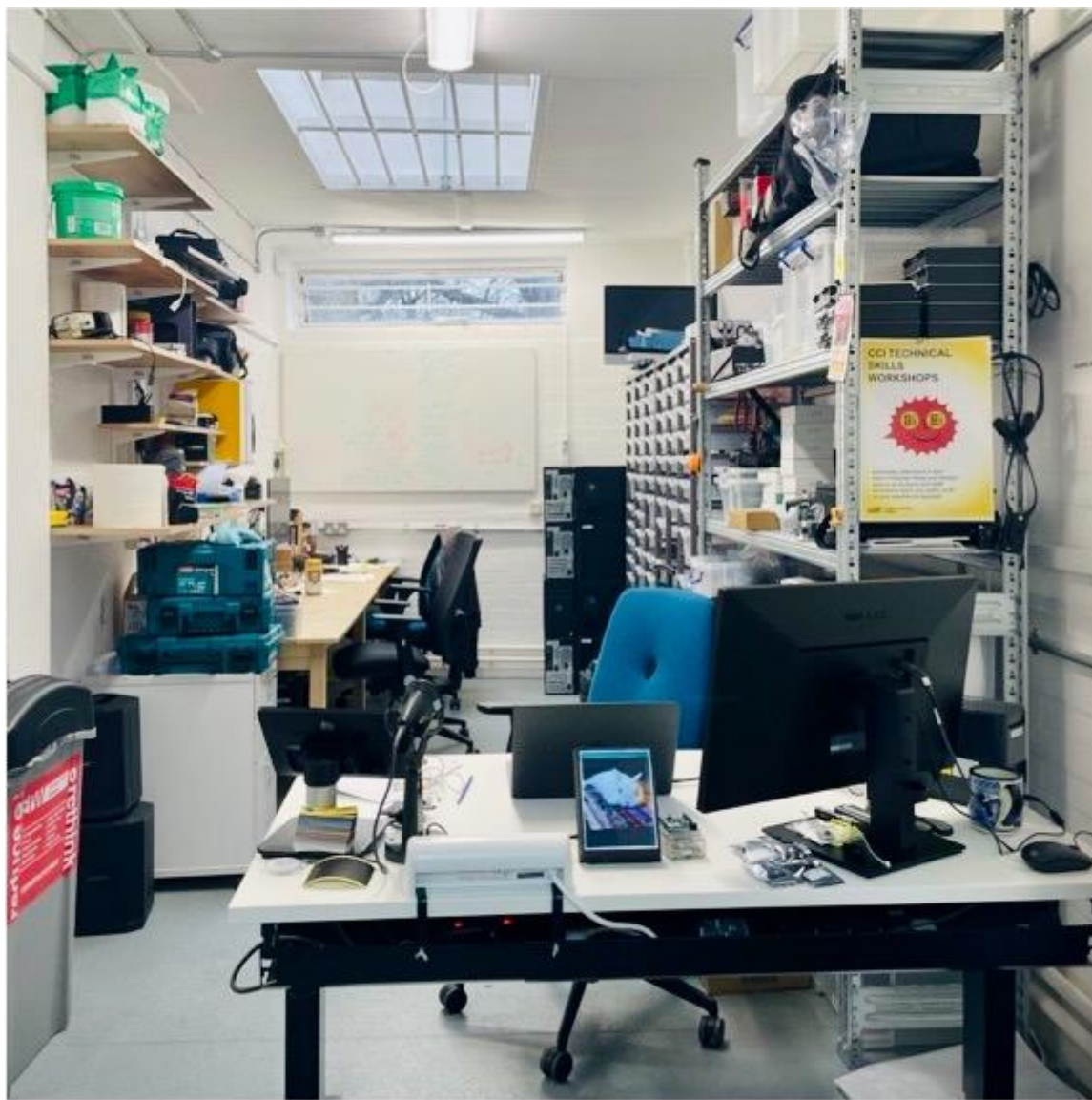# Kit Room

- [About the Kit Room](#)
- [TouchDesigner Educational License](#)

About the Kit Room

The Kit Room is located on the ground floor of Greencoat Building, in GB_G06.

Opening Hours

	Staffed
Weekday	09:00–18:30
Weekend	Closed

TouchDesigner Educational License

Using TouchDesigner Educational License Dongles

This guide will walk you through how to use the TouchDesigner Educational License Dongles available in the Kit Room. These dongles allow you to unlock the commercial features of TouchDesigner.

What is TouchDesigner?

TouchDesigner is a node-based visual programming language for real-time interactive multimedia content. It's widely used in live performance, installation art, and interactive media projects. With an educational license dongle, you get access to additional features that aren't available in the free version, such as higher resolution output, external device support, and more advanced operators.

Where to Find the Dongles

The TouchDesigner educational dongles are stored in the Kit Room.

You'll need to:

- Request a dongle via Orb.
- Pick it up from the Kit Room.
- Return it to the Kit Room at the end of your loan period.
  **Note: Dongles are limited and shared across students - please plan ahead!

  Setting Up TouchDesigner with the Dongle:

1. Install CodeMeter and TouchDesigner:
   Before anything else, make sure CodeMeter Runtime is installed on your machine. You can download it from UAL Self-Service.

2. Insert the Dongle:
   Plug the TouchDesigner USB dongle into a USB port on your machine. Wait a few seconds while the system recognises the dongle.

3. Open CodeMeter Control Centre:
   Launch CodeMeter Control Centre (installed along with CodeMeter Runtime). On Windows, you can find it via the Start Menu. On MacOS, it will appear in Applications > CodeMeter. You should now see your dongle listed as a "CmDongle" in the CodeMeter Control Centre.

4. Check License Info:
   Click on the CmDongle entry. Press the "License Details" or "WebAdmin" button to open a local browser tab. You'll see your TouchDesigner license (e.g., Commercial, Educational)

listed there, along with its validity and features.

5. Launch TouchDesigner:
   Once CodeMeter recognises the dongle, launch TouchDesigner. It will automatically detect the license on the dongle and open in the correct licensed mode (instead of non-commercial).

   While using the educational license, you can:

- Output at resolutions higher than 1280x1280
- Use Syphon/Spout, NDI, DMX, Kinect, and other hardware integrations
- Export executables (toe or tox files)
- Make sure to save your work frequently. You can still open these projects on the free version of TouchDesigner, but some features may be limited or disabled.

Troubleshooting

TouchDesigner is still in Non-Commercial mode?

- Make sure the dongle is plugged in before opening the software.
- Try closing and reopening TouchDesigner.
- Try a different USB port.
- Check the small LED on the dongle — if it's off, it might not be getting power.

Dongle not recognised at all?

- Restart the computer.
- Try using another computer.
- Notify a technician or the kit room staff if the dongle might be faulty.

Additional Resources

- Official TouchDesigner Documentation
- Derivative Community Forum

Questions?
Please speak to a technician or post in the 'Technical' Slack channel if you have any questions.