Installation guide and user manual

for

HeadSetup™ for MAC With GenericSDK
Table Of Contents

Table Of Contents ................................................................. 2

1. Introduction ........................................................................................................ 4
2. Installation of HeadSetup™ ................................................................................. 5
3. Use cases for HeadSetup™ UI application .......................................................... 14
   3.1 Launching of HeadSetup™ ............................................................................... 14
   3.2 Enabling/Disabling Auto Launch feature: ......................................................... 15
   3.3 Support for plugin based softphones: .............................................................. 16
   3.4 Support for the scenario where SenncomSDK is already running: ............... 16
   3.5 Close the Application via UI option: .............................................................. 16
# Revision History

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1 Introduction

The objective of this document is to walkthrough the installation and explain usage of User Interface (UI) controls of HeadSetup™ for MAC with GenericSDK (henceforth referred to as HeadSetup™). This feature allows end user to launch and quit SenncomSDK with taskbar icon on Mac OS. User can start the SDK by clicking on application shortcut available in Launchpad as well as in the Applications folder. User can close the application by clicking Quit option available with the task bar icon.
2 Installation of HeadSetup™

Steps to install HeadSetup™ Installer:

1) Place the HeadSetup™ Installer package “Sennheiser_HeadSetup_vX.Y.ABCD_Sennheiser_SDK_vX.Y.ABCD.pkg” on the target machine and double click on it. This will start the installation as shown below. Click “Continue” to proceed.
2) The next window will prompt user to accept the license agreement.
   Select “Continue” to install.
3) Select “Agree” to continue with the installation.
4) The next window will allow the standard installation. Click on “Install” button to start the installation.
5) The user authentication window might appear to continue with the installation. Only user having administrator rights can perform the installation. Provide the administrator login details and click “Install Software” button to continue.
6) After successful completion, click on “Close” button to finish the installation.
7) Successful installation will create “Sennheiser” folder at “/Library/Application Support/”, “SenncomSDK” folder will be created inside the “/Library/Application Support/Sennheiser/” folder.

Installer will place HeadSetup.app file in “/Applications” folder.
“/Library/Application Support/Sennheiser/SenncomSDK” folder contains following files:

- LaunchSecomSDK.exe
- SecomSFSDK.dat
- SenncomSDK.app
8) Following files will get installed.

<table>
<thead>
<tr>
<th>Sr. No.</th>
<th>File Name along with path</th>
<th>File Size</th>
<th>Description</th>
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<tr>
<td>1</td>
<td>/Library/Application Support /Sennheiser/SDK/LaunchSecomSDK</td>
<td>21 KB</td>
<td>This will launch SenncomSDK application when initiated by Softphone plugin.</td>
</tr>
<tr>
<td>2</td>
<td>/Library/Application Support /Sennheiser/SDK/SecomSFSDK.dat</td>
<td>681 Bytes</td>
<td>PDS file</td>
</tr>
<tr>
<td>4</td>
<td>/Applications/HeadSetup.app</td>
<td>242 KB</td>
<td>HeadSetup™ UI application executable</td>
</tr>
<tr>
<td>5</td>
<td>/Library/LaunchAgents/com.sennheiser.HeadSetupUILaunch.plist</td>
<td>587 Bytes</td>
<td>Plist file to launch the application at system reboot.</td>
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</table>
3 Use cases for HeadSetup™ UI application

On successful installation of the installer package will place HeadSetup™ application in the “/Applications” folder as shown previously and user can launch the application either from the “Applications” folder or from the shortcut available in the Launch pad (Figure 1).

Figure 1: HeadSetup™ application shortcut (Icon) appearing on the Launchpad

3.1 Launching of HeadSetup™

On launching, the application will create UI icon on the menu bar (Figure 2).

Figure 2: HeadSetup™ application UI Icon on the menu bar.

Successful launch of the application can be confirmed by observing the same in the “Activity Monitor” application (Figure 3).

Figure 3: HeadSetup™ application running
3.2 Enabling/Disabling Auto Launch feature:

The application can be configured to launch at start-up. This is achieved by toggling the Auto Launch option available in the menu bar. Click on the HeadSetup™ application icon to get options (Figure 4).

![Auto Launch](image)

Figure 4: HeadSetup™ application icon available in the status bar

Toggle the Auto Launch button to change the behaviour of the HeadSetup™ application launch on the subsequent system reboot. The application is NOT configured to start automatically on installation. Once the setting is toggled from the UI, the changes will effect after subsequent start of the system.

Check mark (✓) on Auto Launch menu indicates that user want to auto launch the HeadSetup™ application on subsequent system reboots (Figure 5). Henceforth it will start the application on system reboot until and unless user will not change the setting.

![Auto Launch](image)

Figure 5: Auto Launch of application on subsequent system reboot has been selected

Auto Launch menu without check mark (✓) indicates that user don’t want to auto launch the HeadSetup™ application on subsequent system reboots (Figure 6). Henceforth application will not launch on system reboot until and unless user will not change the setting.

![Auto Launch](image)

Figure 6: User unchecked the Auto Launch feature on subsequent system reboot.

HeadSetup™ application cannot be launched if Legacy SDK is already running and the user is notified to exit/Sign out of all running SDK based softphones. The Pop-Up notification will be displayed by HeadSetup™ application as shown below (Figure 7).

![Pop-up notification](image)

Figure 7: Pop-up notification for user to sign out/Exit SDK-based Softphones.
3.3 Support for plugin based softphones:
On every successful launch of HeadSetup™ application, LaunchSecomSDK executable of legacy SDK folder (if it exists) will be replaced by the LaunchSecomSDK executable in the SenncomSDK folder. This will make sure that next time when plugin launches, it will start the Generic SDK only (Figure 8).

![Figure 8: Replace legacy Launcher executable in SDK folder](image)

3.4 Support for the scenario where SenncomSDK is already running:
On Launching HeadSetup™ application, if “SenncomSDK” is already running then application will start only UI process with icon visible on menu bar and features will be unaltered.

3.5 Close the Application via UI option:
HeadSetup™ application can be closed by clicking Quit option available in the HeadSetup™ menu (Figure 9).

![Figure 9: Quit HeadSetup™ and SenncomSDK application](image)