

## Guiliani SDK for Renesas RZ/A Licensing

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## 1 General

Guiliani can be configured - and licensed - in four options, controllable by a license key: Evaluation, Education, Lite and Full. Each option has its own feature restrictions.

The following table outlines the differences between the four Guiliani License/Configuration options:

Guiliani License / Configuration Option	Evaluation	Education	Lite	Pre-paid by Renesas	Full
<b>Feature Set / Restrictions</b>	Fully featured version with small limitations	Fully featured version GUIs are watermarked	Fully featured version with small limitations	Fully featured version with small limitations	Fully featured version
<b>License type</b>	Non-commercial,	Non-commercial,	Production License for	Production License for	Production License for
<b>Resources</b>					
Dialogs	10	unlimited	10	50	unlimited
Images	100	unlimited	150	300	unlimited
Texts	30	unlimited	100	100	unlimited
Fonts	10	unlimited	10	10	unlimited
Sounds	5	unlimited	10	10	unlimited
General Resources	5	unlimited	10	10	unlimited
DataPool	3	unlimited	5	5	unlimited
Custom Extensions	2	unlimited	5	5	unlimited
<b>Graphics hardware acceleration</b>					
HW acceleration possible	●	●	-	-	●

When no license key is applied, Guiliani "behaves" as Evaluation version. Every Guiliani SDK is per default delivered without a license key and thus behaves as Evaluation version: The UI Editor and all applications (either on Desktop or target) will end its operation after 60 minutes (Note: They will run again after a restart). With this license all controls are usable, but only a limited amount of resources can be used.

A more detailed overview of the Guiliani license concept and pricing information can be found on [www.guiliani.de](http://www.guiliani.de) or obtained via [graphics@tes-dst.com](mailto:graphics@tes-dst.com).

## 2 Obtaining Guiliani License Keys

### 2.1 Guiliani-Lite Prepaid by Renesas Program

The Prepaid by Renesas Program applies for Guiliani with eGML software graphics rendering on all Renesas RZ/A devices with FreeRTOS or Mbed OS and e2studio IDE.

With the **Prepaid by Renesas program** for RZ/A you can obtain **Guiliani-Prepaid-by-Renesas-Lite Production license key** from TES, free-of-charge for you because Renesas has already paid for it! Guiliani-Lite is a full featured Guiliani with just some restrictions on the amount of usable resources such as number of HMI dialogues, images, fonts, etc. With this license you are able to create modern HMI applications for production use with unlimited quantities and an unlimited license term.

Please apply for the Prepaid by Renesas license for Guiliani-Lite at:

<https://www.renesas.com/eu/en/products/microcontrollers-microprocessors/rz/rza/tes-guiliani.html>.

TES will then contact you for processing of the license contract and will send you your company specific license key (a file named “GuilianiLicense.key”) once the contract is signed.

## **2.2 Standard way for obtaining a Guiliani License Key**

For getting a Guiliani(-Lite) Production or Education license key or an upgrade of your license, please contact [graphics@tes-dst.com](mailto:graphics@tes-dst.com) or your direct TES sales contact. After acceptance of the Guiliani-Lite license agreement TES will send you one company specific Guiliani(-Lite) license key (a file named “GuilianiLicense.key”).

## **3 Installing the Guiliani license key**

The Guiliani variants are determined by using a license key. You will need only one key for both, the StreamRuntime and the GSE (see below how to use the key).

### **3.1 Evaluation license**

The evaluation license is pre-installed in the GSE and StreamRuntime. There is no need to install any license.

### **3.2 Installing the Education-, Lite- or Full license key**

Please copy the file “GuilianiLicense.key” to the GSE-folder inside the SDK.

In the file GuilianiLicense.key you will find the key for the Guiliani StreamRuntime module (the core module of Guilinai). Open StreamRuntime\_FreeRTOSX.cpp in Source\Platform\FreeRTOS of the StreamRuntime-folder (this could also be SR\_GuilianiDemo or your own adapted StreamRuntime).

In the function GuilianiStart add the following line

```
CGUI::SetGuilianiLicenseKey("<ENTER YOUR CODE HERE>");
```

above the comment lines and replace <ENTER YOUR CODE HERE> with the code located inside GuilianiLicense.key