

Hybrid Automotive Mechanic V1.2

User and Customer Support Guide

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1. Introduction

1.1. Objective

This manual is the user and customer support guide, intended to providing installation and operating guidance for users of Hybrid Automotive Mechanic. Users mainly include students and teachers related to new energy automobiles in secondary and higher vocational schools, colleges, and universities.

1.2. Background

1. The software is named Hybrid Automotive Mechanic V1.2.
2. The software is released by Shenzhen GTA Education Tech Ltd. and developed by its VR Department, and mainly intended for secondary and higher vocational schools, colleges, and universities involving new energy automobiles.
3. The software adopts online registration for encryption. User must apply for the registration code / license key to complete the license registration before use it.
4. The software must be operated on zSpace devices. It can also use zView for better teaching results.

1.3. Definition

Term	Definition or description
	Shenzhen GTA Education Tech Ltd.
3D	Digital three dimensional / stereoscopic technology based on computer / internet, i.e. three-dimensional digitalization
VR	Virtual reality is a computer simulation system which can create and experience a virtual world. It uses computer to generate a simulation environment. By integrating multiple resources, it offers interactive dynamic views in 3D and systematic simulation of real world behaviors, which gives users immersive experiences.
zSpace 300	Interactive zSpace Table-based VR product based on 3D virtual display, launched by zSpace in 2015.

1.4. References

Hybrid Automotive Mechanic V1.2 – Product Installation, Deployment, Operation, and Maintenance Manual

2. Purpose

2.1. Function and Features

The software comprises of three modules: engine, transaxle, and principles of powertrain. It offers the structure, principles (Basic working principles, VVT-I principles, Atkinson Principles, Transaxle principles, and Principles of planetary gear mechanism), disassembly and assembly (providing guide, training, and examination) of Prius engine and transaxle, as well as Overall working principles and energy flow module of the powertrain.

Category	Name	Description
Function Requirements	Homepage	Select and enter function modules on the homepage.
	Main interface of hybrid engine	Select and enter function modules of engine on the main interface.
	Main interface of hybrid transaxle	Select and enter function modules of transaxle on the main interface.
	Interface of powertrain principles	Display the working principles of Prius powertrain.
	Engine structure interface	Display the structure of Prius engine.
	Engine principle interface	Display the working principles of Prius engine, including Basic working principles, VVT-I

		principles, and Atkinson Principles.
	Engine disassembly interface	Display the disassembly process of Prius engine, offering three modes, i.e. guide, training, and examination.
	Engine assembly interface	Display the assembly process of Prius engine, offering three modes, i.e. guide, training, and examination.
	Transaxle structure interface	Display the structure of Prius transaxle.
	Transaxle principle interface	Display the working principles of Prius transaxle, including Transaxle principles and Principles of planetary gear mechanism
	Transaxle disassembly interface	Display the disassembly process of Prius transaxle, offering three modes, i.e. guide, training, and examination.
	Transaxle assembly interface	Display the assembly process of Prius transaxle, offering three modes, i.e. guide, training, and examination.
	Overall working principle interface of powertrain	Display the matching and working principles of the powertrain, i.e. engine and transaxle under different working conditions.

	Working principle interface of energy flow	Display the energy flow and interaction of the powertrain under different working conditions.
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3. Runtime Environment

3.1. Software and Hardware Environment

zSpace 300 (Stylus, mouse, keyboard, and 3D Glasses).

Parameter	Description		Specifications
Hardware Configuration	CPU	Intel(R) Core(TM) i3-4370 CPU @ 3.80GHz	
	Hard Disk	500GB	
	Memory	8.00GB	
	Monitor	24-inch, resolution: 1920 x 1080; supporting 2D and 3D Brightness: 2D \geq 250cd / m ² ; 3D \geq 150cd / m ² , Horizontal visual angle \geq 170°, Vertical visual angle \geq 160° Contrast: 800:1 or above;	

		<p>Color ≥ 16700000</p> <p>Pixel defect: ≤ 7.</p>	
	Capture Locator	<p>Equipped in the monitor, the locator can locate the status and position of 3D glasses by means of 3D glasses.</p> <p>Available capture range: 1.5m in width and 1m in height based on the center of the monitor (within 1.2m away from the monitor)</p>	
	Tracking 3D Glasses	<p>The 3D glasses can be used to view the 3D scenario. There are five tracking points, so that the capture locator can accurately judge the status and position of glasses. A set of tracking 3D glasses</p>	

		<p>includes complete tracking glasses and legless clip-on.</p>	
	Stylus	<p>The stylus can move, rotate and split the objects in the 3D scenario. It offers movement and rotation data in 3 degrees of freedom coordinate axes, and the related resolution, accuracy and refresh rate are required as follows:</p> <p>3D axial resolution: X axis $\leq 2\text{mm}$, Y axis $\leq 2\text{mm}$, Z axis $\leq 2\text{mm}$.</p> <p>Accuracy: spacing accuracy $\leq 2\text{deg}$, swing accuracy $\leq 2\text{deg}$, deflection accuracy $\leq 2\text{deg}$.</p> <p>3D axial accuracy: X</p>	

		<p>axis \leq +/-3mm, Y</p> <p>axis \leq +/-3mm, Z</p> <p>axis \leq +/-3mm.</p> <p>3D axial refresh rate: X axis \geq 100Hz, Y axis \geq 100Hz, Z axis \geq 100 Hz.</p>	
	Port	<p>Display Port (1.2): \geq1; DVI port: \geq1; position processing unit port</p>	
Operating System	Windows 10 Pro 64-bit		
3D Application Software System	<p>3D Application Software System includes three parts: desktop VR system drive platform, 3D desktop system software platform, and desktop VR interaction system.</p> <p>Desktop VR system drive platform: offering basic application architecture, system parameter adjustment and management for VR; offering control panel for parameter adjustment; and</p>		

	<p>offering function detection, firmware upgrade of affiliated hardware system, and export of diagnostic information.</p> <p>3D desktop system software platform: offering 3D desktop functions, including addition, deletion, change, and arrangement of desktop icon, as well as lockup and property change.</p> <p>Desktop VR interaction system: 3D display platform, offering real-world virtual 3D environment in combination with Capture Locator; zooming in / out, rotating, and disassembling virtual objects in combination with the stylus; as well as offering various tools for 3D interaction, and multi-view functions such as multi-angle view and composite view.</p>	
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3.2. Software Environment

zSpace 300 related software and Windows 10 Pro (64-bit).

4. Operating Procedure

4.1. Installation and Initialization

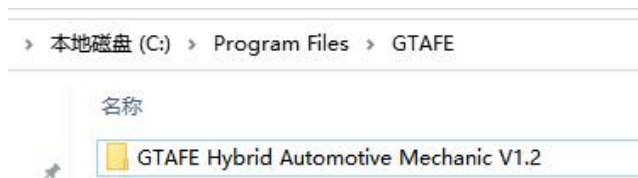
- Client Installation and Deployment

Unzip  GTAFA Hybrid Automotive Mechanic V1.2.rar to the current folder.

