GrapeMasher Installation

Introduction:

The GrapeMasher application is simple to install. GrapeMasher will run on XP/Vista/Win7/Win8/Win10 and on 32bit and 64bit computers.

The GrapeMasher software does require a license code in order to use it. It is important that GrapeMasher be installed and tested prior to running a match. There may be a small amount of delay between requesting and receiving the license code.

Catastrophic failure of computers is unfortunately an all too common occurrence. It would be advisable to have a backup computer available with GrapeMasher installed and already licensed in order to support matches.

Instructions:

NOTE: *If you are upgrading to a newer version you* **MUST** *uninstall the existing version and then reboot the computer before installing the new version.* Use "Add-Remove Programs" in Windows XP or "Programs and Features" in Vista/Win7/Win8/Win10. These menu options are found in the Windows Control Panel.

1. Navigate to: http://files.leagueathletics.com/Text/Documents/11011/82179.exe

2. Click the link for the GrapeMasher folder. When prompted select "Save File" option to save the setup.exe file to the hard drive. The Grapevinewrestling.org website gives the file a number for a name so you will need to rename it to "GrapeMasherSetup.exe".

Note: because an executable is being downloaded, some browsers (Internet Explorer, Chrome, FireFox, or Edge) will require you to acknowledge you are downloading an executable file. For example, the Chrome browser will prompt users with a small message box at the bottom of the screen asking if the GrapeMasher application should be kept.

3. Locate the setup.exe file on the hard drive. Most browsers will save files to a users' "Downloads" directory:
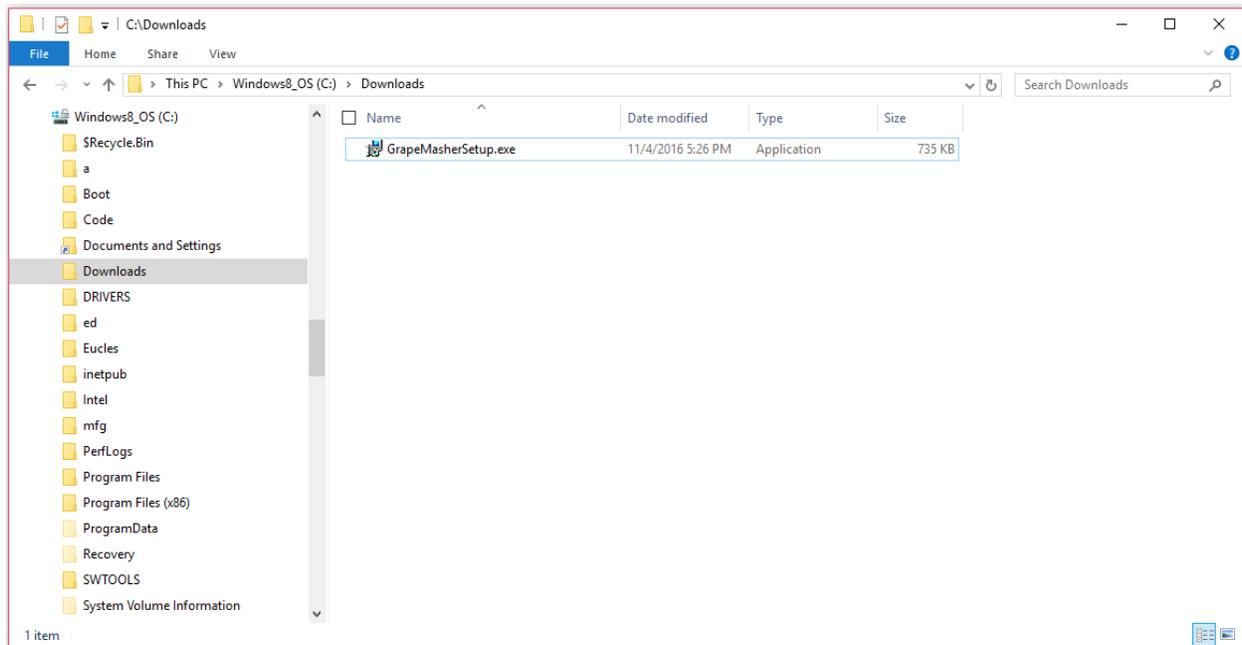

