



# myVGL

Installation Instructions

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Printed in Germany, November 2023.

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# Introduction

myVGL is a viewer designed to view *.vgl*, *.vgarchive*, and *.mvgl* projects and examine in detail analyses created with VGSTUDIO MAX or VGSTUDIO.

These instructions describe how to install myVGL. You do not need a license file to run the software.

Table 1-1: Product details

Feature	Description
Product name	myVGL
Release	2023.4
Installation files	The following files are available on your download account: <ul style="list-style-type: none"> <li>&gt; For myVGL on Windows: <i>myvgl20234-&lt;revision number&gt;-win64.exe</i> (64 bit) and <i>myvgl20234-&lt;revision number&gt;-win32.exe</i> (32 bit)</li> <li>&gt; For myVGL on Linux: <i>myvgl20234-&lt;revision number&gt;-ubuntu64.Applmage</i></li> <li>&gt; For myVGL on Mac: <i>myvgl20234-&lt;revision number&gt;-osx64.dmg</i></li> </ul>
Document ID	InstallationInstructions-1033-v016-001-en

myVGL 2023.4 supports the following operating systems:

Table 1-2: Supported operating systems

Platform	Operating System
Windows:	Windows 10 Enterprise 64 bit Windows 10 Professional 64 bit Windows 11 Enterprise 64 bit Windows 11 Professional 64 bit
Linux <sup>a</sup> :	Ubuntu 20.04 LTS 64 bit
Mac <sup>b,c,d</sup> :	macOS Big Sur 11.3.1

<sup>a</sup> The following functions are not available under Linux: viewing an OCR analysis, reporting via Excel, and saving AVI/ASF movies.

<sup>b</sup> The following functions are not available under Mac: viewing an OCR analysis, reporting via Excel, and saving AVI/ASF movies.

<sup>c</sup> Some functions in our PDF documents (such as following links to other PDFs) might not be supported by the default Mac PDF preview program. If you want to use these functions, a different PDF viewer, e.g., Adobe Acrobat Reader, is required.

<sup>d</sup> The M1 processor is not supported.

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As of 2024, the support of Mac operating systems will be discontinued.

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For detailed information on the system requirements for myVGL, refer to the System Requirements in the installation directory, download the current System Requirements from your download account or from our website: [www.volumegraphics.com/en/support/system-requirements.html](http://www.volumegraphics.com/en/support/system-requirements.html), or contact VG Support at [support@volumegraphics.com](mailto:support@volumegraphics.com).

# Windows Operating System

## Installing myVGL

### Requirement:

- > Run the installation with elevated rights.
  - > Do not run the installation in silent mode.
  - > Make sure that write access to the `C:\Users<user name>\AppData\Local\Temp` directory is not blocked by administrative settings or anti-virus software.
  - > Virtual machines are not supported. myVGL has to be executed on a physical computer.
1. Download the file `myvgl20234-<revision number>-win64.exe` (64 bit) or `myvgl20234-<revision number>-win32.exe` (32 bit) from your download account.
  2. Execute the file `myvgl20234-<revision number>-win64.exe` (64 bit) or `myvgl20234-<revision number>-win32.exe` (32 bit).
  3. Follow the instructions in the InstallShield Wizard.
  4. Start the software from the Windows **Start** menu.




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The VGExplorer Integration will be installed automatically when installing myVGL.

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Some reporting functions of myVGL require an Excel add-in, which will be installed automatically if a supported version of Microsoft® Excel is already installed on your computer. If no supported version of Microsoft® Excel is detected at the time of the installation, the installation will be performed without installing the Excel add-in.

You can also install a supported version of Microsoft® Excel at a later time and then execute the myVGL Installation Wizard by selecting **Repair** to add the Excel add-in.

The optional reporting functions using an Excel add-in support the following Microsoft® Excel versions:

- > Microsoft® Excel 15 (part of Microsoft® Office 2013), 32 bit
  - > Microsoft® Excel 16 (part of Microsoft® Office 2016, Microsoft® Office 2019, Microsoft® Office 365, and Microsoft® Office 2021), 32 bit
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If problems occur during installation or if the installation fails, please send the installation log file `<product name>_20234_install.log`, which is located in the directory `C:\Windows\Temp\`, to your local VG Support team.

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## Uninstalling myVGL

1. Go to the Windows **Start** menu and select **Settings > Apps > Apps & features**.
  2. To uninstall myVGL, select **myVGL 2023.4** and click **Uninstall**.
  3. Unless you need it for other Volume Graphics software, e.g., VGSTUDIO MAX, select **VGExplorer Integration 2023.4** and click **Uninstall**.
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# Linux Operating System

## Installing myVGL

### Requirement:

- > Virtual machines are not supported. myVGL has to be executed on a physical computer.
- 1. Download the file *myvgl20234-<revision number>-ubuntu64.AppImage* from your download account.
- 2. Use the command `chmod +x myvgl20234-<revision number>-ubuntu64.AppImage` to make the file executable.
- 3. Use the command `./myvgl20234-<revision number>-ubuntu64.AppImage` to start myVGL.
- 4. Select your region from the **Select your region** drop-down list.
  - ➔ The corresponding End User License Agreement (EULA) will appear.
- 5. Accept the terms of the EULA by checking the **I have read and accepted these terms and conditions** checkbox and click **OK**. If you do not agree to the terms of the EULA, starting myVGL will be aborted.
- 6. Start the software as a normal user, i.e., without root privileges, using the `./myvgl20234-<revision number>-ubuntu64.AppImage` command.



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Download the AppImageLauncher for your specific Linux system and use the **Integrate and run** button to automatically create an entry for myVGL in the **Start** menu.

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## Uninstalling myVGL

1. Delete the *myvgl20234-<revision number>-ubuntu64.AppImage* file.

# Mac Operating System



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As of 2024, the support of Mac operating systems will be discontinued.

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## Installing myVGL

### Requirement:

- > Make sure that at least one printer is installed on your computer.
  - > Virtual machines are not supported. myVGL has to be executed on a physical computer.
1. Download the file *myvgl20234-<revision number>-osx64.dmg* from your download account.
  2. Double-click the *myvgl20234-<revision number>-osx64.dmg* file to mount it.
    - ➔ A dialog box that hyperlinks to the End User License Agreement (EULA) will appear.
  3. Click the **Agree** button to accept the EULA.
  4. In the installation window, select myVGL 2023.4 and drag it onto the *Applications* icon.
  5. Start the myVGL software.
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## Uninstalling myVGL

1. To uninstall myVGL, go to **Applications**.
  2. Hold down **Ctrl** and click **myVGL 2023.4** and select **Move to Trash** from the popup menu.
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# Support

If after reading this document you find that you need additional help with the installation of myVGL, feel free to send an e-mail to [support@volumegraphics.com](mailto:support@volumegraphics.com).

Thank you for choosing myVGL.