

Installing Cameo Collaborator Publisher plugin

To publish models to Cameo Collaborator for Teamwork Cloud, install the Cameo Collaborator Publisher plugin in your modeling tool.



Compatibility

- The Cameo Collaborator Publisher plugin is only compatible with the same version of Cameo Collaborator for Teamwork Cloud.

Make sure the Cameo Collaborator Publisher plugin version is compatible with the version of your modeling tool. See the [compatibility table](#).



Cameo Collaborator and 3DEXPERIENCE platform

If collaboration powered by the 3DEXPERIENCE platform is enabled in the [Environment Options](#), The Cameo Collaborator Publisher plugin is disabled in the modeling tool, and you cannot work with Cameo Collaborator for Teamwork Cloud.

Choose one of the following ways to install a plugin in a modeling tool:

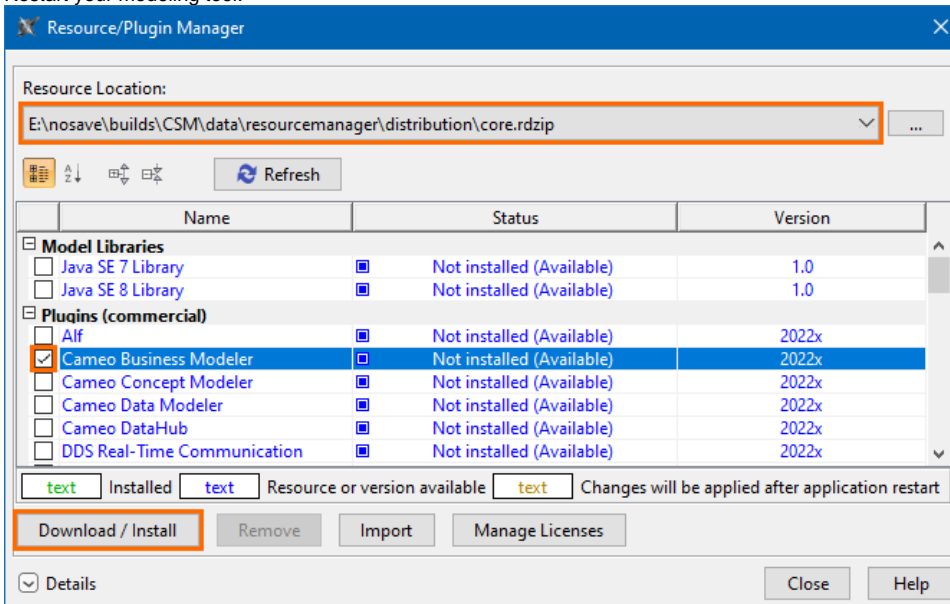
- [Installing our commercial and no-cost plugins](#)
- [Installing custom plugins](#)
 - [Adding plugins from an .rdzip file located on a local file system or network share](#)
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Installing our commercial and no-cost plugins

All available plugins provided by us, both commercial and no-cost, are accessible via the *core.rdzip* file, which is pre-bundled together with the installation files and is readily available in the **Resource/Plugin Manager**. The available plugins depend on the modeling tool that you are using. The file is located at `<tool_installation_directory>\data\resourcemanager\distribution\core.rdzip`, however, it is added automatically to the **Resource/Plugin Manager**.

To install our commercial and no-cost plugins

- In the main menu, select **Help > Resource/Plugin Manager**. The pre-bundled *core.rdzip* file containing all available plugins is loaded automatically.
- Select the check boxes for the plugins you want to install.
- Click the **Download/Install** button to install the selected plugins.
- Restart your modeling tool.