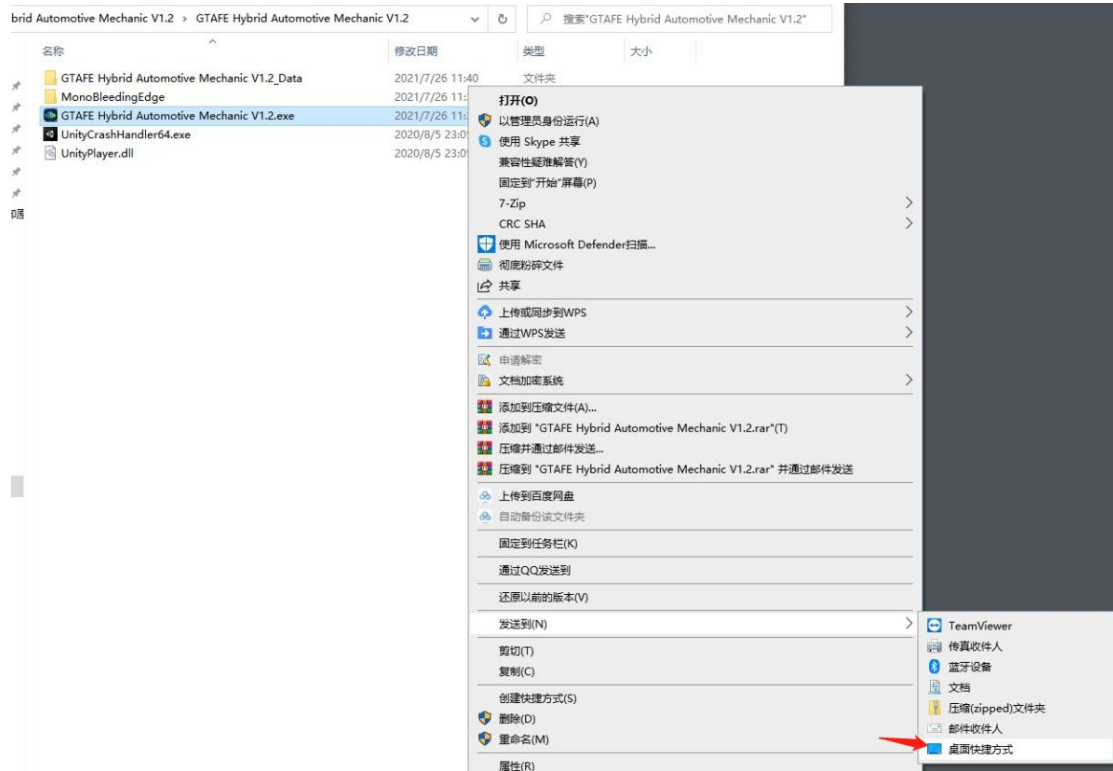
Enter the folder and read the Installation instructions.txt.



- As the instructions, go back to the parent folder, and move the folder to the directory C:\Program Files\.



- Right click on the exe file and choose Send to > Desktop (create shortcut).



After successful installation, a shortcut will be generated, as below.



4.2. Operation Description

4.2.1 User login

Double click on the setup program to enter the license registration interface.

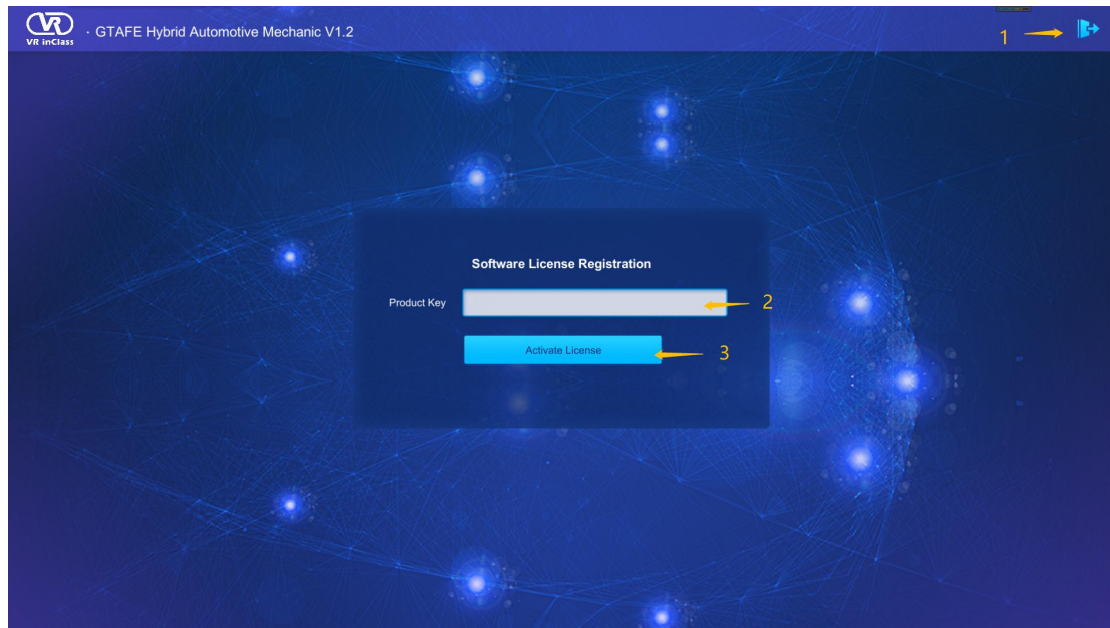


Figure 4-2-1 Software license registration

Notes:

- ①→Exit button - exit the software.
- ②→Fill in the product key.
- ③→Click to complete the registration.

Fill in the product key obtained through the application code, and then click on “Activate License” to start using the software. Repeated registration is not needed if the key hardware equipment (CPU and hard disk) is not changed and the authorization has not expired.

User can click on the “Exit” button in the top right corner of the interface to exit the software.

4.2.2 Homepage

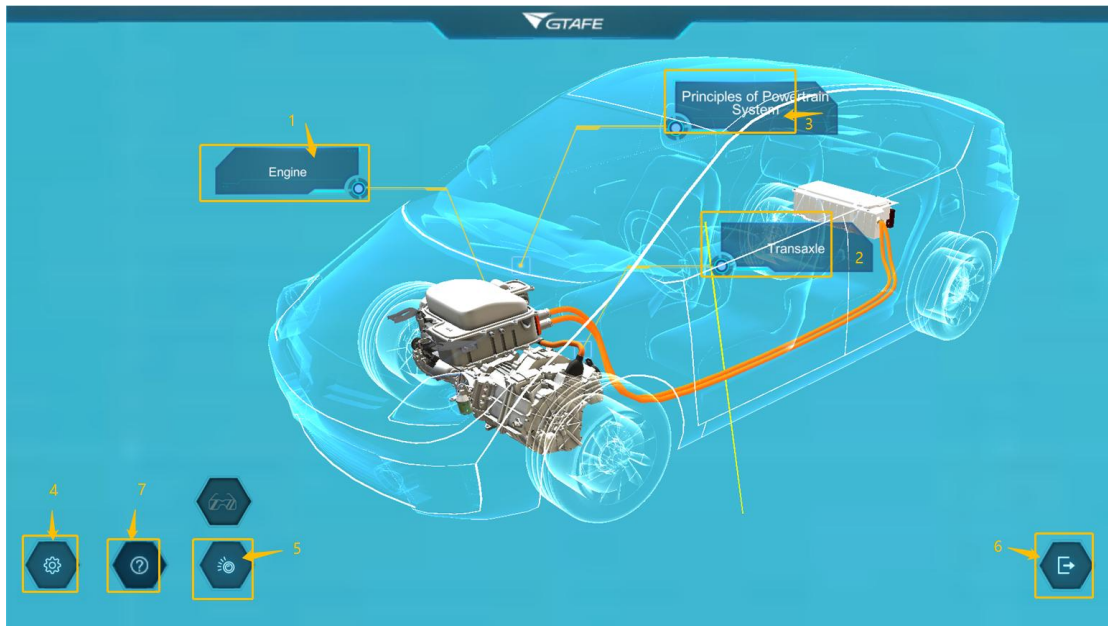




Figure 4-2-2a Homepage

Notes:

- ①→Click to enter the engine module.
- ②→Click to enter the transaxle module.
- ③→Click to enter the module of Principles of powertrain.
- ④→Click to set up the software.
- ⑤→Click to connect zView
- ⑥→Click to exit the software.
- ⑦→Click to play the Operating instructions video.

1. Press the middle button of the stylus to select "Engine" , "Transaxle" , or "Working principles of powertrain" to enter the corresponding module.
2. Press the middle button of the stylus to select  button in the bottom left corner to set up the software, as 4-2-2b.
3. Press the middle button of the stylus to select the  button in the bottom right corner.
4. Press the left button of the stylus and click on the blank space in the left or right of the vehicle to rotate the vehicle to the left or right.

