

# Engine Manager User's Manual

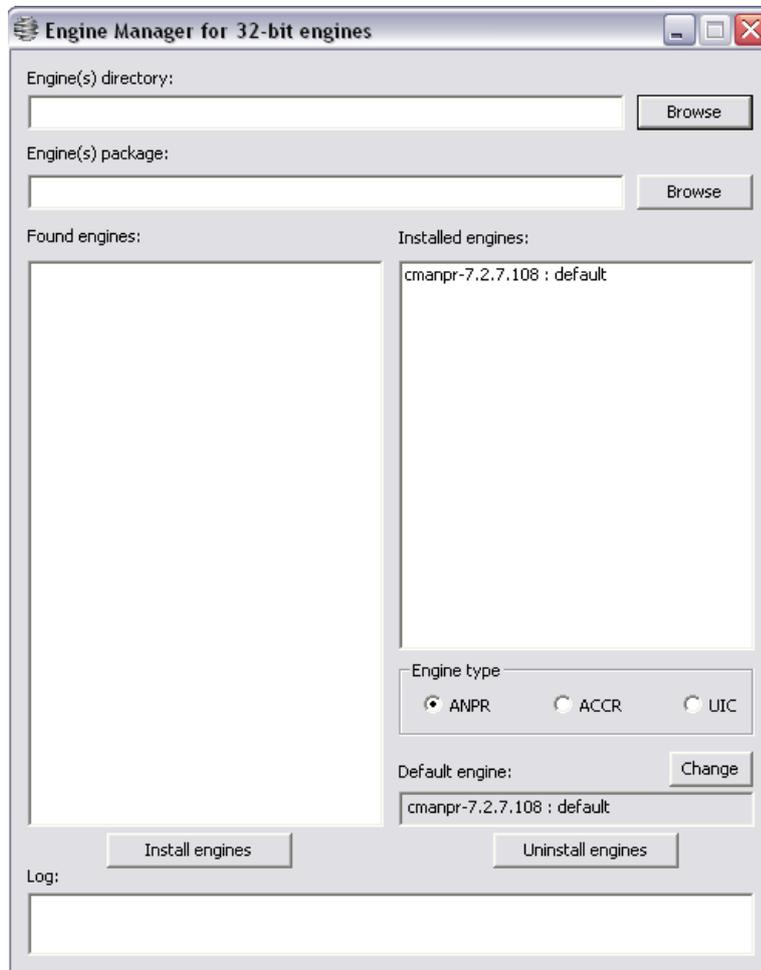
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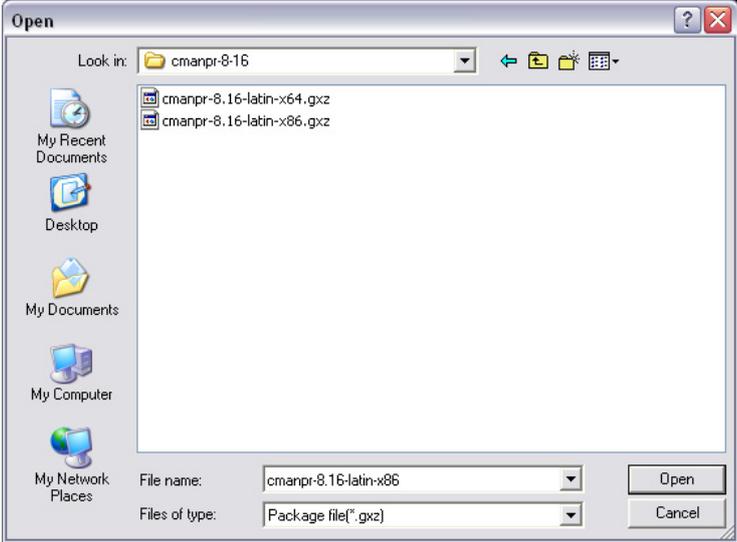
## Introduction

With the provided information below, users can easily manage the downloaded engines via the Engine Manager. Navigate to Start/All Programs/GX/Engine Manager to open the Engine Manager utility:



## How to install engine(s)?

There are two different ways to browse engines.

