



# **Licensing Cortona3D Rapid Products User's Guide**

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## Introduction

The Cortona3D Rapid products require activation after their installation. The activation process consists of getting the license file. The license file specifies the period of time when the license is valid and licensing method. The license method is determined by the license type.

## License Types

Cortona3D Rapid Product supports four types of license:

- **node-locked.** This license is tied to a particular computer (Host ID) based on its MAC address. The correspondence between the MAC address and Host ID in the license file is checked during the product start-up phase.
- **floating.** This license type allows users to float the use of their licenses without exceeding the number of licenses purchased. The license is tied to a particular license server that should be installed in a local network and will work anywhere on the network that can communicate with the license server.
- **roaming.** A roaming license is provided as an extra option to the floating license. This license type allows users to use the software while disconnected from a local network. This license type is best suited for users that need temporary roaming or disconnected usage.
- **failover.** This license type provides the capability to start up the failover server on the local network. The failover server takes over the license load of main license server which has gone down. Note: During the time that the failover server is serving the licenses, no roaming operations are permitted on the licenses.

We also provide time-limited free **evaluation licenses**.

## Evaluation Licenses

This section details the activation procedure of 30 days evaluation node-locked license which is included in the Cortona3D Rapid product packages available for free downloading from ParallelGraphics Web site.

If the packages are shipped with other types of evaluation licenses, corresponding activation instructions are provided along with the packages.

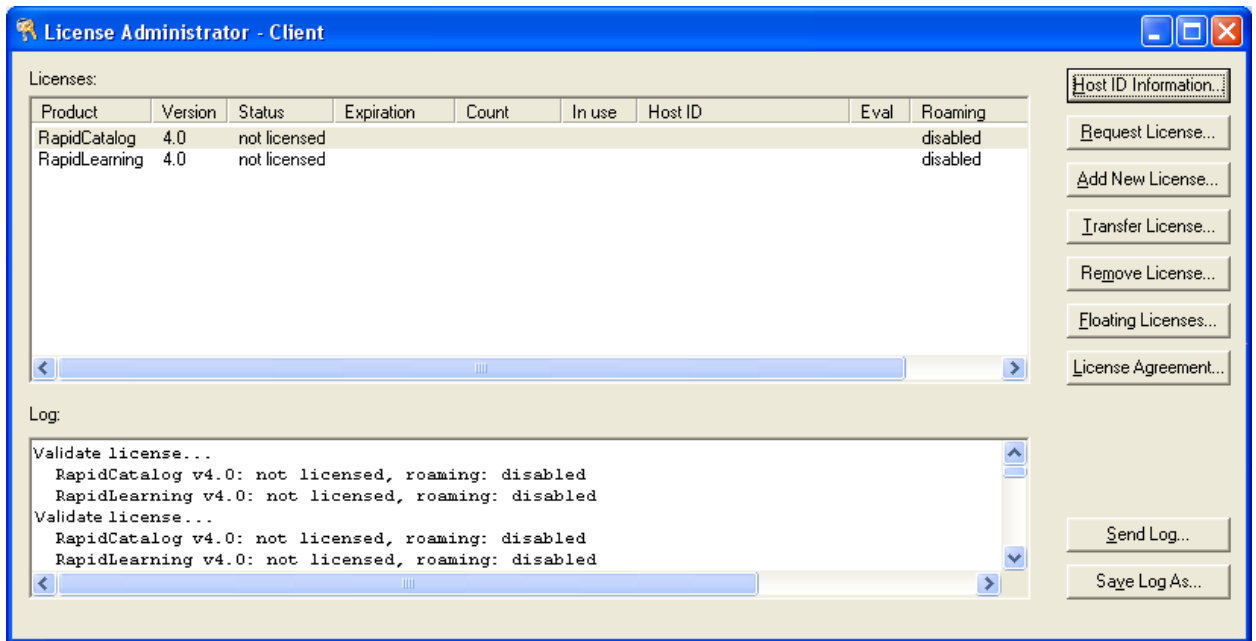
## Evaluation Licensing procedure

### Step 1. Install product package

To install the software, follow the instructions included in the package.

### Step 2. Launch License Administrator

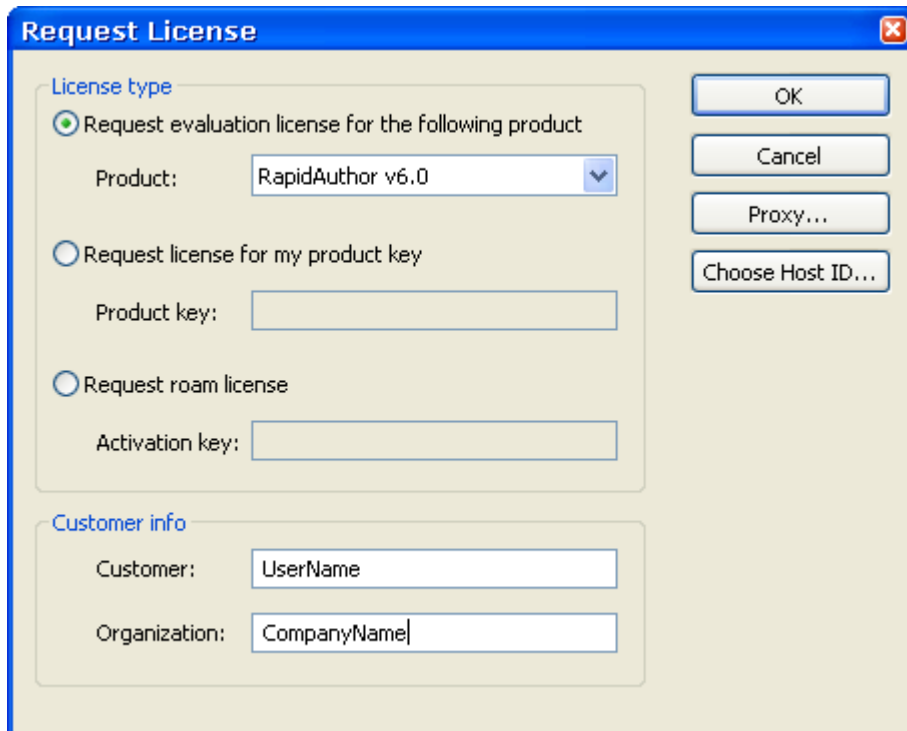
To open License Administrator, click **Start**, select **All Programs**, then select **Cortona3D**, point to **License Administrator** and click **License Administrator (Client)**.



