

# StretchSense Hand Engine Installation Guide

This document will take you through the steps of installing the Hand Engine Beta software on a Windows 10 PC

## Requirements

- Hand Engine Installer.exe
- Hand Engine License Key (Email [mcpsupport@stretchsense.com](mailto:mcpsupport@stretchsense.com) for details)
- Operating System: Windows 10

## Related Documents

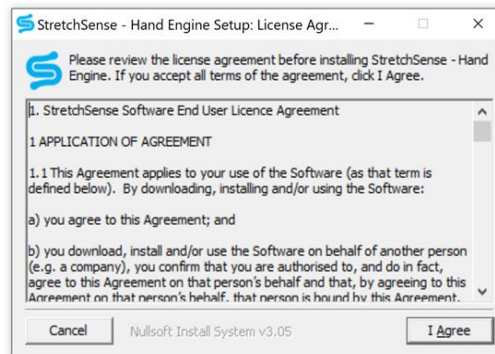
- DOC-5002 - Setting up COM Port for Wired USB Connection
- DOC-5003 - StretchSense USB Dongle Setup Guide
- DOC-5004 - StretchSense MoCap Pro Glove Firmware Update Guide
- DOC-5008 - StretchSense UltraSync One Module Configuration
- DOC-5009 - StretchSense Hand Engine Installation Guide
- DOC-5010 - StretchSense Hand Engine User Guide
- DOC-5011 - Streaming from Hand Engine to Unity
- DOC-5012 - Streaming from Hand Engine to UE4 (Unreal)
- DOC-5014 - Streaming from Hand Engine to MotionBuilder
- DOC-5019 - MoCap Pro Glove Production Ready Checklist
- DOC-5020 - Remapping to a Custom Character Hand in Hand Engine

## Installing StretchSense Hand Engine

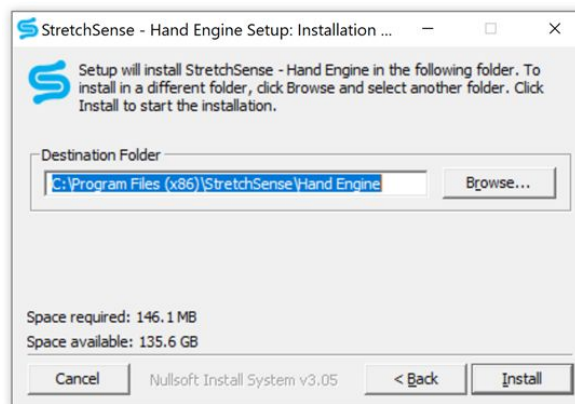
1. Run the Hand Engine Installer.exe, you will need admin permission

<input type="checkbox"/> Name	Date modified	Type	Size
 Hand Engine Installer.exe	9/07/2020 9:11 AM	Application	50,757 KB

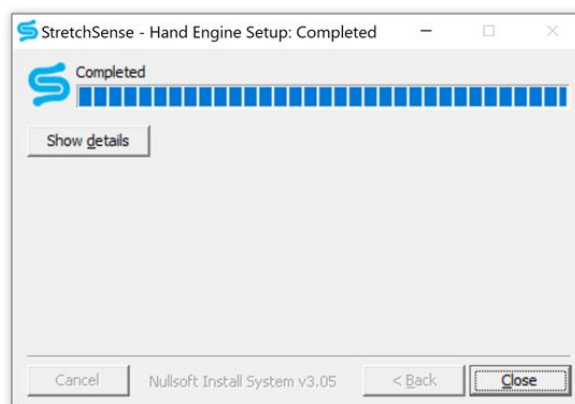
2. Review the EULA and confirm you accept



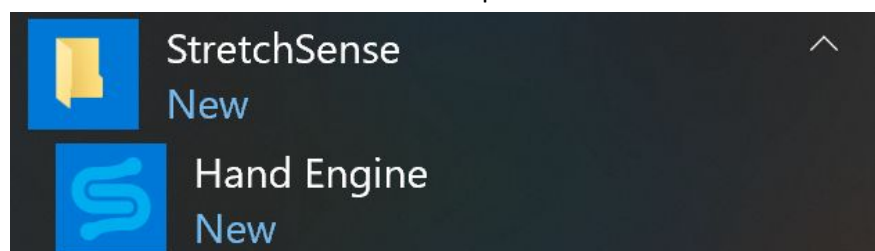
3. Select your installation directory and install.