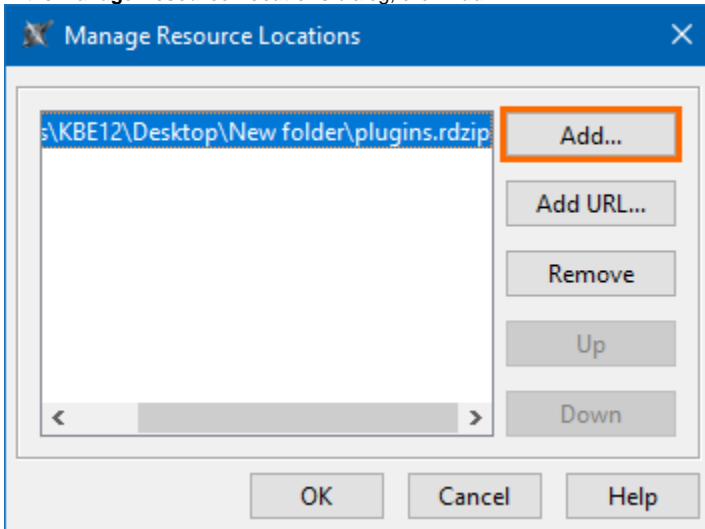
Installing custom plugins


If you are using custom-built plugin *.rdzip* files located on a local file system, network share, or a web server, you can add the plugins from the file by specifying its location via the **Resource/Plugin Manager**.

Adding plugins from an *.rdzip* file located on a local file system or network share


To add plugins from an *.rdzip* file located on a local file system or network share

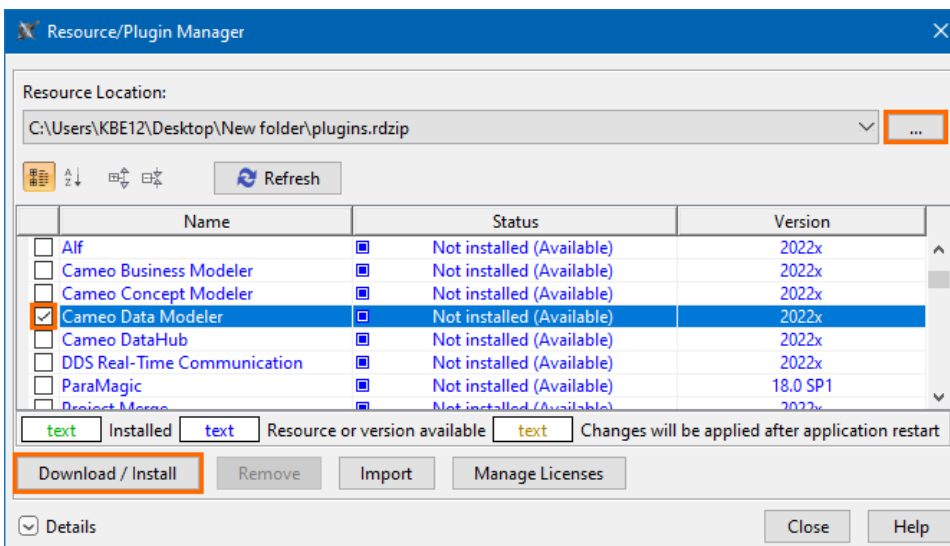
1. In the main menu, select **Help > Resource/Plugin Manager**.
2. In the **Resource Location** section, click the  button.
3. In the **Manage Resource Locations** dialog, click **Add**.



 You can manage the list displayed in the **Manage Resource Locations** dialog by adding, removing, or reordering the resource locations.

4. The **Select Resource Location or Distribution File** dialog opens. Specify the location of the plugin bundle (*.rdzip*) file and click **Open**. The resource location is added.
5. Click **OK** to import the resources.
6. Select the check boxes for the plugins you want to install.
7. Click the **Download/Install** button to install the selected plugins.
8. Restart your modeling tool.

 You can extract an *.rdzip* file and then add selected plugins individually.