License Administrator displays the status of ParallelGraphics products installed on your computer (*licensed* or *not licensed*).

### Step 3. Request evaluation license

- Click the **Request License** button.
- In the Request License dialog box, click “Request evaluation license for the following product.”
- Select appropriate product name from the list.



- Please fill in Customer and Organization fields. If you have on your network a proxy server, click Proxy and configure proxy-server settings. Click OK. If the license is successfully received, the products status is changed to *licensed*.
- If you failed to get a license file, the license request is generated for receiving a license file over e-mail. Please send this request to the address indicated in the license request.

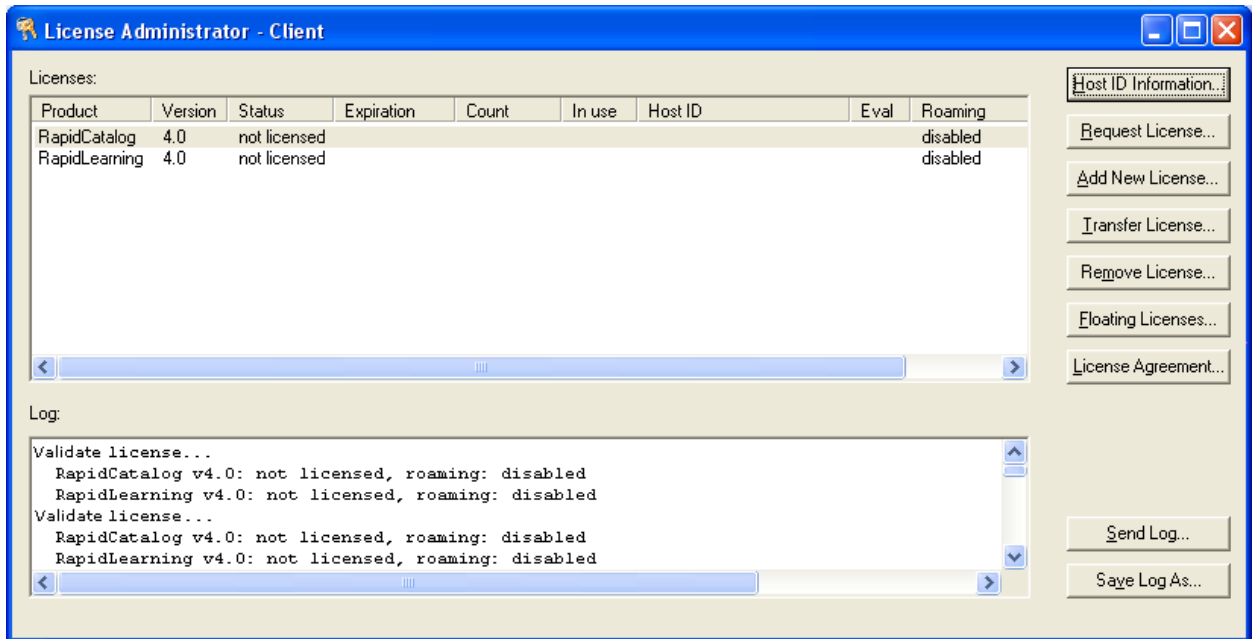
## Node-Locked License

### Activation

#### Step 1. Launch License Administrator

To open License Administrator, click **Start**, select **All Programs**, then select **Cortona3D**, point to **License Administrator** and click **License Administrator (Client)**.

License Administrator displays the status of ParallelGraphics products installed on your computer (*licensed* or *not licensed*).



#### Step 2. Request a license

To request the license, click the Request License button.

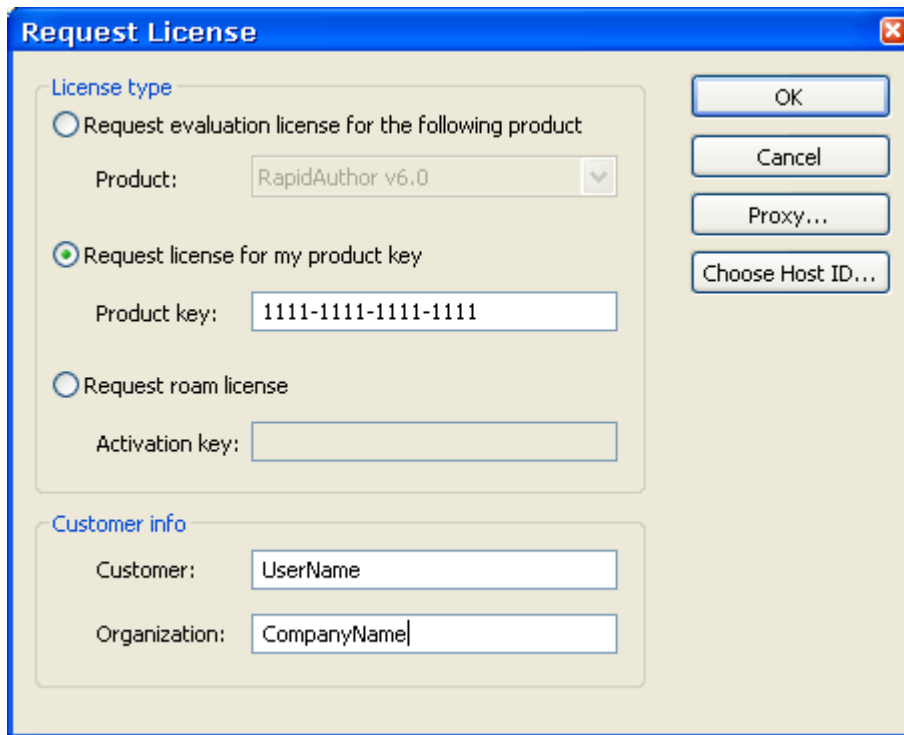
In the Request License dialog box click "Request license for my product key."