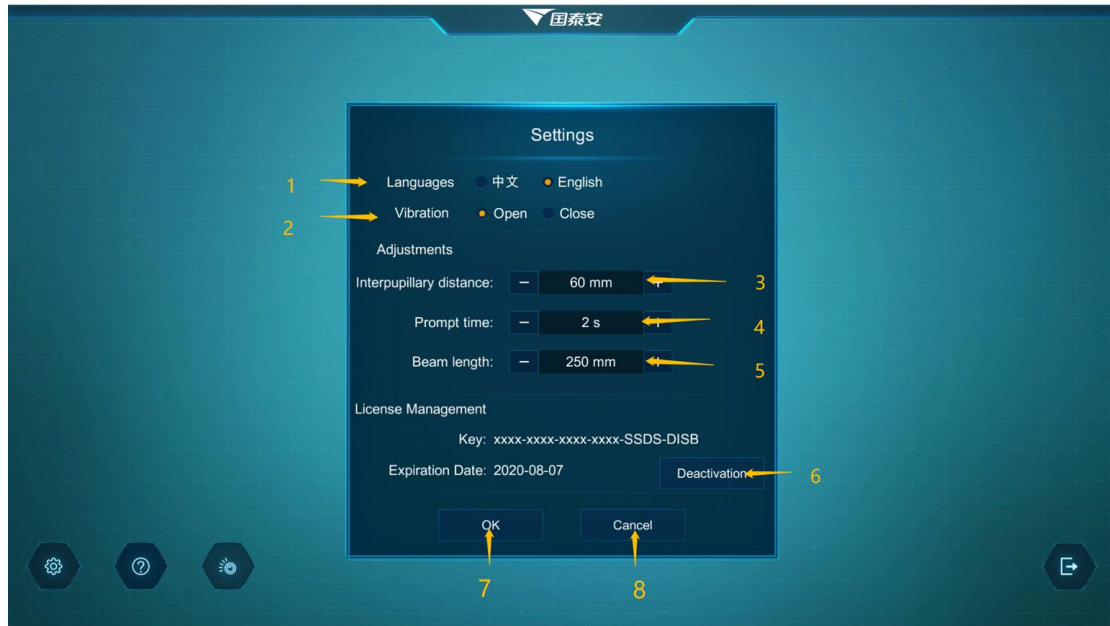


Figure 4-2-2b Settings

Notes:

- ①→Select the language or the system.
- ②→If it is "open", the stylus vibrates when an operation error occurs in the training.
- ③→Click on the "+/-" button to adjust the suitable pupillary distance for a better user experience.
- ④→Set the flicker time for prompt on operation position in training. (If the "Prompt time" is set as 2s, the operation position will flicker twice per second after a click on the "Position Prompt" button.)
- ⑤→Click on the "+/-" button to adjust the beam length for a better user experience.
- ⑥→Click to deactivate the license.
- ⑦→Click to save the settings.
- ⑧→Click to cancel the settings and return to the homepage

4.2.3 Engine

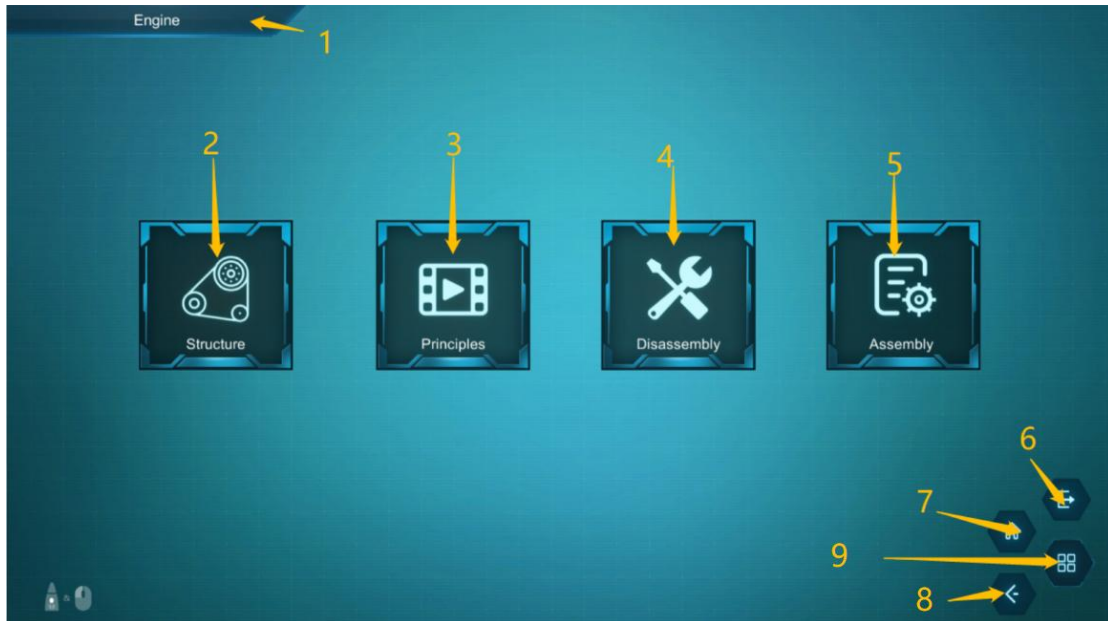









Figure 4-2-3 Main interface of engine

Notes:

- ①→Current page
- ②→Click to enter the structure module
- ③→Click to enter the principles module
- ④→Click to enter the engine disassembly module
- ⑤→Click to enter the engine assembly module
- ⑥→Click to exit the software
- ⑦→Click to go back to the homepage
- ⑧→Click to go back to the previous page
- ⑨→Click to bring up operating buttons

1. Press the middle button of the stylus to select "Structure ", "Principles", "Disassembly", and "Assembly"" to enter the corresponding module.
2. Press the middle button of the stylus to select the  button in the bottom right corner to bring up ,  and .
3. Press the middle button of the stylus to select the  button to exit the software,  button to go back to the main page,  button to go back to the previous page.

4.2.3.1 Engine structure



Figure 4-2-3-1a Engine structure

Notes:

①→First-level Menu- click on the menu item to expand its corresponding second-level menu.

②→Second-level Menu-click on the menu item, the corresponding model will show opaque view, while other models are transparent.

③→ “Exploded View” button-click to enter the exploded view interface of the engine.

1. Press the middle button of the stylus to select the first-level menu item in the right to expand its corresponding second-level menu.
2. Press the middle button of the stylus to select the second-level menu item, the corresponding model will show opaque view, while other models are transparent.
3. Press the right button of the stylus to zoom in/out on the model
4. Press the left button of the stylus to restore the model to its original position.
5. Press the middle button of the stylus to drag, rotate and zoom in/out on the model.
6. Press the middle button of the stylus to click on the Bulb button beside the first and second level menus, as shown as figure 4-2-3-1b. The status is illustrated as follows:

- ① When the bulb is fully- illuminated, the corresponding model shows opaque view.
 - ② When the bulb is half-illuminated, the corresponding model shows transparent view.
 - ③ When the bulb is blank (unilluminated), the corresponding model is hidden and not displayed.
7. Press the middle button of the stylus to select "Exploded view" button to enter the exploded interface of the engine, as shown as figures 4-2-3-1c and 4-2-3-1d. The operation instructions are as follows:
- 7.1 Press the middle button of the stylus to select the model outlined in yellow in the center of the interface, to drag, rotate, or zoom in/out on all models.
 - 7.2 Press the middle button of the stylus to select another model to rotate it. The selected model will be outlined in green, and its corresponding name will pop up.
 - 7.3 Press the middle button of the stylus to select the Redo button to go back to the engine structure interface (Figure 4-2-3-1a).
 - 7.4 If there are multiple components of the same type (such as main bearing, piston, and valve), click on the rightmost / uppermost model, and then all models of the type will be outlined and can be dragged and rotated as a whole (see Figure 4-2-3-1c).



Figure 4-2-3-1b "Bulb" button in structure

Notes:

- ① → Click on the bulb button, when the bulb is fully- illuminated, and then the corresponding model shows opaque view.
- ② → When the bulb is half-illuminated, the corresponding model shows transparent view.
- ③ → When the bulb is blank, the corresponding model is hidden.

