

Guiliani SDK for Renesas RA Licensing

Product:	Guiliani-SDK for Renesas RA Family
Release version:	2.6
Release date:	December 15, 2023

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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	Full
Feature Set / Restrictions	Fully featured version with small limitations on Resources,	Fully featured version GUIs are watermarked	Fully featured version with small limitations on Ressources	Fully featured version
License type	Non-commercial, evaluation use only	Non-commercial, education use only for partner universities	Production License for unlimited projects	Production License for unlimited projects
Resources				
Dialogs	● 10	● unlimited	● 10	● unlimited
Images	● 100	● unlimited	● 150	● unlimited
Texts	● 30	● unlimited	● 100	● unlimited
Fonts	● 10	● unlimited	● 10	● unlimited
Sounds	● 5	● unlimited	● 10	● unlimited
General Resources	● 5	● unlimited	● 10	● unlimited
DataPool	● 3	● unlimited	● 5	● unlimited
Custom Extensions	● 2	● unlimited	● 5	● unlimited
Graphics hardware acceleration				
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 or obtained via graphics@tes-dst.com.

2 Obtaining Guiliani License Keys

For getting a Guiliani(-Lite) Production or Education license key or an upgrade of your license, please contact 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