Then specify:

- product key;
- customer name;
- organization.

If you have a proxy server on your network, click Proxy and configure proxy-server settings. Click OK.

If the license is successfully received, the products status is changed to *licensed*.



If you failed to get a license file, the license request is generated for receiving a license file over e-mail. Please send this request to the address indicated in the license request.

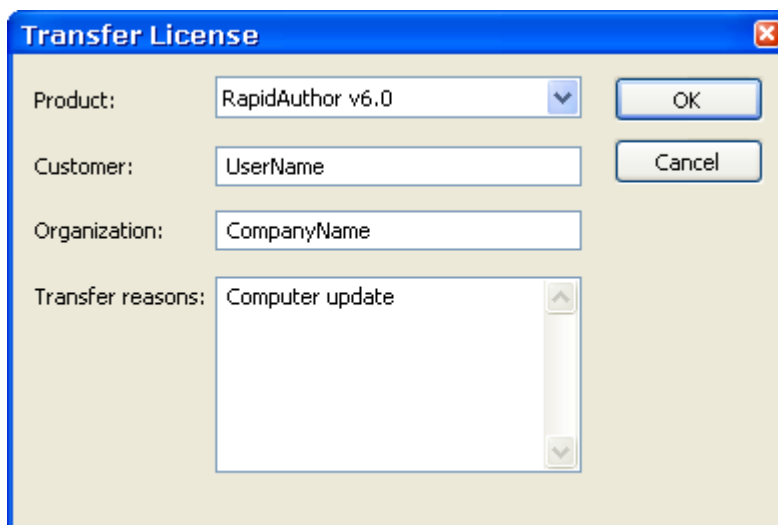
## Transfer license to new computer (Host ID)

### Step 1. Launch License Administrator

To open License Administrator, click **Start**, select **All Programs**, then select **Cortona3D**, and click **License Administrator**.

### Step 2. Request to transfer license

Open the Transfer License dialog by clicking Transfer License button:



Choose the product name and fill in all fields. Please provide reason for license transfer. Click OK. An e-mail message will be generated in your e-mail client. Please send it to the indicated address.

### **Step 3. Activate license on a new computer**

After receiving the transfer confirmation, do the following:

- Remove the license from old computer, see *Removing a license* for more details.
- Activate the new license on a new computer.

## **Removing a license**

### **Step 1. Launch License Administrator**

To open License Administrator, click **Start**, select **All Programs**, then select **Cortona3D**, point to **License Administrator** and click **License Administrator (Client)**.

### **Step 2. Remove a license**

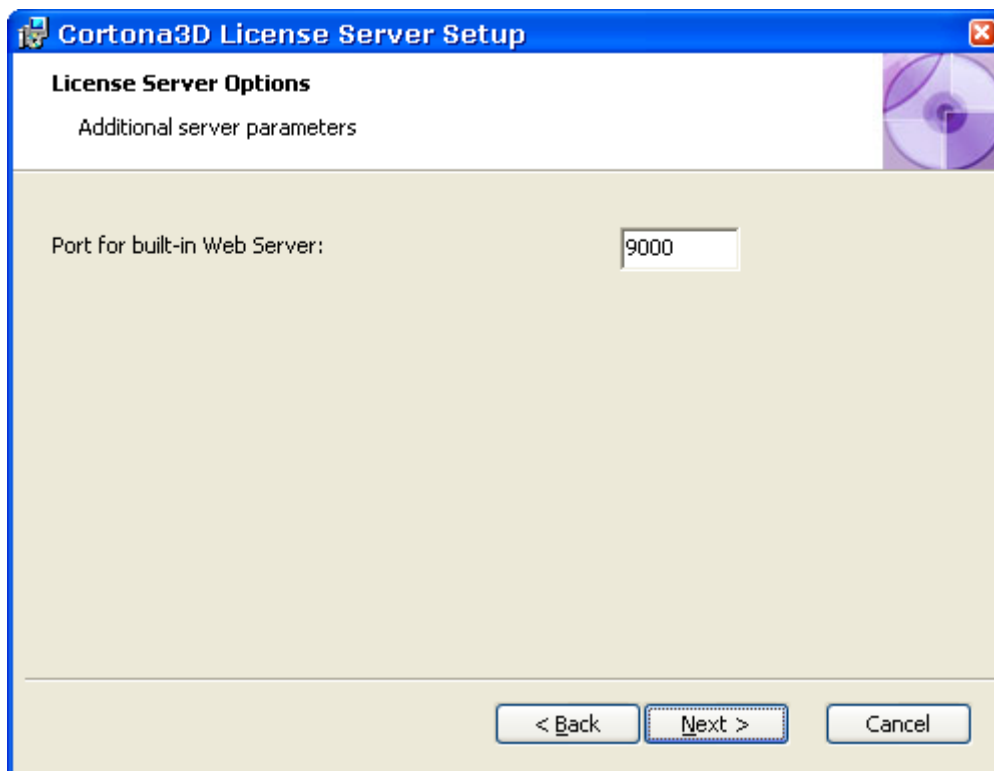
Click the Remove License button, select licenses to be removed and then click OK.