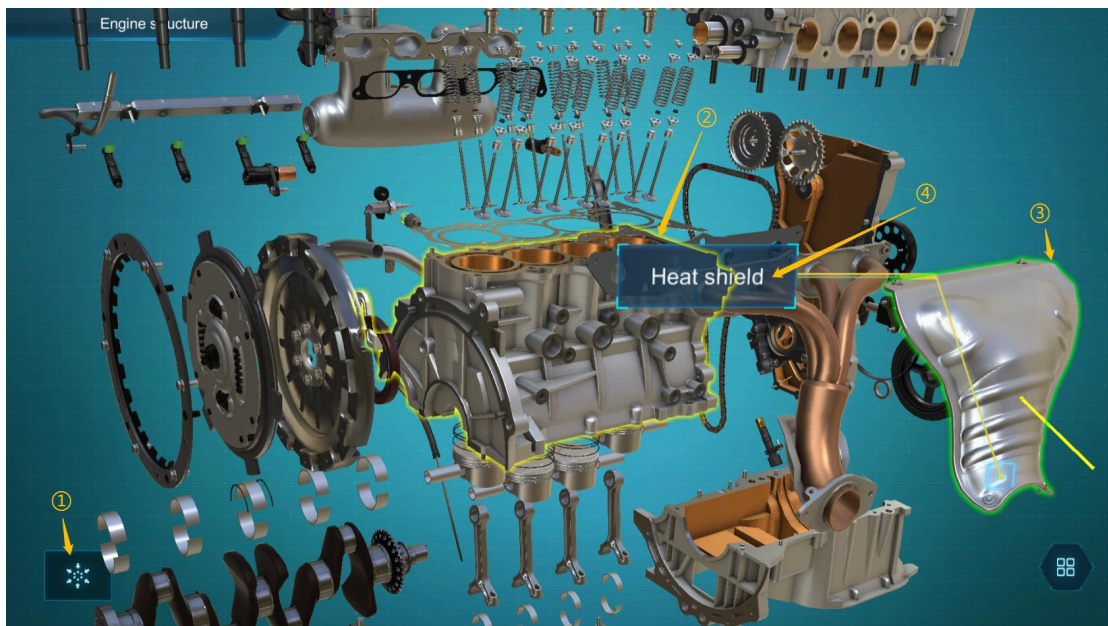


Figure 4-2-3-1c Exploded interface

Notes:

- ① → Click on the Redo button to go back to the engine structure interface.

②→Click on the model outlined in yellow to drag, rotate and zoom in/out on all models.

③④→Click on another model to rotate it. The selected model will be outlined in green, and its corresponding name will pop up.

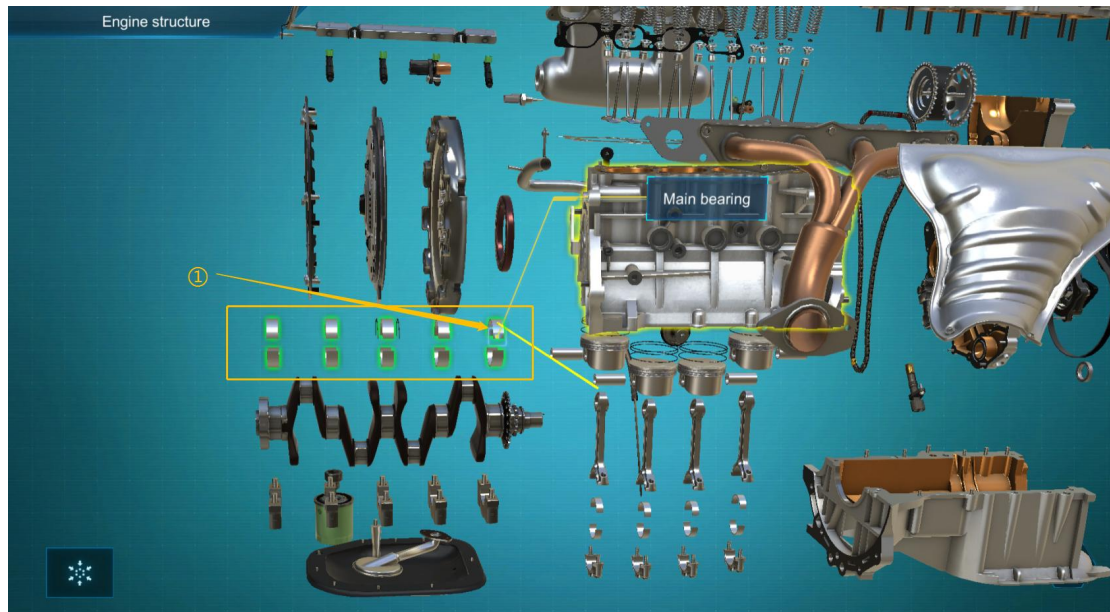


Figure 4-2-3-4 Batch selection in the exploded interface

Notes:

①→If there are multiple components of the same type, click on the rightmost / uppermost model, and then all models of the type will be outlined and can be dragged and rotated as a whole.

4.2.3.2 Engine principles

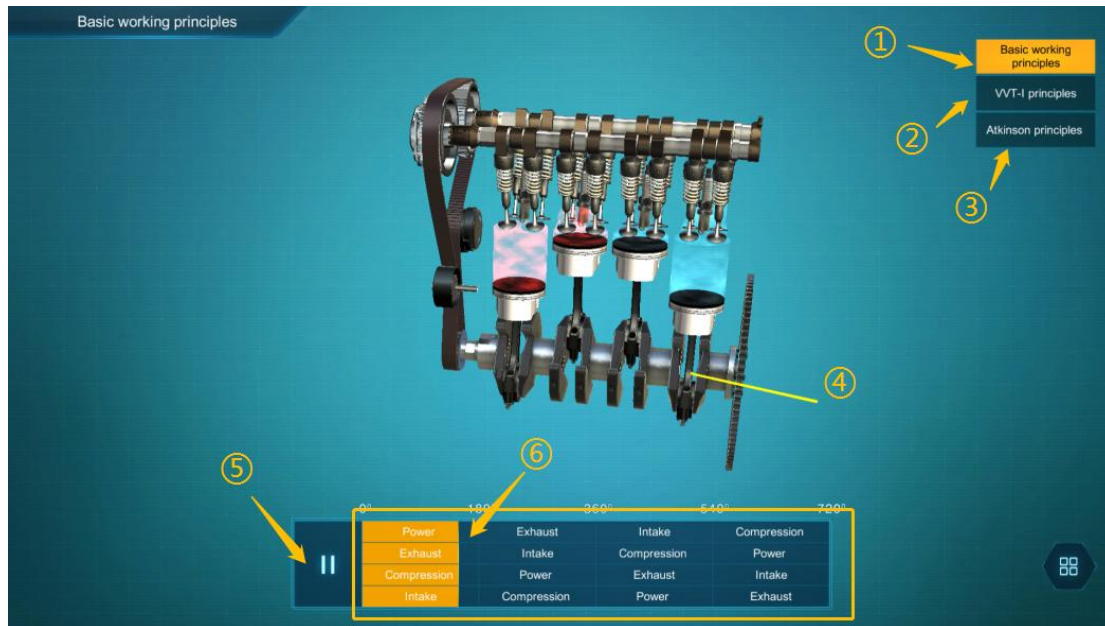


Figure 4-2-3-2a Engine Principles scenario

Notes:

- ①→The "Basic Working Principles" interface is default
- ②→Click to enter the "VVT-I Principles" interface
- ③→Click to enter the "Atkinson Principles" interface
- ④→Press the middle button of the stylus to click on the model to drag and rotate it.
- ⑤→Click on "Pause" button to pause the animation
- ⑥→After pause, press the middle button of the stylus to drag the yellow progress area or area border to control the progress of the animation.

