

Quick Start for *Griddle*, *BlockRanger*, and *Rhino*

Griddle and *BlockRanger* are mesh generation tools which plug into *Rhino* 5 (64 bit). A single installer (*Griddle_xxxx.msi*) will install both *Griddle* and *BlockRanger* products on your computer. Your license will determine which components are enabled. *Rhino* is a CAD system (installed separately from *Griddle* and *BlockRanger*), used for constructing model geometry. Instructions are provided below to get started with *Rhino*, *Griddle* and *BlockRanger*.

Installation (on a non-server machine)

1. Download **Rhino 5 for Windows (64 bit)** from www.rhino3d.com/download and install it.
2. Do not connect your Itasca hardware key to your computer until step 5.
3. Download the **Griddle** installer (only available in a 64-bit version) from here: www.itascacg.com/software-demo and double click on *Griddle_xxxx.msi* to install it.
4. Reboot your machine.
5. Connect your Itasca hardware key to the local computer (if a non-network key).
6. From the Windows Start menu, find the Itasca group, *Griddle* 1.0, and click on the “*Griddle* 1.0 User Files” shortcut. This will move you into a directory with *Rhino* plugins that need to be installed.
7. Double click on **BlockRanger.rhi** and follow the instructions, to install *BlockRanger*.
8. Similarly, double click, each in turn, on **Gint.rhi**, **GSurf.rhi**, **GVol.rhi**, and **G_NMExtract.rhi** to install *Griddle* components.
9. Open *Rhino* (64-bit) and select **rvb** and **rui** files from the same directory as above and **drag and drop** these files into the **Rhino** viewport.
10. You are done.

Griddle and *BlockRanger* license key

Griddle and *BlockRanger* require a license key to run with full functionality enabled. A license key can be obtained by contacting www.itascacg.com/sales. A *Griddle* license automatically includes a full access to *BlockRanger*. *BlockRanger* can also be purchased separately from *Griddle*. A *BlockRanger* license does not allow access to *Griddle* functionality. *BlockRanger* will also work with a *FLAC3D* v6.0 or a *3DEC* v5.2 license key. If a license key is not present, *Griddle* and *BlockRanger* will operate in a demonstration mode. In demonstration mode the *Griddle* surface remesher and volume mesher output a maximum of 600 surface or volume elements respectively. The *Griddle* surface mesh intersector does not operate in a demonstration mode. *BlockRanger* will only output VRML format in demonstration mode.

If a network key was purchased, follow these steps:

1. Do not connect your network-version hardware key to your server computer until step 3.
2. The server requires key server driver software to be installed which can be obtained from here: <https://sentinel.gemalto.com/support-downloads/sentinel-drivers/> (download and install the latest Sentinel Protection Installer).
3. Connect your *Griddle* network-version hardware key to the server computer.

4. *Griddle* should be installed on a network accessible workstation (not on the server) as described above (steps 1-10). To set up access to the server network key from the workstation, start *Rhino* on the workstation, and then select the GSurf icon or type `_GSurf` on the command line. A dialog box will appear which allows you to specify the server location (the machine with the *Griddle* key).

Griddle and BlockRanger User's Guide and Example Files

A pdf version of the *Griddle* and *BlockRanger* User's Guide and associated example files can be downloaded from here:

www.itascacg.com/software/products/meshing-solutions/griddle-blockranger-manual

or they are accessible from the Windows Start menu if you installed *Griddle* or *BlockRanger*. The user's guide provides step-by-step instructions for creating models in *Rhino* and generating computational grids for *FLAC3D* and *3DEC*. Output to other formats (*ANSYS*, *ABAQUS*, ...) is as simple as a key press.

If you have questions, please email them to either griddle@itascacg.com or blockranger@itascacg.com.