

Installing Cameo Collaborator Publisher plugin

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



Compatibility


- Cameo Collaborator Publisher 19.0 is only compatible with the same version of Cameo Collaborator for TWC. Check with system administrator

what version of Cameo Collaborator for TWC your team or organization uses.

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

- Make sure Cameo Collaborator Publisher plugin version is compatible with the version of your modeling tool. See [compatibility table](#).
- [Install a plugin bundle \(.rdzip\) via the Resource/Plugin Manager dialog](#). For information on how to download the plugin bundle, see [Downloading installation files](#).
- [Install an individually purchased archived plugin file \(.zip\) via the Resource/Plugin Manager dialog](#).
- [Install a plugin manually](#).
- [Obtain and install a plugin from a web server](#).

To install a plugin bundle (.rdzip) via the **Resource/Plugin Manager** dialog

1. Start your modeling tool.
2. From the modeling tool main menu, select **Help > Resource/Plugin Manager**.
3. Click the  button.
4. In the **Manage Resource Locations** dialog, click **Add**. The **Select Resource Location or Distribution File** dialog opens.
5. Specify the location of a plugin bundle (.rdzip) file and click **Open**. The resource location is added.
6. Click **OK** to import resources.



You can extract the .rdzip file and then [add selected plugins individually](#).

To install an individual plugin from an archive file (.zip) via the **Resource/Plugin Manager** dialog


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

To install a plugin manually

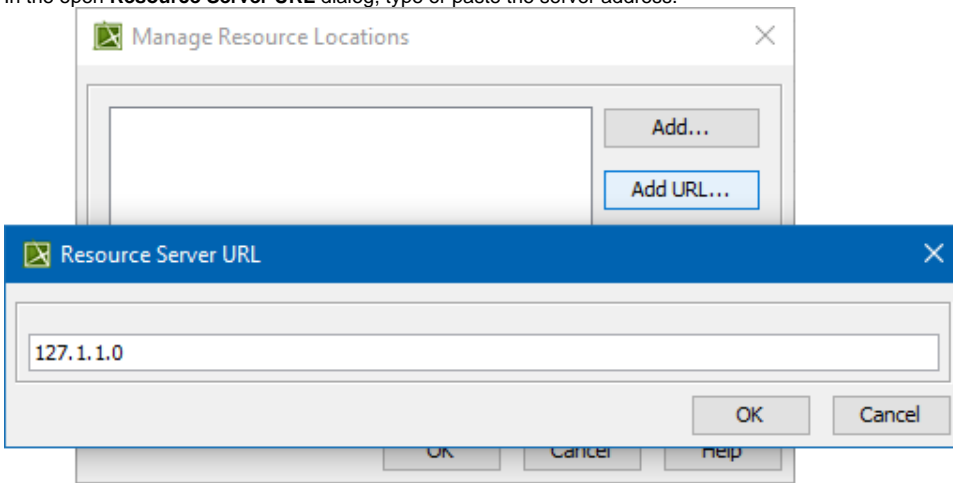
1. Extract an archived plugin file (.zip) file to the same directory where your modeling tool is installed.
2. Start the modeling tool. The plugin is applied to your modeling tool.

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

To specify the server where the resources and their descriptor file are located

1. Open **Resource/Plugin Manager** and click .
2. In the **Manage Resource Locations** dialog, click **Add URL**. The **Resource Server URL** dialog opens.

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



4. Click **OK**.

The resources from the selected location are listed in the **Resource/Plugin Manager**.



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](#)
 - [Publishing from command-line interface](#)
 - [Contact customer support](#)
 - [Installation and upgrade guide](#)