4. Double click the GrapeMasherSetup.exe file to start the installation.

5. Users with Windows 10 may see the following dialog because the file was downloaded from the internet and GrapeMasher is not a 'well known' application to Microsoft, you will get the following screen:
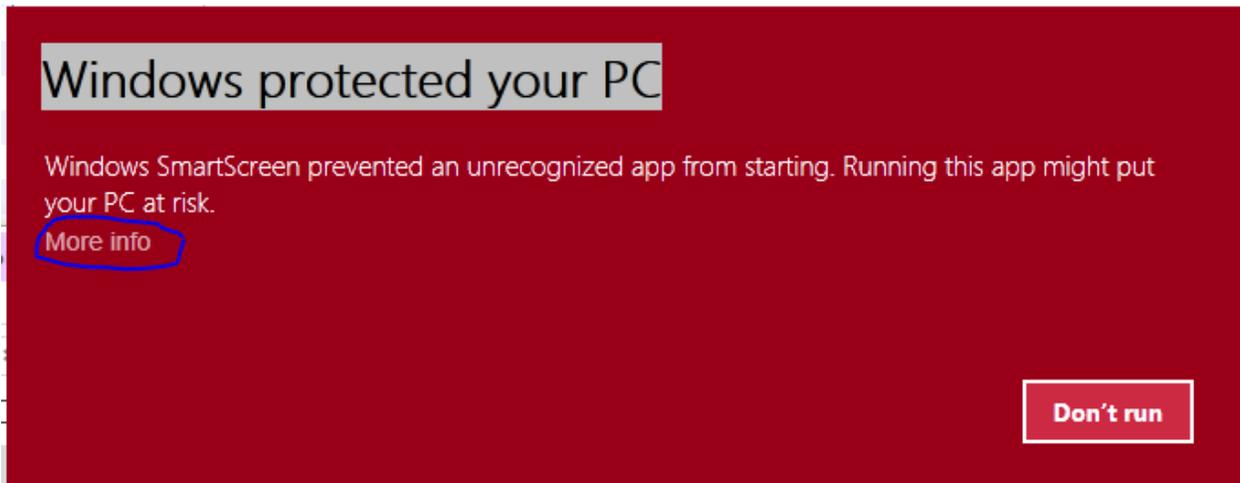
6. Click the "More Info" link (circled in blue in the above screenshot). You will be prompted with the following screen. Click "Run anyway".
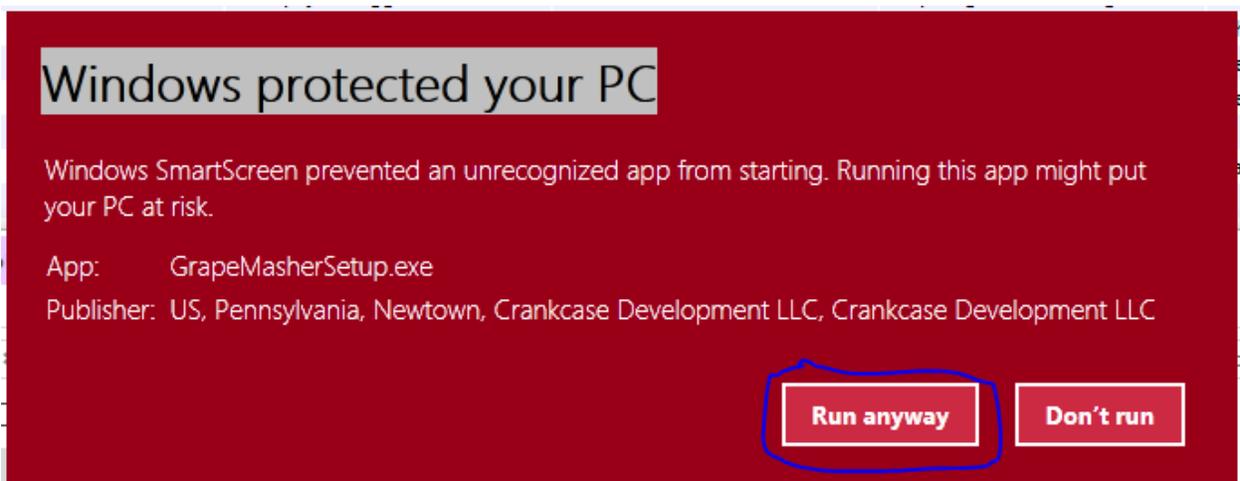
The Microsoft .NET 4.5 framework is a prerequisite for the GrapeMasher application. If you do not have it installed, the installation will attempt to download it. If the .NET Framework installation is run, the installation may reboot your computer, or you may be asked to reboot your computer before the installation can continue.