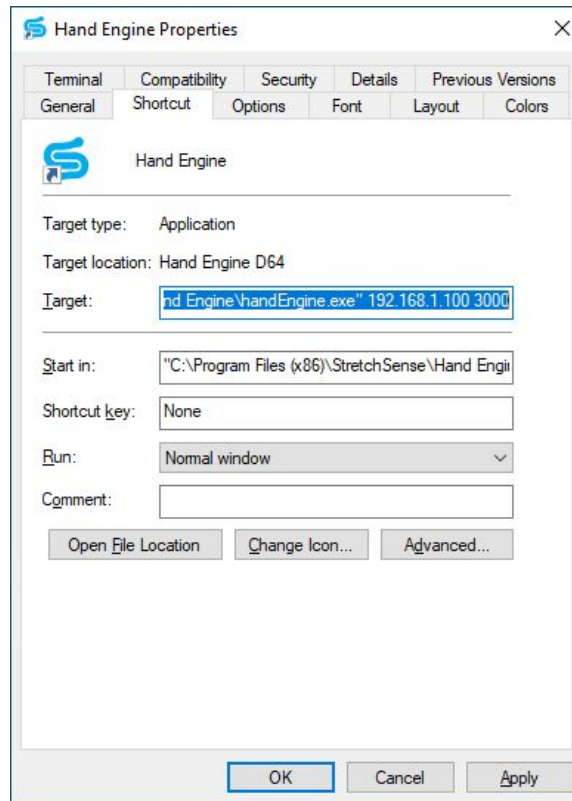
4. Once the installation is complete you can close the installer



5. The installer will create a shortcut in the start menu and on the desktop

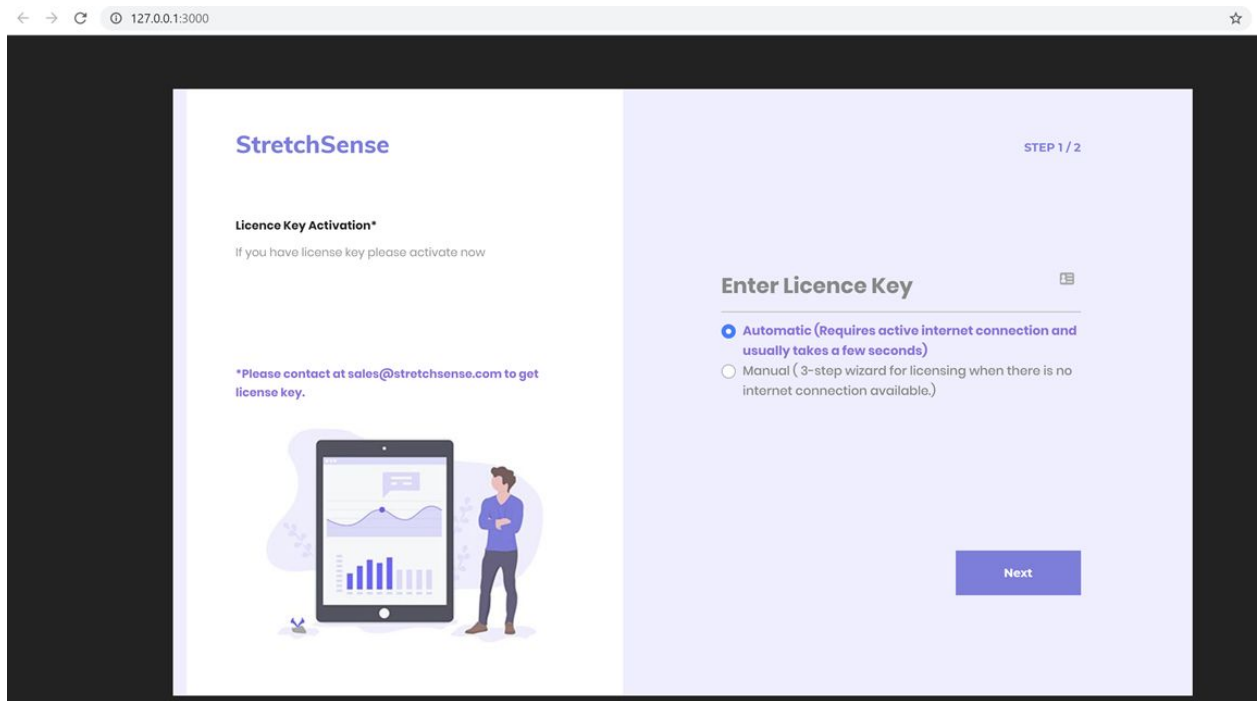


6. **If launching Hand Engine from a windows desktop shortcut and you want to bind Hand Engine to the LAN IP address of the PC you are running it on (as opposed to the default of 127.0.0.1) so the Hand Engine UI can be accessed from a remote PC on the same LAN**, you can bind the IP and port by modifying the **Target** of the desktop shortcut to include the relevant IP address and port number. Right click the desktop shortcut and append the desired IP address and port in **Target**, then click **OK**. Launching the application from the desktop shortcut will now bind it to the specified IP address and port, making the Hand Engine UI accessible from remote computers on the same LAN.
  - a. **NOTE:** You can run multiple instances of handEngine.exe on one pc provided you specify unique and available port numbers and have the appropriate licenses available.

