

# CE4 Install Guide

## Web Engine Names

Unzipping downloaded files is simple enough a thing. But it's also very important to our installation. There are two key points to keep in mind here:

1. Do not change the name of the .lrwebengine package.
2. Do not allow the system to change the name of the .lrwebengine package.

It is very important that the unzipped files remain named as they are delivered. These are the correct file names for each package:

CE4-Auto-Index.lrwebengine  
CE4-CRG.lrwebengine  
CE4-Gallery.lrwebengine  
CE4-Pages.lrwebengine  
CE4-Stage.lrwebengine  
CE4-ViewportSizer.lrwebengine  
CE4-WordPress.lrwebengine

File names intact, and packages installed into the locations below, and you should be good to go with CE4.

In previous versions, badly installed engines resulted in mostly unhelpful Error vomit in Lightroom's preview. Such is not the case with CE4; if incorrectly installed, the engine will politely inform you of the problem when you attempt to load it in the Web module.

## Installing CE4 Cart, CE4 Publisher

CE4 Cart and CE4 Publisher have different installation procedures than outlined in this document. For more information on installing these plugins, please refer to the respective documentation for each: [CE4 Cart](#), [CE4 Publisher](#).

## Installing a Web Engine

*Web Engine* is the proper name for what is sometimes called a web gallery template or plugin for Lightroom's Web module. Web engines are easily identifiable as packages or folders ending with the extension **.lrwebengine**. When installed properly into Lightroom, and Lightroom has been restarted, web engines will appear in the **Layout Style** list in the upper righthand corner of the Web module control panel.

Web engines from The Turning Gate should be installed manually. **Do not double-click the .lrwebengine package to install it.**

While installation differs by plugin type, installation for all *web engines* is the same.

### 1.

Download and extract the template zip archive. The web engine will be a package or folder ending in .lrwebengine.

## 2.

Copy the .lrwebengine package to the relevant destination for your operating system. If you have not already done so, you may need to create the Web Galleries folder manually.

### on Mac OS X Snow Leopard / Leopard

Users/username/Library/Application Support/Adobe/Lightroom/Web Galleries/

### on Mac OS X Lion / Mountain Lion / Mavericks / Yosemite

Users/username/Library/Application Support/Adobe/Lightroom/Web Galleries/

If unable to locate the /Library/ folder in Lion or newer, go to the Finder's **Go** menu, hold the OPT key, and "Library" will appear in the list.

### on Windows XP

C:\Documents and Settings\username\Application Data\Adobe\Lightroom\Web Galleries\

### on Windows Vista, Windows 7 & Windows 8

C:\Users\username\AppData\Roaming\Adobe\Lightroom\Web Galleries\

On Windows platforms, the /Application Data/ directory is usually hidden. You must enable "show hidden folders" in the folder options before you can browse to it.

## 3.

Open Lightroom and access the Web module. In the **Layout Style** control pane on the righthand side, you should see the newly installed web engine listed for use.

If upgrading from a previous version of a plugin, remove the existing version from the Web Galleries folder before installing the new version. It may be a good idea to keep a backup of the older version in the event you need to rollback to an earlier version.

## Installing a Web Template

*Web Templates* are groups of presets for a specific web engine. Any changes you make to a gallery in Lightroom's Web module, you can save as a template for later use by using the Template Browser located in the left-hand control pane of the Web module. Several TTG templates include pre-made templates.

Lightroom's web template files are easily identified by their file extension, **.lrtemplate**. These files are sometimes grouped into folders when downloaded.

Where and how these templates should be installed depends on several things. The first consideration is your Lightroom preference settings. In Lightroom's Preferences, filed under the "Presets" tab, there is a check-box "Store presets with catalog". When this check-box is disabled, Lightroom uses a centralized storage location, and all presets are accessible from any catalog. If this is the case for your configuration, then your templates should be installed in one of the following locations, dependent upon your operating system:

### on Mac OS X Snow Leopard / Leopard

Users/username/Library/Application Support/Adobe/Lightroom/Web Templates/

**on Mac OS Lion / Mountain Lion / Mavericks**

Users/username/Library/Application Support/Adobe/Lightroom/Web Templates/

If unable to locate the /Library/ folder in Lion or newer, go to the Finder's **Go** menu, hold the OPT key, and "Library" will appear in the list.

**On Windows XP**

C:\Documents and Settings\username\Application Data\Adobe\Lightroom\Web Templates\

**on Windows Vista, Windows 7 & Windows 8**

C:\Users\username\AppData\Roaming\Adobe\Lightroom\Web Templates\

Web templates may be installed either as loose .lrtemplate files, or you may copy a group of templates into the Web Templates folder as a sub-folder.

If the "Store presets with catalog" checkbox is enabled, then you must instead locate your Lightroom catalog. With your catalog, you will find a folder, /Lightroom Settings/, and within it a /Web Templates/ folder into which your .lrtemplate files should be installed, either as loose files or grouped within a folder of their own. Templates installed this way will only be available to a single catalog, and must be installed separately into each catalog you wish to use them with.

At this point, you will need to restart Lightroom for the templates to appear in the Template Browser.

For some users, this will be enough. Others may still find that the templates do not appear in the Template Browser. If that is the case, then you will need to Ctrl-click (Mac) or right-click (Windows) within the Template Browser. This will cause a menu to appear; select "Import", then navigate to your web templates. Click the Import button, and your templates should now be available for use.

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