If you encounter an issue with the installation automatically downloading the .NET Framework, cancel the installation and install the .NET framework from the following link:
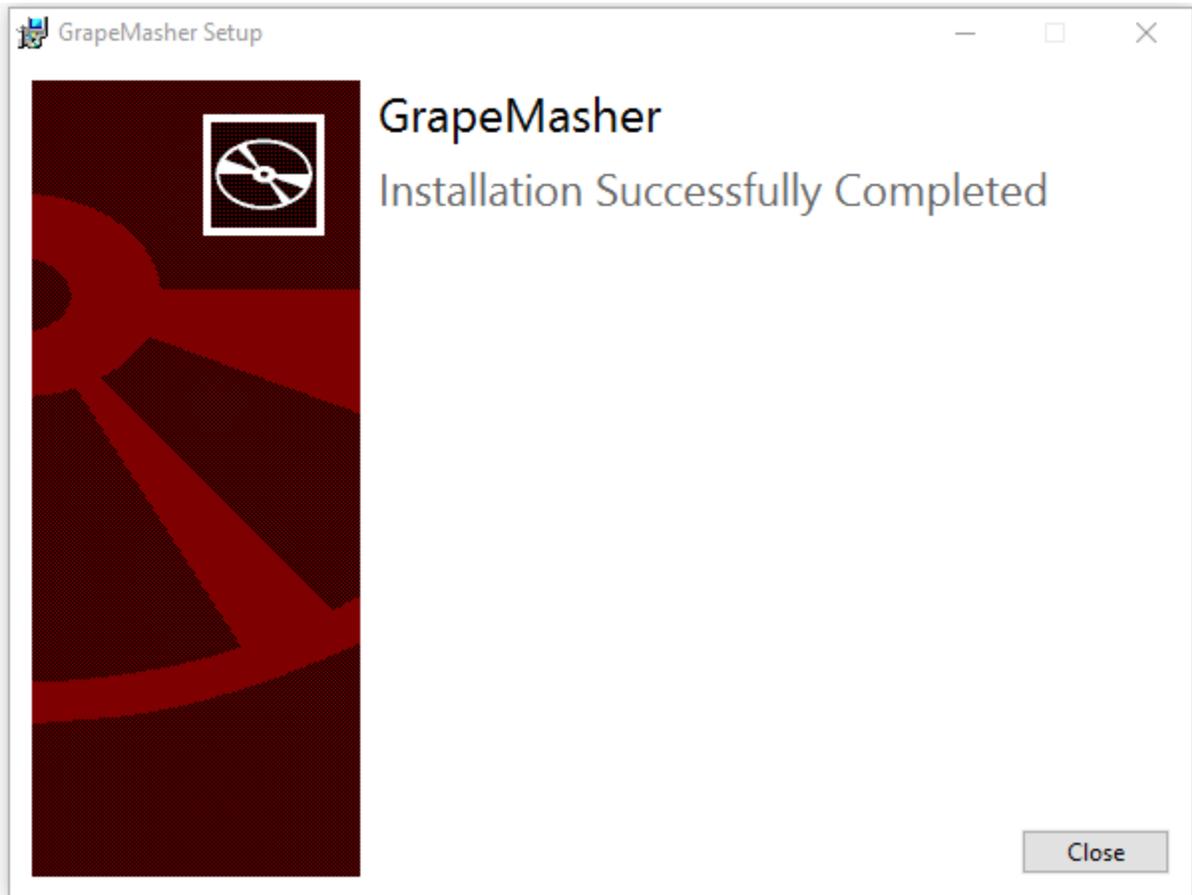
https://www.microsoft.com/en-us/download/details.aspx?id=30653

7. Click "Install" on the following dialog.

8. The installation will install GrapeMasher.

9. After the installation completes, click "Close".

10. A shortcut to the GrapeMasher application will be placed on the desktop. Additionally the software can be launched through the Windows Start menu: Start->All Programs->GrapeMasherWF.exe.

11. Launch GrapeMasher for the first time. GrapeMasher will need to be licensed. The following dialog will be displayed:


12. Enter your team name.

13. The team name and serial number need to be sent to: grapemasher@grapevinewrestling.org. Both values are case sensitive, so it is advisable to copy/paste the values to be used.