## Floating License on Servers with Microsoft Windows Operating System

This section should be read by those who plan to install the floating license server on a computer with Microsoft Windows operating system. The floating license server is shipped with the product package if the floating license is purchased. The control for server licenses is carried out from the License Administrator (Server).

### Setting Up the License Server

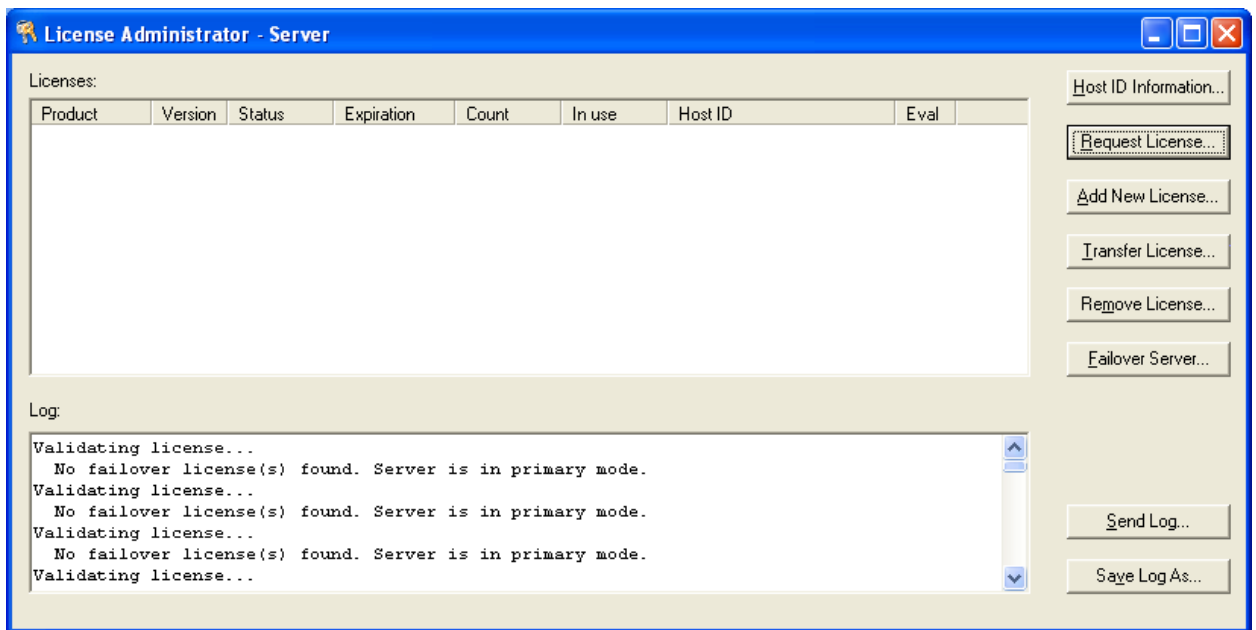
By using *LicenseServer.exe* and following the on-screen instructions, install the license server on a server computer in your local network. During the install procedure, please note the default port 9000 for administering of the license server. Do not change the default value of this port unless there is a conflict on your system.



### Activation

#### Step 1. Launch License Administrator on a server

To open License Administrator, click **Start**, select **All Programs**, then select **Cortona3D**, point to **License Administrator** and click **License Administrator (Server)**.



## Step 2. Request a license

To request license, click the Request License button. In the Request License dialog box, specify:

- activation key;
- number of concurrent users allowed for the current server (Count). If this value for the current activation key is not known, select "All available";
- port of the floating server;
- customer name;
- organization.

If you have a proxy server on your network, click Proxy and configure proxy-server settings. Click OK.

If the license is successfully received, the products status is changed to *licensed*.

If you failed to get a license file, the license request is generated for receiving a license file over e-mail. Please send this request to the address indicated in the license request.

## Adding Received by E-mail License File on License Server

To add a received license file:

- Save the received license file.
- Launch License Administrator (Server).
- Click the Add New License button.
- Specify the path to the license file and then click OK.
- When the status of the product is changed to *licensed*, the licensing procedure is completed.

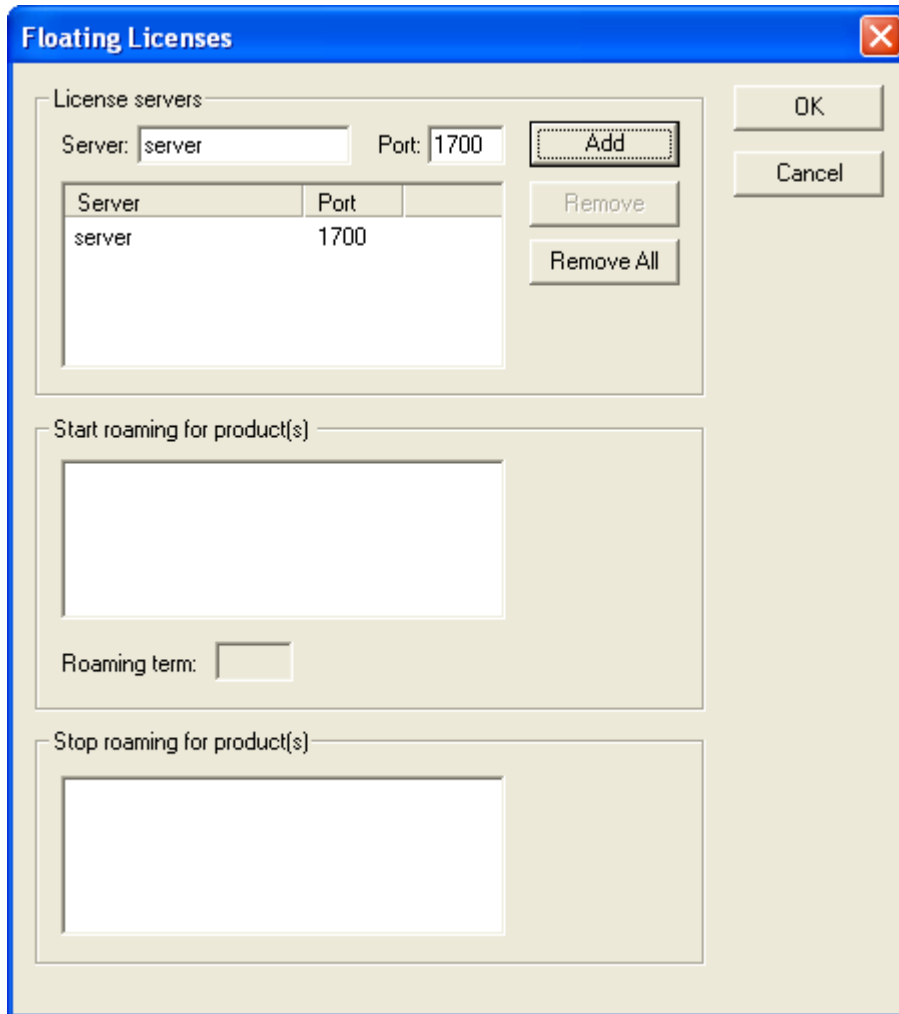
## Adding license server to server list on client computer