1. After entering the engine principles page, user enters the "Basic working principles" by default, where the engine working animation is repeated.
2. Press the middle button of the stylus to click on the "VVT-I principles" or "Atkinson principles" to enter the corresponding principles interface.
3. Press the middle button of the stylus to select the model, and drag, rotate and zoom in/out.

4. Press the right button of the stylus to select the model, and drag it back and forth to zoom in/out.
5. Press the left button of the stylus to restore the model to its original position.
6. Press the middle button of the stylus to click on the "Pause" button in the bottom left corner of the interface to pause the animation. (After click, the "Pause" button will change into the "Play" button. Click on the button again to continue to play).
7. After pause, press the middle button of the stylus to drag the animation progress area highlighted in yellow or area border to control the progress of the animation.
8. The VVT-I Principles scenario is shown as figure 4-2-3-2b. Click on the "Pause" button in the bottom left corner to pause the animation. (After click, the "Pause" button will change into the "Play" button. Click on the button again to continue to play).
9. After pause, press the middle button of the stylus to click on the number button to jump to the corresponding step for playing.
10. In the VVT-I Principles scenario, press the right button of the stylus to select the model, and drag it back and forth to zoom in/out. Press the left button of the stylus to restore the model to its original position.
11. The Atkinson Principles scenario is shown as figure 4-2-3-2c. Click on the "Pause" button to pause the animation. (After click, the "Pause" button will change into the "Play" button. Click on the button again to continue to play).

12. Click on the "Traditional engine work cycle" button or the "Atkinson cycle" at the bottom of the interface to switch to the corresponding scenario.

13. In the Atkinson Principles scenario, press the middle button of the stylus to select the model, and drag, rotate and zoom in/out. Press the right button to drag it back and forth to zoom in/out. Press the left button to restore the model to its original position.

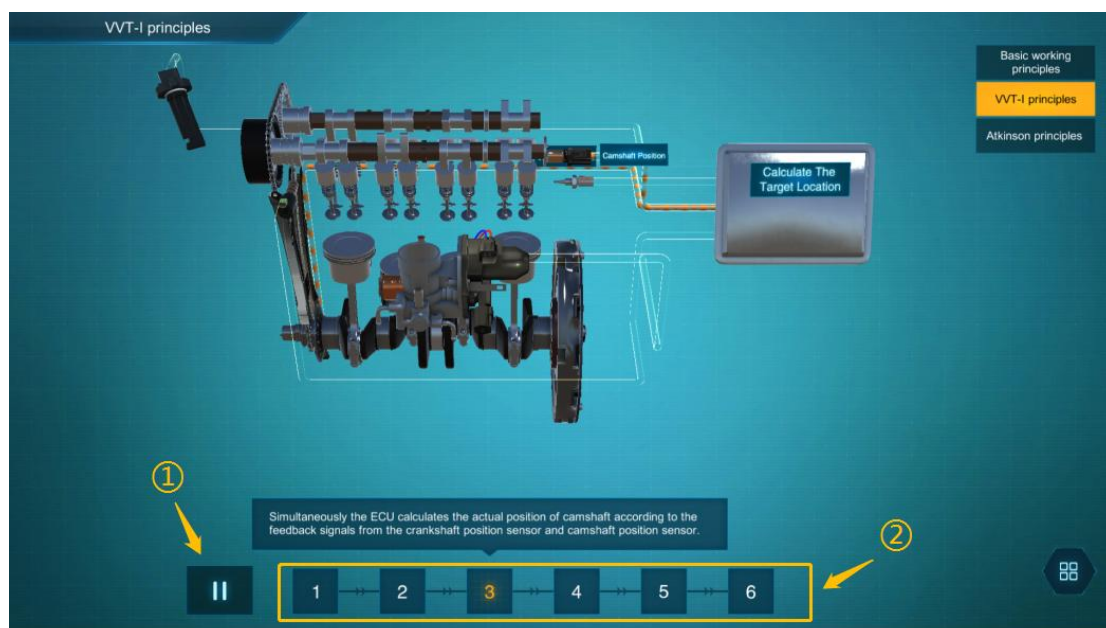


Figure 4-2-3-2b VVT-I Principles scenario

Notes:

①→Click to pause the animation.

②→After pause, click on the number button to jump to the corresponding step for playing.



Figure 4-2-3-2c Atkinson Principles scenario

Notes:

- ①→Click to view the "Traditional engine work cycle".
- ②→Click to view the "Atkinson cycle".
- ③→Click to pause the animation
- ④→Press the middle button of the stylus to click on the model to drag and rotate it.

4.2.3.3 Engine disassembly

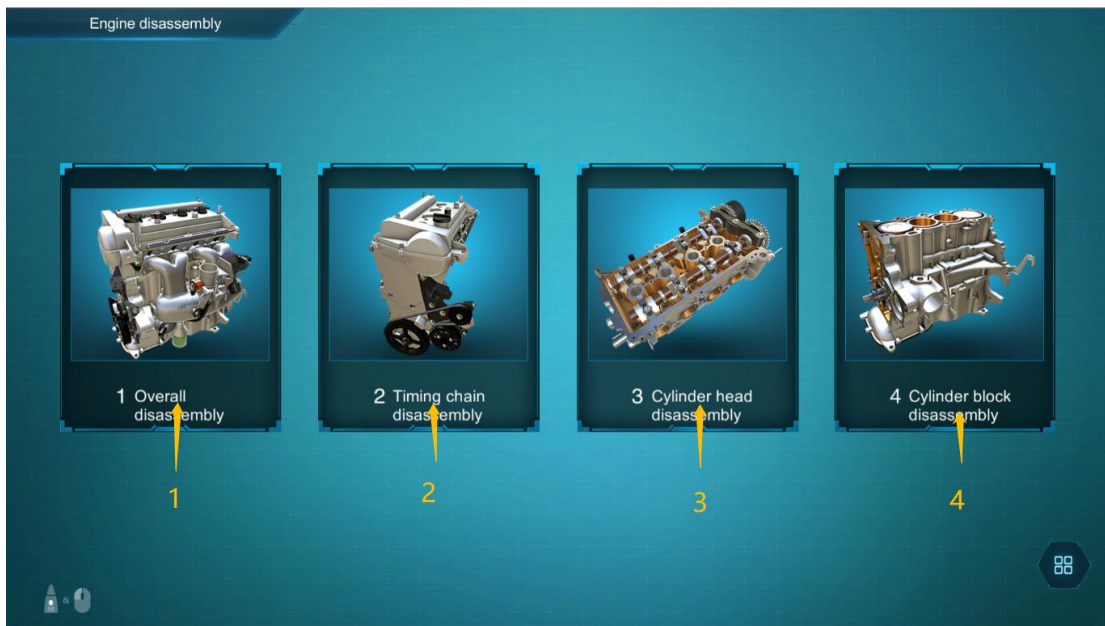


Figure 4-2-3-3a Main interface of engine disassembly

1. In the engine disassembly, there are four sub-interfaces according to disassembly procedure, i.e. "Overall Disassembly", "Timing Chain Disassembly", "Cylinder Head Disassembly", and "Cylinder Block Disassembly".