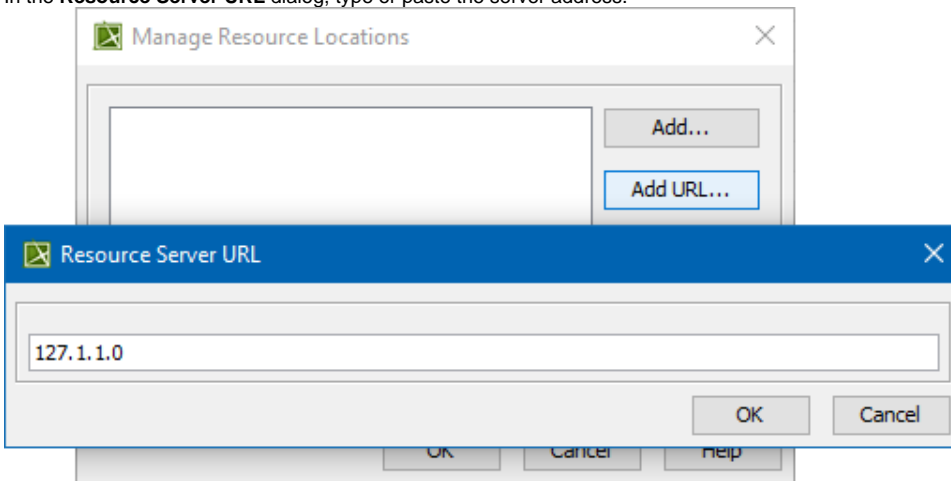
Adding plugins from a web server

You can also obtain the needed plugins from a web server if you do not have the *.rdzip* file but have been provided a URL by your license manager.

To add plugins from a web server

1. In the main menu, select **Help > Resource/Plugin Manager**.
2. In the **Resource Location** section, click the  button.
3. In the **Manage Resource Locations** dialog, click **Add URL**. The **Resource Server URL** dialog opens.

4. In the **Resource Server URL** dialog, type or paste the server address.



5. Click **OK**. The plugins from the selected location are listed in the **Resource/Plugin Manager**.

Other plugin installation options

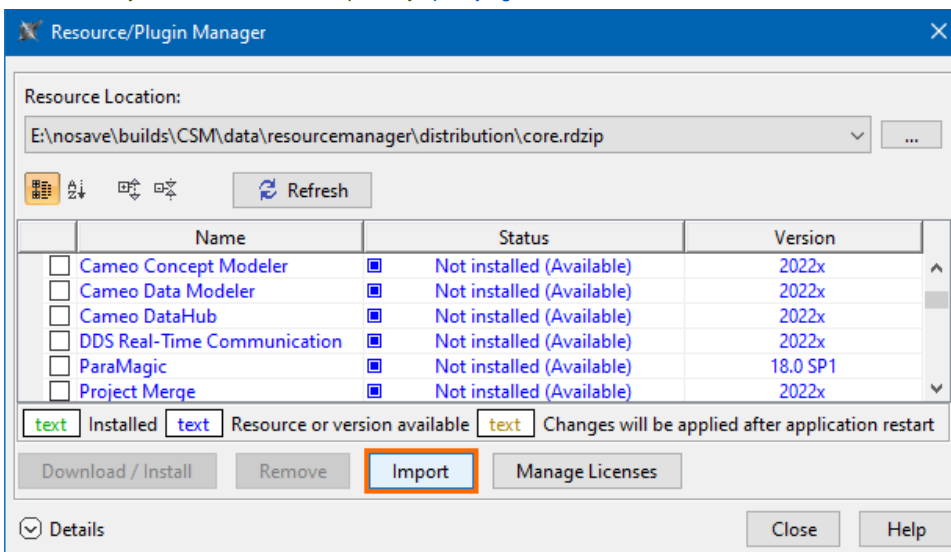
The default and the recommended option is to use the pre-bundled *core.rdz* file which is added automatically, however, you can also install individual plugins from their *.zip* files.

Installing an individual plugin by importing a *.zip* file

To install an individual plugin by importing a *.zip* file

1. In the main menu, select **Help > Resource/Plugin Manager**.
2. Click the **Import** button and specify the location of the archived plugin file (*.zip*) and click **Open**. The plugin is extracted and installed automatically.
3. Restart your modeling tool.

The **Import** button is used to install only an individual plugin by importing an archived plugin file (*.zip*). To install plugins from an *.rdzip* plugin bundle file, you need to add the *.rdzip* file by specifying its **Resource Location**.



Installing an individual plugin by extracting a *.zip* file

To install an individual plugin by extracting a *.zip* file

1. Extract an archived plugin file (*.zip*) file to the same directory where your modeling tool is installed.
2. Start the modeling tool. The plugin is installed on your modeling tool.



Getting help

If you run into any installation-related problems, try the following:

Related pages

- Check the [FAQ section](#) for known problems.
- Check the [No Magic Community forum](#).
- [Publishing from graphical user interface](#)
- [Contact customer support](#)