### Step 1. Launch License Administrator on a client computer

On a client computer start License Administrator: click **Start**, select **All Programs**, then select **Cortona3D**, point to **License Administrator** and click **License Administrator (Client)**.

## Step 2. Add license server

To add license server to the list of servers, click Floating Licenses. In the Floating Licenses dialog box that appears specify server name, port, and then click Add. The server is added to the list. Click OK.



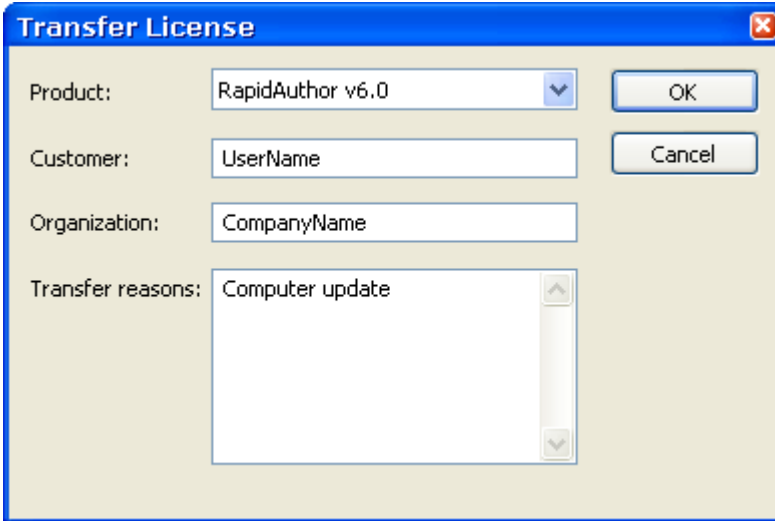
## Transfer license to a new computer (Host ID)

### Step 1. Launch License Administrator

To open License Administrator, click **Start**, select **All Programs**, then select **Cortona3D**, point to **License Administrator** and click **License Administrator (Server)**.

## Step 2. Request to transfer license

Open the Transfer License dialog by clicking Transfer License button:



The screenshot shows a Windows-style dialog box titled "Transfer License". It has a blue title bar with a close button in the top right corner. The dialog contains the following fields and controls:

- Product:** A dropdown menu with "RapidAuthor v6.0" selected.
- Customer:** A text input field containing "UserName".
- Organization:** A text input field containing "CompanyName".
- Transfer reasons:** A list box containing "Computer update".
- Buttons:** "OK" and "Cancel" buttons are located on the right side of the dialog.

Choose the product name and fill in all fields. Please provide reason for license transfer. Click OK. An e-mail message will be generated in your e-mail client. Please send it to the address indicated in the message.

## Step 3. Activate license on a new server

After receiving the transfer confirmation, do the following:

- Stop roaming license on all client computers.
- Remove license on old license server, see *Removing a license* for more details.
- Activate the license on a new computer.
- On all client computers add information about a new license server and remove old server information. See *Floating License: Adding a license server to server list on a client computer* and *Removing a license sever from the list on a client computer* for more details.
- If any failover server is used on the network, a new license should be obtained and the activation procedure should be done once again. See *Failover Server: Copying licenses from primary to failover server, Adding the failover server to server list on a client computer* for more details.
- The transfer procedure should be done for every product separately.

## Removing a license server from the list

### Step 1. Launch License Administrator

### Step 2. Remove a license server

Click Floating Licenses. In the list of servers click the server to be removed. Click Remove.

## Increasing the number of license seats

To extend the number of license seats, do the following:

- Purchase a floating license for additional number of license seats;
- After receiving your product key, perform the license procedure. See *Floating License: Activation*.

**Note:** If the license server contains two or more floating licenses for the same product, the total number of licensed users is equivalent to the number of seats according to all licenses.

## Floating License on Servers with Linux Operating System

This section should be read by those who plan to install the floating license server on a computer with Linux operating system. The floating license server is shipped with the product package if the floating license is purchased. The control for server licenses is carried out from the License Administrator (Server).

### Setting Up the License Server

Run the *install.sh* script as root user. The license server will be installed in the */opt/Cortona3DIs* directory.