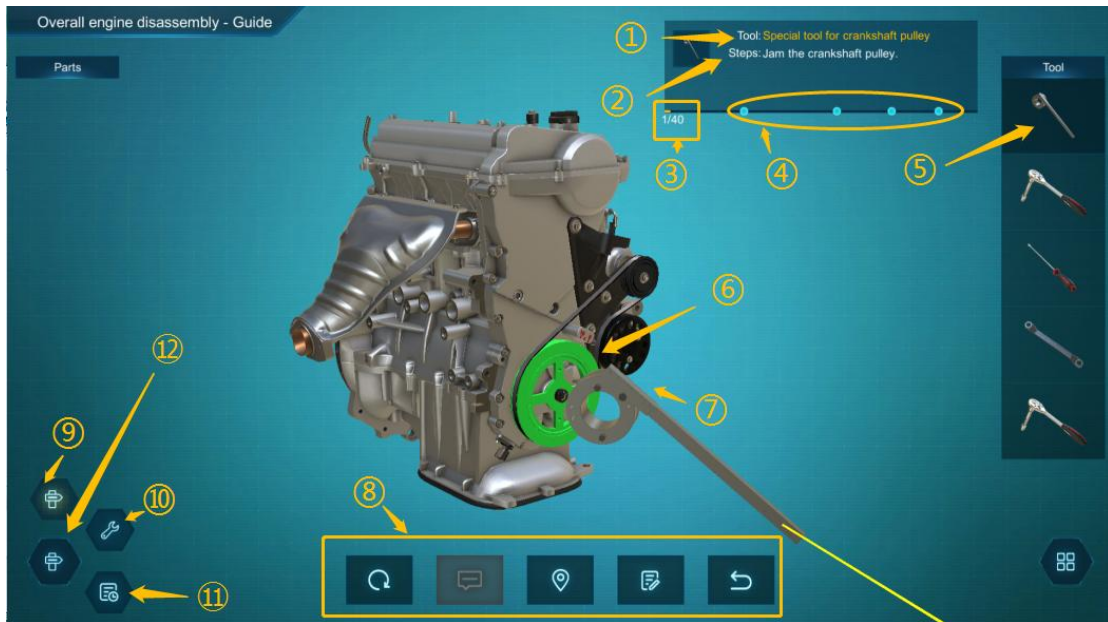


Figure 4-2-3-3b Operation of engine disassembly

Notes:

- ①→Tool currently needed
- ②→Operating step currently needed
- ③→Current operation progress
- ④→ "Jump" button-click to directly jump to the corresponding step
- ⑤→Tool currently being used is highlighted
- ⑥→Current operation position is highlighted in green
 - ① →Move the tool to the operation position to trigger the operation
- ⑧→
 - "Reset" button-click to start from the first step
 - "Text tips" -click to hide the tips box
 - "Position Prompt" button-click to switch the model to the best angle and highlight the position that needs to be operated
 - "Operating Record" button-click to view the operating records
 - "Undo" button-click to undo the current operation and go back to the previous step.

- ⑨→ "Guide" button-click to switch to the guide mode
- ⑩→ "Training" button-click to switch to the training mode
- ⑪→ "Examination" button-click to switch to the examination mode
- ⑫→ "Mode" button-click to switch to different modes (guide mode is default)

1. Press the middle button of the stylus to click on the "Mode" button in the bottom left corner of the interface, to bring up the "Guide", "Training", and "Examination" buttons for selection. The guide mode is default after entering the disassembly interface. The differences between the three modes are as follows:

① Guide mode: the model automatically rotates to the best viewing angle, tool and operation position flicker, and the tips box always remains open.

② Training mode: user needs to rotate the model to the operating angle manually, tool and operation position do not automatically flicker (except clicking on the "Position Prompt" button). The tips box is open by default and can be closed by the "Text Tips" button at the bottom.

④ Examination mode: user needs to rotate the model to the operating angle manually, tool and operation position do not flicker, and the tips box is closed.

2. Press the middle button of the stylus to select the model, and drag, rotate and zoom in/out. Press the right button to drag it back and forth to zoom in/out. Press the left button to restore the model to its original position.

3. Press the middle button of the stylus to click on the "Reset" button at the

bottom of the interface, current operation will all be eliminated, and user will start from the first step.

4. Press the middle button of the stylus to click on the "Text Tips" button at the bottom to show or hide the tips box.

5. Press the middle button of the stylus to click on the "Position Prompt" button at the bottom. Then the model will be switched to the best angle and the tool and position that need to be operated will be highlighted.

6. Press the middle button of the stylus to click on the "Operating Record" button to retrieve and view the operating record.

7. Press the middle button of the stylus to click on the "Undo" button to undo the current operation and go back to the previous step.

8. Press the middle button of the stylus to select the correct tool from the toolbar. Move the front end of tool to the operation position to trigger the operation. If the tool is hand, move the front end of beam directly.

9. The operating record is shown as figure 4-2-3-3c. Click on the "Operating Record" button to view all of the standard operating procedures or the records of operation completed.

10. Click on the "Close" button to close the operating record. Click on the "Export" button to export the record to a specified directory in PDF.

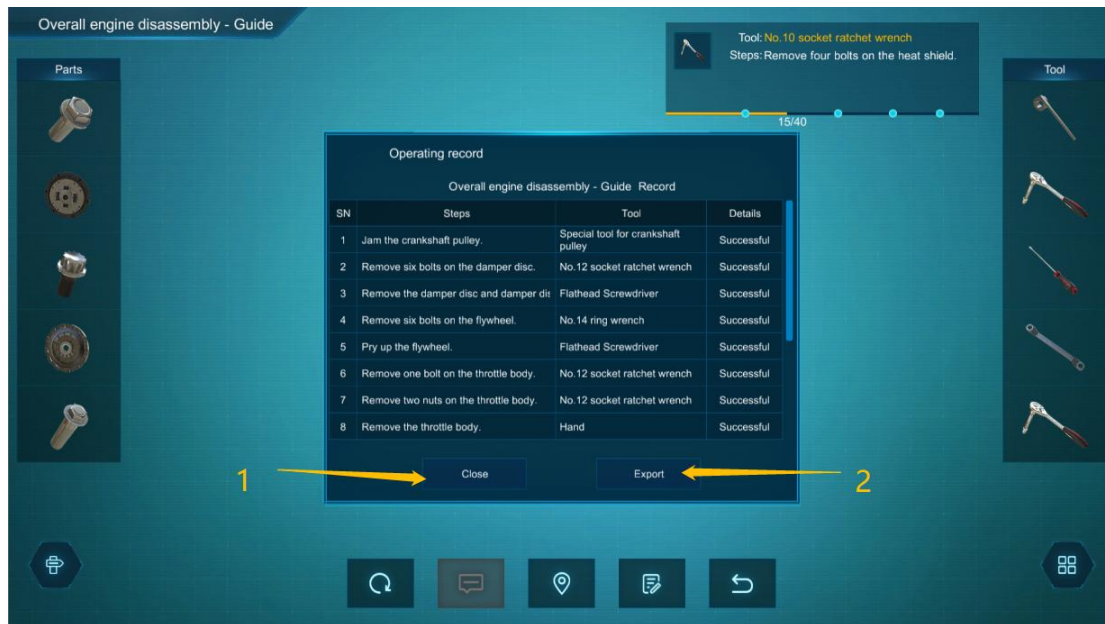


Figure 4-2-3-3c Illustration of operating record

Notes:

①→Click to close the operating record

②→Click to export the record to a specified directory in PDF

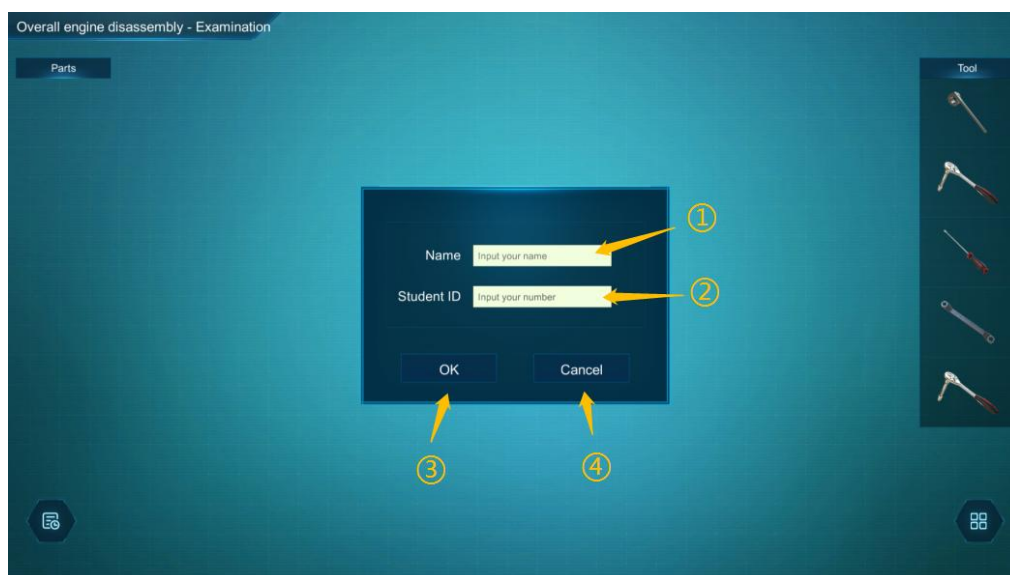
11. Examination mode is shown as figure 4-2-3-3d. When it is switched to the examination mode, user needs to enter the name and Student ID in the pop-up box. Click on "OK" button to enter the examination, or click on "Cancel" button to close the window and go back to the previous operation interface.

