materialise logo and tagline 'innovators you can count on'. The title bar says 'Key Request Wizard' with a close button. The main text asks 'What would you like to do?'. There are three radio button options: 'I have a voucher code' (selected), 'I want to apply for an Evaluation key file', and 'I want to register an Evaluation key file I received via e-mail'. Below the first option are four empty text boxes for entering the code. At the bottom are four buttons: '< Back', 'Next >', 'Cancel', and 'Help'.

Download the demo case and **save it on your desktop**.

**Demo case**

When you have finished this step, please let us know by clicking *I did it!*.

**I did it!**

Do you need support with the installation? Reach out to [wendy.callens@materialise.be](mailto:wendy.callens@materialise.be).