### Activation via e-mail

#### Step 1. Request and receiving files that contain licenses.

Enter from command line:

```
/opt/Cortona3DIs/bin/make_req.sh
```

and answer the questions that follow. The filled registration form is saved in the */tmp/reg\_form.txt* file. Send this file by e-mail to the address indicated in the *reg\_form.txt*. In reply to your request, you get an appropriate license that should be saved in the following directory:

```
/etc/Cortona3DIs
```

#### Step 2. Start the license server.

Enter from command line as root user:

```
/etc/init.d/Cortona3DIs start
```

#### Step 3. The license server auto load

Enter from command line as root user:

```
/sbin/chkconfig Cortona3DIs on
```

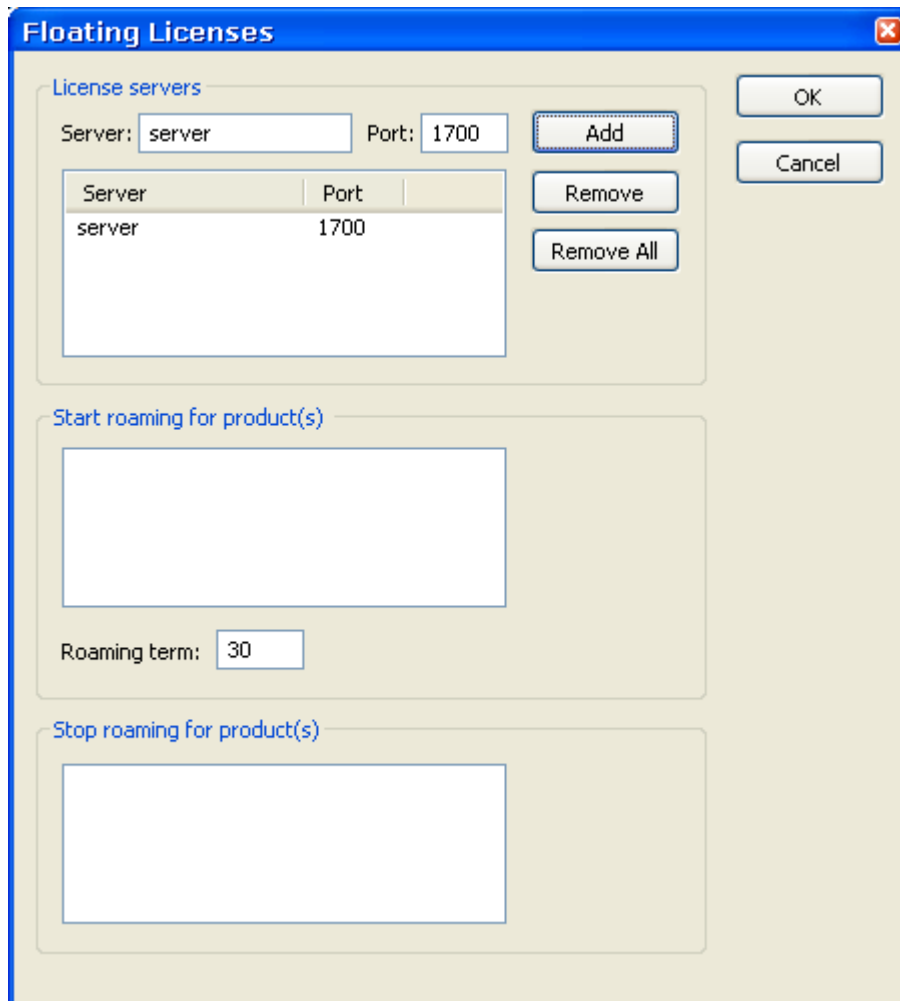
## Adding a license server to server list on a client computer

### Step 1. Launch License Administrator on a client computer

On a client computer start License Administrator: click **Start**, select **All Programs**, then select **Cortona3D**, point to **License Administrator** and click **License Administrator (Client)**.

### Step 2. Add license server

To add license server to the list of servers, click Floating Licenses. In the Floating Licenses dialog box that appears specify server name, port, and then click Add. The server is added to the list. Click OK.



## Transfer license to a new computer (Host ID)

### Step 1. Launch License Administrator

To open License Administrator, click **Start**, select **All Programs**, then select **Cortona3D**, point to **License Administrator** and click **License Administrator (Server)**.

## **Step 2. Request to transfer license**

Open the Transfer License dialog by clicking Transfer License button:

```
/opt/Cortona3DIs/bin/rlmhostid
```

Fill in the form */opt/Cortona3DIs/docs/transfer\_form.txt* and send by e-mail to the address indicated in the form.

In reply to your request, you get an appropriate license that should be saved in the */etc/Cortona3DIs* directory of the new license server.

## **Step 3. Start the license server**

Enter from command line as root user:

```
/etc/init.d/Cortona3DIs start
```

## **Step 4. Stop roaming license on all client computers.**

## **Step 5. Update settings on the client computers**

On all client computers add information about a new license server and remove old server information. See *Floating License: Adding a license server to server list on a client computer* and *Removing a license sever from the list on a client computer* for more details.

## **Step 6. Remove license on old license server**

Stop the license server on old server by entering the following command as root user:

```
/etc/init.d/Cortona3DIs stop
```

Remove the license on old license server by entering the following command as root user:

```
rm /etc/Cortona3DIs/*.lic
```

## Removing a license server from the list on the client computer

### Step 1. Launch License Administrator

### Step 2. Remove a license server

Click Floating Licenses. In the list of servers click the server to be removed. Click Remove.

## Increasing the number of license seats

To extend the number of license seats, do the following:

- Purchase a floating license for additional number of license seats;
- After receiving your product key, perform the activation procedure. .

**Note:** If the license server contains two or more floating licenses for the same product, the total number of licensed users is equivalent to the number of seats according to all licenses.

## Roaming License

Roaming is the ability to use floating license without a connection to a license server. To start or stop roaming it is needed to receive and activate a roaming license. A roaming license is a license that is locked to a specific (portable) computer. After the roaming is started, the portable computer can be removed from the network and Cortona3D Rapid products can be used for the given number of days.