12. After entering the examination, the countdown timer can be found at the top of the interface. The maximum time allowed for every examination is 10 minutes. When all operations are completed or examination time has run out, the examination results will be automatically submitted.

13. At the end of the examination, the operating record will pop up, with incorrect operating steps highlighted in yellow. Click on the "Close" button to close the operating record. Click on the "Export" button to export the record to a specified directory in PDF.

14. Click on the "Record" button at the bottom to retrieve and view the examination record. Click on the "Re-examine" button to restart the examination.

15. If user exits the examination halfway, the current examination record will be automatically saved in the specified directory.



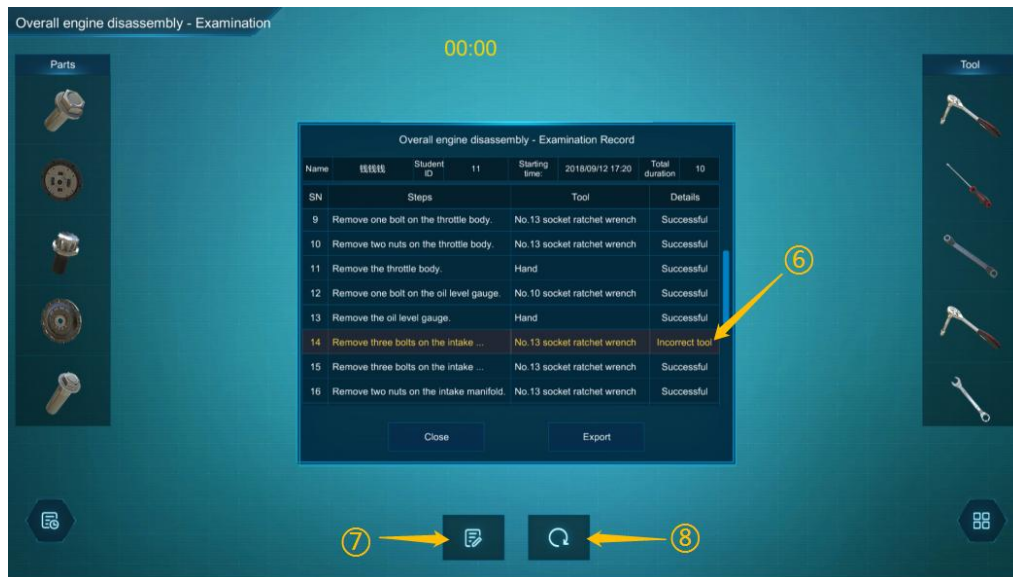


Figure 4-2-3-3d Illustration of examination mode

Notes:

- ①→Click to enter the name
- ②→Click to enter the student ID
- ③→Click to start the examination
- ④→Click to cancel the examination
- ⑤→Remaining examination time
- ⑥→Incorrect step is highlighted in yellow
- ⑦→Click to view the examination record
- ⑧→Click to restart the examination.

4.2.3.4 Engine assembly

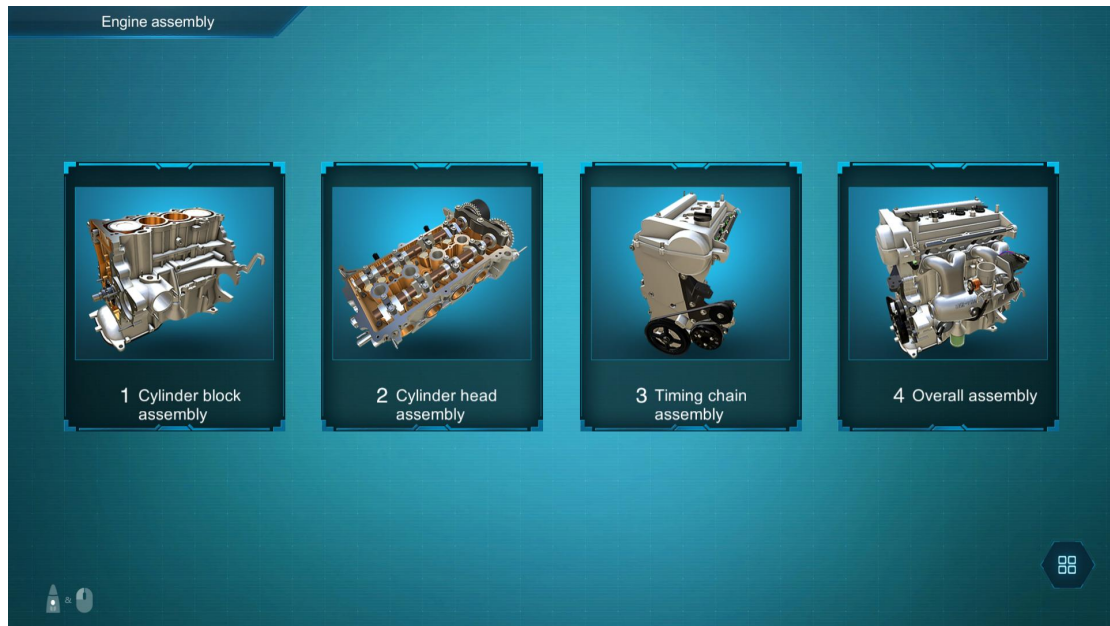


Figure 4-2-3-4a Main interface of engine assembly

1. In the engine assembly, there are four sub-interfaces according to assembly procedure, i.e. "Cylinder Block Assembly", "Cylinder Head Assembly", "Timing Chain Assembly", and "Overall Assembly".
2. The basic operation is identical with that of the disassembly, however,
 - ① While using the "hand", press the middle button of the stylus to select the correct part from the parts bar, move it to the installation position and click to complete the installation.
 - ② While installing a bolt /nut, press the middle button of the stylus to click on the correct tool in the toolbar, use the rear end of the wrench to touch the correct bolt / nut in the parts bar. When the front end of the beam changes into the bolt /nut, move it to the installation location and click to complete the installation. See figure 4-2-3-4b.

③ To lubricate and install the part, press the middle button of the stylus to select the lubricating oil in the toolbar, use the bottom of the oil bottle to touch the correct part in the parts bar. When the front end of the beam changes into the part, move it to the installation location and click to complete the installation. See figure 4-2-3-4b.

3. In the assembly scenario, press the middle button of the stylus to select the model (including parts in the parts bar and tools in the toolbar), and drag, rotate and zoom in/out. Press the right button to drag it back and forth to zoom in/out. Press the left button to restore the model to its original position.



Figure 4-2-3-4b Operating instructions on installing a bolt/nut

Notes:

- ① Click on the wrench
- ② Use the rear end of the wrench to touch the corresponding bolt in the parts bar
- ③ When the front end of the beam changes into the bolt, move it to the correct installation location and click to complete the installation.



Figure 4-2-3-4c Operating instructions on installing lubricating parts

Notes:

While it is required to lubricate and install the part

- 1) Click on the lubricating oil
- 2) Use the bottom of the oil bottle to touch the corresponding part.
- 3) When the front end of the beam changes into the lower bearing, move it to the right installation location and click to complete the installation.

