

ET Floating License Server

User Manual

Ellidiss Technologies
<http://www.ellidiss.com>

1 About the ET Floating License system

The **ET Floating License (ETFL)** is a flexible solution to manage license tokens across a network. A single license server can manage several groups of tokens that may correspond to different owners or contracts. A single license server can also manage several tools and versions of these tools.

The **ET Floating License server** (license server program) runs as a daemon on the chosen computer node of the network (license server computer). Each tool (license client program) can run on any computer node of the same network (license client computer). The license server computer may also be a license client computer.

The license server program is identified by the following attributes:

- The **MAC** address of the license computer
- The file location of the server program on the server computer
- The **IP** address of the license computer
- The Port number of the license computer

The two first properties cannot be changed while the license have been installed, whereas the two last ones (**IP** and Port) can be customized by the network administrator at any time.

The available user licenses are stored inside a dedicated file associated with the server license program and are identified by the following attributes:

- The identifier of the license (owner, contract, company, ...)
- The name of the tool
- The version of the tool
- The maximum number of tokens
- The expiration date

Once the license server program is properly configured and is running, the only attributes that are required for the license client program (tool) are:

- The **IP** address of the license server computer over the network
- The Port number that has been allocated on this computer
- The license identifier

Please refer to the installation manual of each **ETFL** compliant tool to configure the corresponding settings.

One particular license client program is the **ET Floating License** administration tool. It can be used to check the current usage of tokens, to release tokens in case of client program crash and to stop the server program.

2 Installation of the ET Floating License server program

The **ET Floating License** distribution package is available for **Windows** and **Linux** computers. In both cases it contains the following files:

```
ETFL
|- bin
  |- FloatingLicenseServer
  |- FloatingLicenseAdmin
|- config
  |- FloatingLicenseServer.ini
  |- FloatingLicenseAdmin.ini
  |- License
```

To configure and use the license server program, operate as follows:

1. Contact Ellidiss technical support to get the License file

1.1. Information to send:

1.1.1 For the license server program:

- **MAC** address of the license server computer
- Installation path of the server program, i.e. the absolute pathname of the bin directory on the server computer file system.

1.1.2 For each licence client program (tools)

- License identifier (owner, company, contract,...)
- Tool name
- Tool version
- Number of token
- Expiration date

1.2. Received information:

You will get in return a `License` file to be put (or replace the existing one) in the `config` subdirectory. This file will contain a main license that is necessary to start the server program and one or several floating licenses. An example of such a license is given below:

```
# Main License

owner Ellidiss_Internal
mac 10:FF:A0:23:3C:47
date 20201231
version 2.0
installPath C:/Projects/Utilities/ETFL
key 1 1024 q 12363187175631.....
licenseKey 64111ad81922388d0747e0fce2.....

# End License

# Floating License
```

```

owner Ellidiss_Internal
date 20181231
tool Stood
version 5.5
tokens 5
key 1 1024 q 12363187175631.....
licenseKey 19700b3ca9e138e2.....

# End License

# Floating License

owner Ellidiss_Internal
date 20181231
tool AADL Inspector
version 1.6
tokens 5
key 1 1024 q 12363187175631.....
licenseKey 8769002edecd256b3009.....

# End License

```

1.3 Copy the License file on the server computer

In the case of the example above, the License file must be placed into the following directory:

C:/Projects/Utilities/ETFL/config

2. Start the license server program

2.1. Configure the license server

Edit the file FloatingLicenseServer.ini and define the Port that will be use to communicate over the network:

```

package provide FloatingLicense 0.1

lappend auto_path .
namespace eval FloatingLicense {
    variable config {\
        "licenseServerPort" "29000" \
    }
}

```

2.2 Configure the license administration tool

Edit the file FloatingLicenseAdmin.ini and define the IP number and Port of the license server computer:

```

package provide FloatingLicenseAdmin 0.1

lappend auto_path .
namespace eval FloatingLicenseAdmin {
    variable config {\
        "licenseServer" "192.168.1.201" \
        "licenseServerPort" "29000" \
    }
}

```

```
}  
}
```

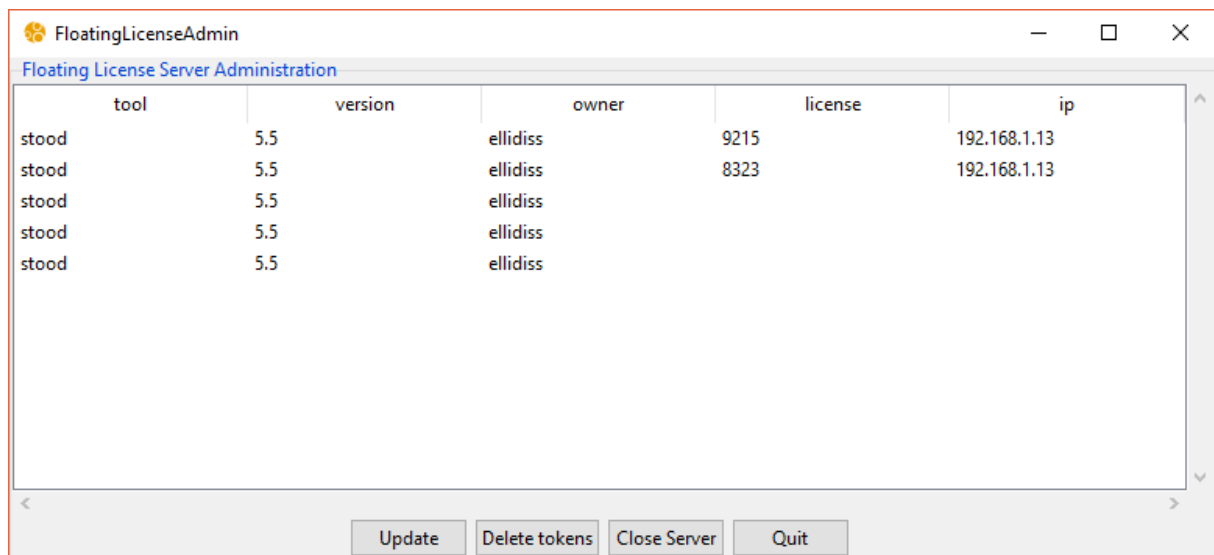
2.3 Start the server

The server can be started by running the `FloatingLicenseServer` executable file.

3. Administrate the license tokens

The license administrator can run the `FloatingLicenseAdmin` executable file to perform the following actions:

- View the currently used tokens
- Release tokens in case of client tool crash
- Stop the license server



Note that if a new version of the `License` file must be installed, it is necessary to stop the license server after having released all the tokens, and to restart it with the new licensing information.

4. Configure the license client programs (tools)

This operation must be performed according to the instructions provided by each tool.



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