### Activation

#### Step 1. Launch License Administrator on a client computer

To open License Administrator, click **Start**, select **All Programs**, then select **Cortona3D**, point to **License Administrator** and click **License Administrator (Client)**.

#### Step 2. Request a license

To request license, click the Request License button. In the Request License dialog box, specify:

- select *I want to receive roam license*
- activation key;
- customer name;
- organization.

The screenshot shows the 'Request License' dialog box. It has a blue title bar with the text 'Request License' and a close button. The dialog is divided into several sections. The 'License type' section has three radio buttons: 'Request evaluation license for the following product' (which is selected), 'Request license for my product key', and 'Request roam license'. Below these, there are text boxes for 'Product:' (containing 'RapidAuthor v6.0'), 'Product key:', 'Activation key:' (containing '1111-1111-1111-1111'), and 'Customer info' which includes 'Customer:' (containing 'UserName') and 'Organization:' (containing 'CompanyName'). On the right side of the dialog, there are four buttons: 'OK', 'Cancel', 'Proxy...', and 'Choose Host ID...'.

If you have a proxy server on your network, click Proxy and configure proxy-server settings. Click OK. If you get an error message, click Yes to request the license via e-mail.

## Adding Received by E-mail License File on Client Computer

To add a received license file:

- Save the received license file.
- Launch License Administrator (Client).
- Click the Add New License button.
- Specify the path to the license file and then click OK.

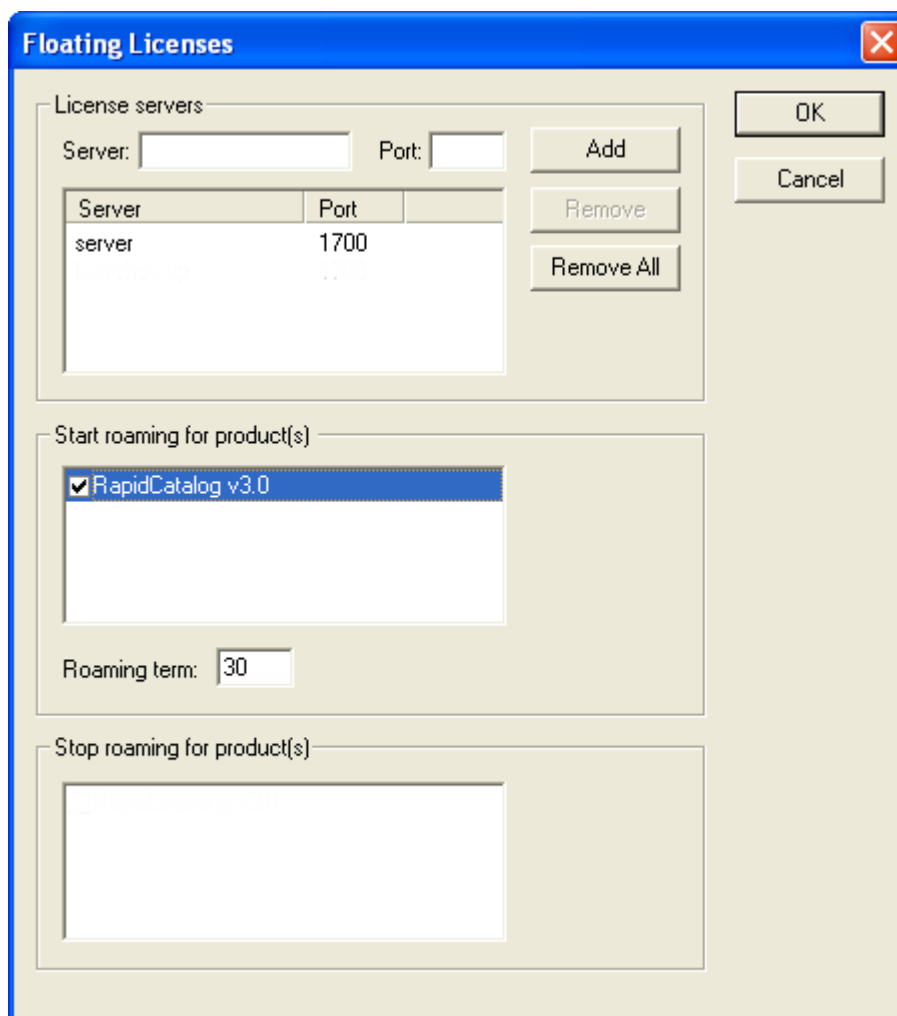
## Start or stop roaming

### Step 1. Launch License Administrator

To open License Administrator, click **Start**, select **All Programs**, then select **Cortona3D**, and click **License Administrator (Client)**.