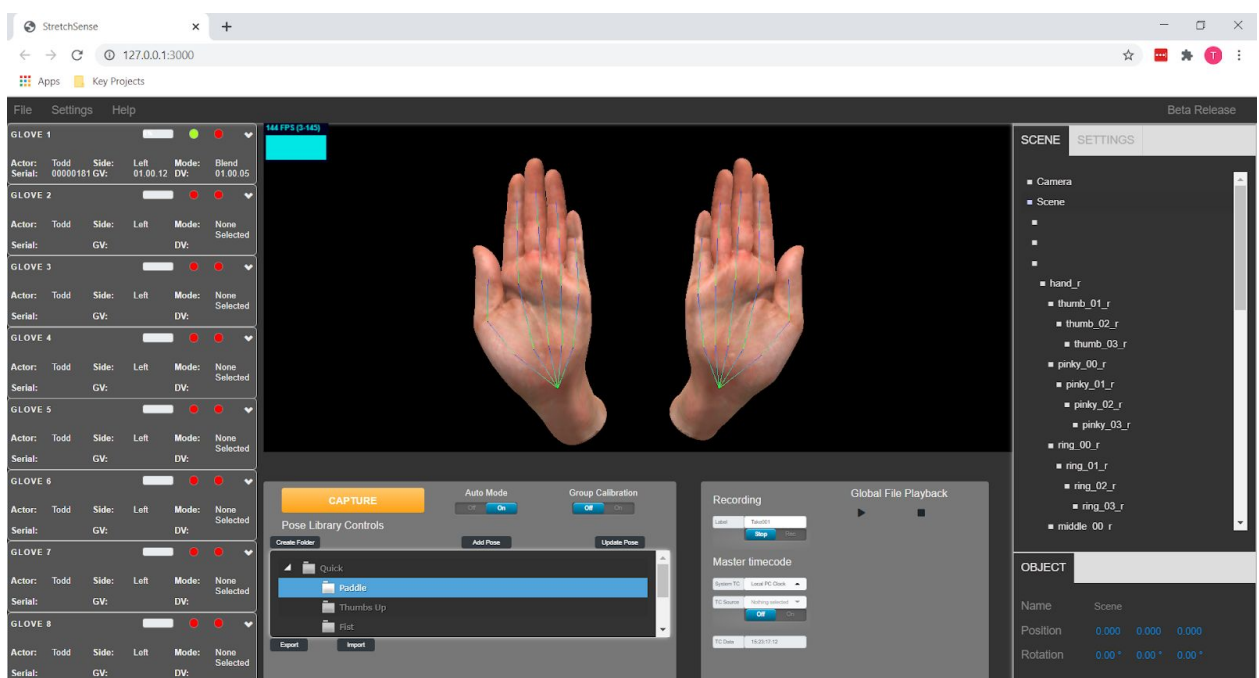


7. **If launching Hand Engine from a command line and you want to bind Hand Engine to the LAN IP address of the PC you are running it on (as opposed to the default of 127.0.0.1) so the Hand Engine UI can be accessed from a remote PC on the same LAN**, navigate to the installation directory for Hand Engine and run **handEngine.exe <ip address of pc> <port to use for UI>** E.g. **handEngine.exe 192.168.1.100 3000**
  - a. **NOTE:** You can run multiple instances of handEngine.exe on one pc provided you specify unique and available port numbers and have the appropriate licenses available.

- The first time the program is launched it will open a window within your web launcher and request a license key. This key can be obtained from [mcpsupport@stretchsense.com](mailto:mcpsupport@stretchsense.com).



- Once the key has been entered it should launch the HandEngine UI within the same window and you are ready to start. See **DOC-5010 - StretchSense Hand Engine User Guide** for next steps.



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## Revision Summary

Revision	Date	Notes
5	2020.10.02	Updated reference documents, updated email
4	2020.09.18	Updates filenames and UI screenshot
3	2020.08.21	Updated instructions, updated initial Hand Engine screenshot
2	2020.07.21	Updated related docs, instructions, added disclaimer text
1	2020.07.09	Initial version