14. A license code that is based on the information you provided will be sent back via email. Enter the provided license code into the License Code field. The serial number should always be the same so this dialog can be closed via the "Cancel" button and then reopen after the license code as been received. If the dialog is closed, it is important to ensure the same team name is used (case sensitive) or the license code will not be valid.
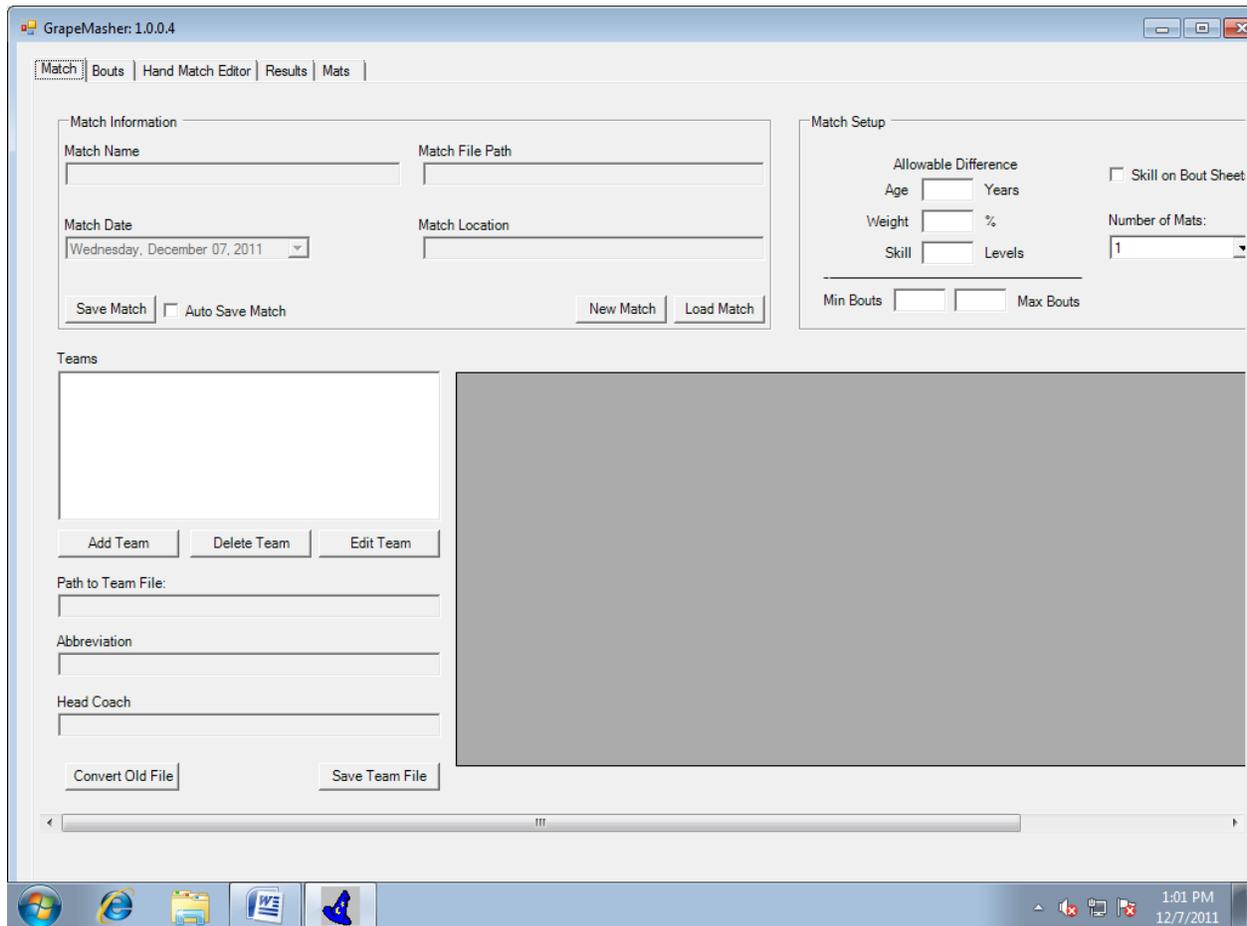

15. After providing the license code, click the "Add License" button. If the license is valid, the following message will be displayed:
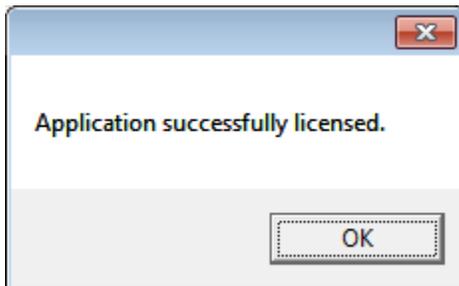
16. GrapeMasher will now launch.

17. The license code is stored so that GrapeMasher only needs to be licensed once.

18. License codes are based on the team name and the serial number, which is tied to the computer. The license code will only work on one computer. If GrapeMasher needs to be installed on a different computer, a new license code will need to be provided.

19. The GrapeMasher application has a built in expiration date of March 30th 2013. The application will not launch after this date. Future versions will be release for future seasons.