4.2.4 Transaxle



Figure 4-2-4 Main interface of transaxle

1. As for the operation of the main interface of transaxle, please refer to 4.2.3.

4.2.4.1 Transaxle structure



Figure 4-2-4-1 Transaxle structure interface

1. As for the operation of the transaxle structure, please refer to 4.2.3.1

4.2.4.2 Transaxle principles



Figure 4-2-4-2a Transaxle principles

Notes:

- ① → "Transaxle Principles" is default
- ② → Click to switch to "Principles of planetary gear mechanism"

- ③→ "Tips" button-click to view the operating tips
- ④→ "Ignition" button-click to start the vehicle
- ⑤→ "Gear" button-click to change gear
- ⑥→ "Brake" button-click to brake
- ⑦→ "Accelerator" button-click to press accelerator pedal; the first click means "press lightly" , while the second click means "press hard"

1. After entering the transaxle principles page, user enters the "Transaxle principles" by default.
2. Press the middle button of the stylus to select "Principles of planetary gear mechanism" in the right to enter the corresponding principle interface.
3. Press the middle button of the stylus to select the model, and drag, rotate and zoom in/out.
4. Press the right button to drag the model back and forth to zoom in/out.
5. Press the left button to restore the model to its original position
6. Press the middle button of the stylus to click on the "Tips" button to view the operating tips.
7. Press the middle button of the stylus to click on the "Ignition" button to start the vehicle.
8. Press the middle button of the stylus to click on the "Gear" button to change gear.
9. Press the middle button of the stylus to click on the "Brake" button to brake.

10. Press the middle button of the stylus to click on the “Accelerator” button to press accelerator pedal; the first click means “press lightly”, while the second click means “press hard” .

11. See figure 4-2-4-2b for special instructions.





Figure 4-2-4-2b Special instructions for transaxle principles

Notes:

① → Indicating how to use the buttons in the bottom to conduct different operations

② → Press the middle button of the stylus to click on the model to rotate it. The model will be outlined in green, and its corresponding name will pop up.

4.2.4.3 Transaxle disassembly

1. All operations of transaxle disassembly are the same as that of engine disassembly (see 4.2.3.3).



4.2.4.4 Transaxle assembly

1. All operations of transaxle assembly are the same as that of engine assembly

(see 4.2.3.4).



4.2.5 Working principles of powertrain



Figure 4-2-5a Main interface of working principles of powertrain

1. Press the middle button of the stylus to select "Overall working principles" or "Working principles of energy flow" to enter the corresponding interface.
2. All operations of overall working principles are the same as that of transaxle principles (see 4.2.4.2).
3. See figure 4-2-5c for working principles of energy flow. Press the middle button of the stylus to select the "Start", "Idle" , "Low Speed Driving" , "High Speed Driving" , "Energy Recovery" , or "Reverse" in the right for corresponding demonstration.
4. Press the middle button of the stylus to select the "Pause" button in the bottom left corner to pause the animation. (After click, the "Pause" button will change into the "Play" button. Click on the button again to continue to play).
5. Press the middle button of the stylus to select the model, and drag, rotate and zoom in/out. Press the right button of the stylus to select the model, and drag it back and forth to zoom in/out. Press the left button of the stylus to restore the model to its original position.

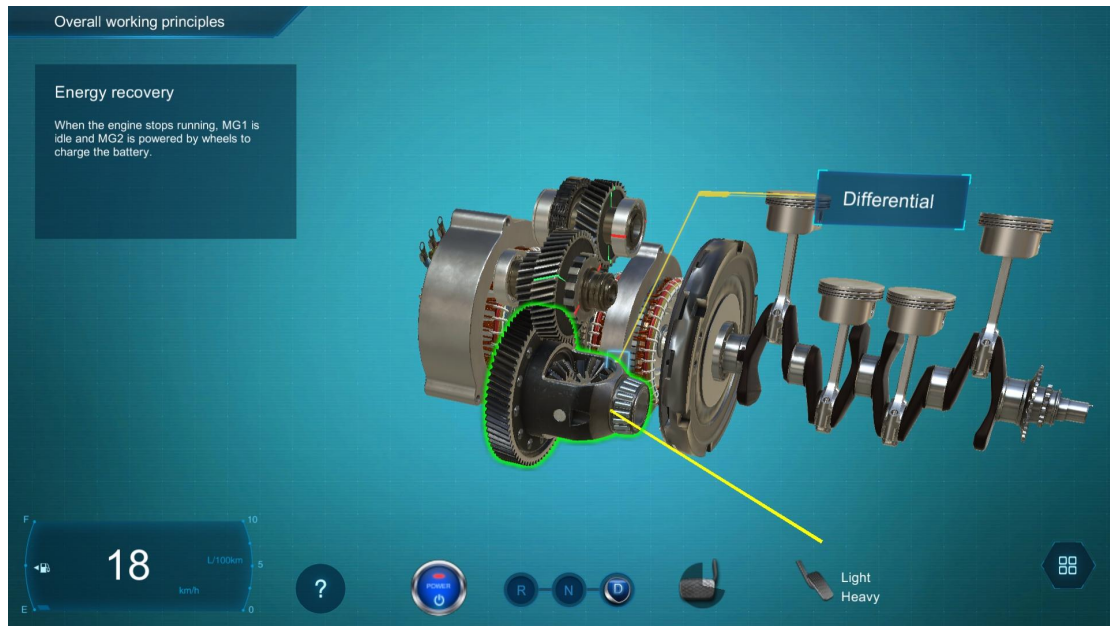


Figure 4-2-5b Overall working principles page

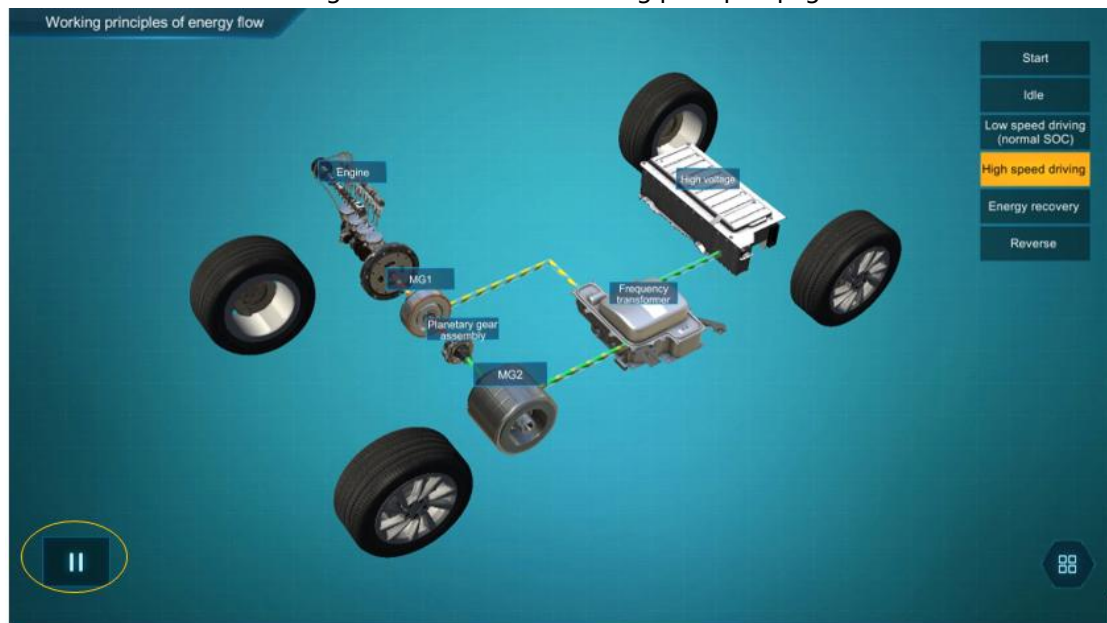


Figure 4-2-5c Working principle of energy flow page

Notes:

"Pause" button-click to pause the animation

5. Application Notes

Q1: If the registration code or license key is either non-adaptive or incorrect, the license request failed.

A: reapply for the license or fill in correct code according to the tips.

Q2: Abnormality occurred in the runtime, such as abnormal startup or result

A: Reinstall or repair the program