From directory	From package																						
<p>Find the <b>Engine(s) directory</b> section in the Engine Manager, then click browse to choose the directory that contains the engine(s):</p>  <p>The directory contains the followings:</p> <table border="1" data-bbox="231 1137 588 1330"> <thead> <tr> <th>↑Name</th> <th>Ext</th> </tr> </thead> <tbody> <tr> <td>↑ [..]</td> <td></td> </tr> <tr> <td>↑ [latin]</td> <td></td> </tr> <tr> <td>↑ [w32]</td> <td></td> </tr> <tr> <td>↑ [w64]</td> <td></td> </tr> <tr> <td>↑ cmanpr-7.2.8.16-w32-latin</td> <td>ars</td> </tr> <tr> <td>↑ cmanpr-7.2.8.16-w64-latin</td> <td>ars</td> </tr> </tbody> </table>	↑Name	Ext	↑ [..]		↑ [latin]		↑ [w32]		↑ [w64]		↑ cmanpr-7.2.8.16-w32-latin	ars	↑ cmanpr-7.2.8.16-w64-latin	ars	<p>Find the <b>Engine(s) package</b> section, then click browse to choose the previously downloaded .gxz file:</p>  <table border="1" data-bbox="951 1093 1268 1200"> <thead> <tr> <th>↑Name</th> <th>Ext</th> </tr> </thead> <tbody> <tr> <td>↑ [..]</td> <td></td> </tr> <tr> <td>↑ cmanpr-8.16-latin-x64</td> <td>gzx</td> </tr> <tr> <td>↑ cmanpr-8.16-latin-x86</td> <td>gzx</td> </tr> </tbody> </table>	↑Name	Ext	↑ [..]		↑ cmanpr-8.16-latin-x64	gzx	↑ cmanpr-8.16-latin-x86	gzx
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After selecting the engine(s) from the directory or from the .gzx file, all engines will be listed at the **Found engines:** section. If more engines are listed, holding down the Ctrl button more items (engines) can be selected to be installed by the left button of the mouse. Clicking the **[Install engines]** button the installation process of the engines will start.

After the successful installation all the installed engines will be listed according to their Engine type (ANPR, ACCR, UIC) at the **Installed engines:** section.

The **Default engine** can be specified by clicking the **[Change]** button after it is selected at the **Installed engines:** section.

**NOTE:** if engines do not appear at the **Found engines:** section probably the wrong package was selected (32/64-bit). If the Engine Manager is for 32-bit engines do not try to upload 64-bit engines.

## How to uninstall engine(s)?

Select the desired engine from the Installed Engines box. Holding down the Ctrl button more items (engines) can be selected by the left button of the mouse. Click the **[Uninstall engines]** button to uninstall the selected engines.

## Contact Information

Should you have any problem during operating the products, our support team is at your disposal. Please try to explain the problem as detailed as possible and do not forget to send the following information to make it easier to help you:

- The name of your company (for administration purposes).
- The **exact type** of the **product** you have (serial number is appreciated).
- If you have problems **during recognition, send images** in the original file format.
- If there is any **error code or message** appearing, please send us the code snippet where it occurs (a screenshot may also be helpful).
- If you noticed the problem while running a Demo or a sample application, please let us know the **name of the application** you tested.
- If you have some problem while **developing your own** application, please specify the followings:
  - your programming language
  - your operating system
  - the name and version number of the compiler you use
  - the programming technology (e.g. native C/C++ / ActiveX / .NET)
  - If possible please send a short part of the source code. Please try to determine the place where the error occurs (e.g. "the scapture?getshutter command returns a negative number...").

### IMPORTANT NOTES:

- **Before sending back a faulty device, always contact ARH Support Team.**
- **Repairs may be executed by the manufacturer only!**

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