### Step 2. Start roaming

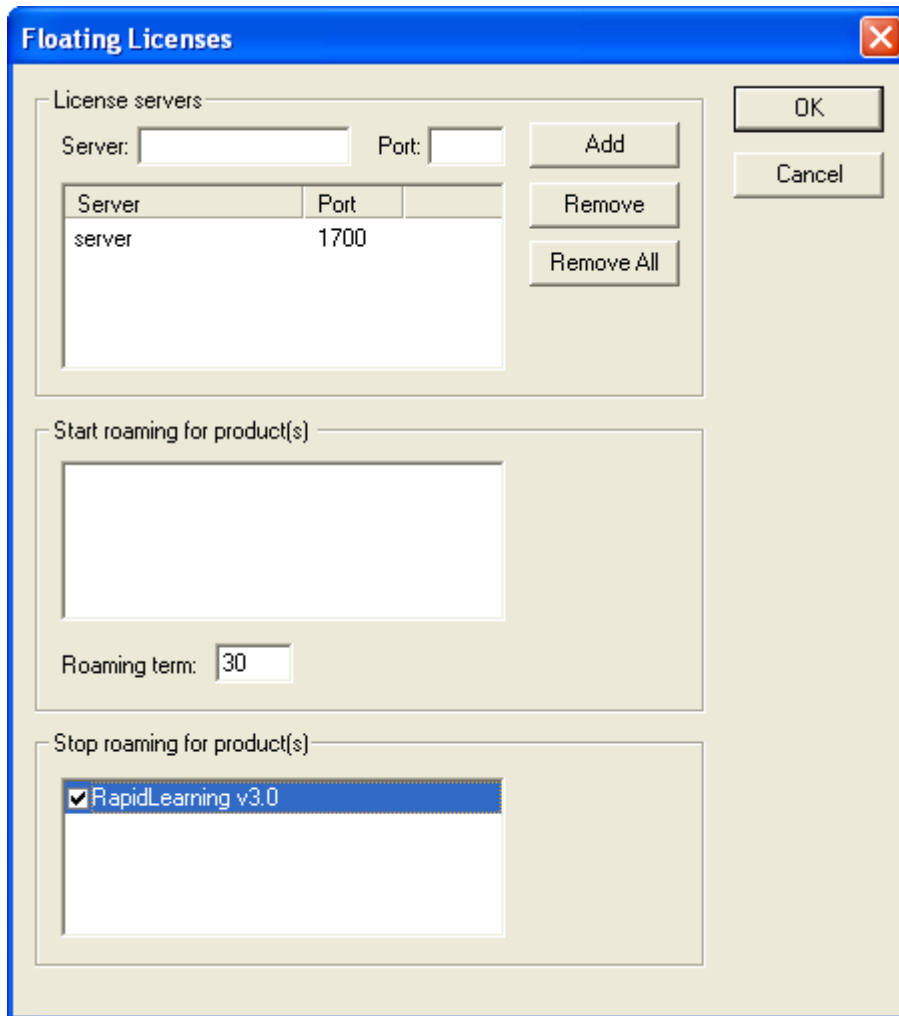
Select the product in the *Start roaming for product(s)* list, then in the *Roaming term* specify the period of time within which roaming must be provided and finally click OK.



The selected product appears in the *Stop roaming for product(s)* list.

### Step 3. Stop roaming

Select the product in the *Stop roaming for product(s)* list and then click OK.



## Failover Server for Microsoft Windows Operating System

The failover license provides the capability to start up the failover server in the local network. The failover server takes control over floating licenses when the main server has gone down. The failover server can control several license servers in the local network.

The failover server is a license server with one or more failover licenses. Each failover license specifies the name of the primary (attended) server. The copy of all licenses of the primary server should be forwarded to the failover server via the Export/Import operations.

To access the failover server from the client computer, it is required to add the name of the failover server to the *License servers* list on the client computer.

### Installation of the failover server

By using *LicenseServer.exe* and following the on-screen instructions, install the license server on a computer to be used as failover server.

### Activation

#### Step 1. Launch License Administrator server

To open License Administrator, click **Start**, select **All Programs**, then select **Cortona3D**, point to **License Administrator** and click **License Administrator (Server)**.

#### Step 2. Request a license

To request license, click the Request License button. In the Request License dialog box, specify:

- select *I want to request failover server license*;
- activation key;
- name of the primary server (paste the data copied with the Host ID Information option);
- port of the primary server
- MAC address of the primary server;
- port of the failover server;
- customer name;
- organization.

If you have a proxy server on your network, click Proxy and configure proxy-server settings. Click OK. If the license is successfully received, the title bar of License Administrator (Server) is changed to *License Administrator – Failover server*. If you get an error message, click Yes to request the license via e-mail.

## Adding Received by E-mail License File on Failover Server

To add a received license file:

- Save the received license file.
- On the computer with failover server click **Start**, select **All Programs**, then select **Cortona3D**, point to **License Administrator** and click **License Administrator (Server)**.
- Click the Add New License button.
- Specify the path to the license file and then click OK.

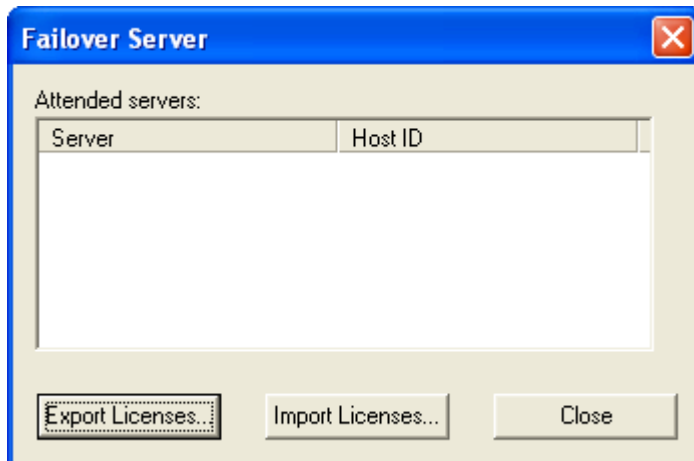
## Copying licenses from primary to failover server

### Step 1. Launch License Administrator on the primary server

On the computer with primary server click **Start**, select **All Programs**, then select **Cortona3D**, point to **License Administrator** and click **License Administrator (Server)**.

### Step 2. Export licenses to exchange folder

Click Failover Server and then click Export Licenses. In the Browse for Folder dialog box choose the folder that can be shared in the local network. Click OK.



Note: If you have several primary servers on a network, it is needed to collect all licenses in the same exchange folder before importing. To do it, repeat steps 1 and 2 for all primary servers and specify the same shared folder.

### Step 3. Launch License Administrator on the failover server

On the computer with failover server click **Start**, select **All Programs**, then select **Cortona3D**, point to **License Administrator** and click **License Administrator (Server)**.

### Step 4. Import licenses from exchange folder

Click Failover Server and then click Import Licenses. In the Browse for Folder dialog box choose the exchange folder that you have specified in step 2. Click OK.

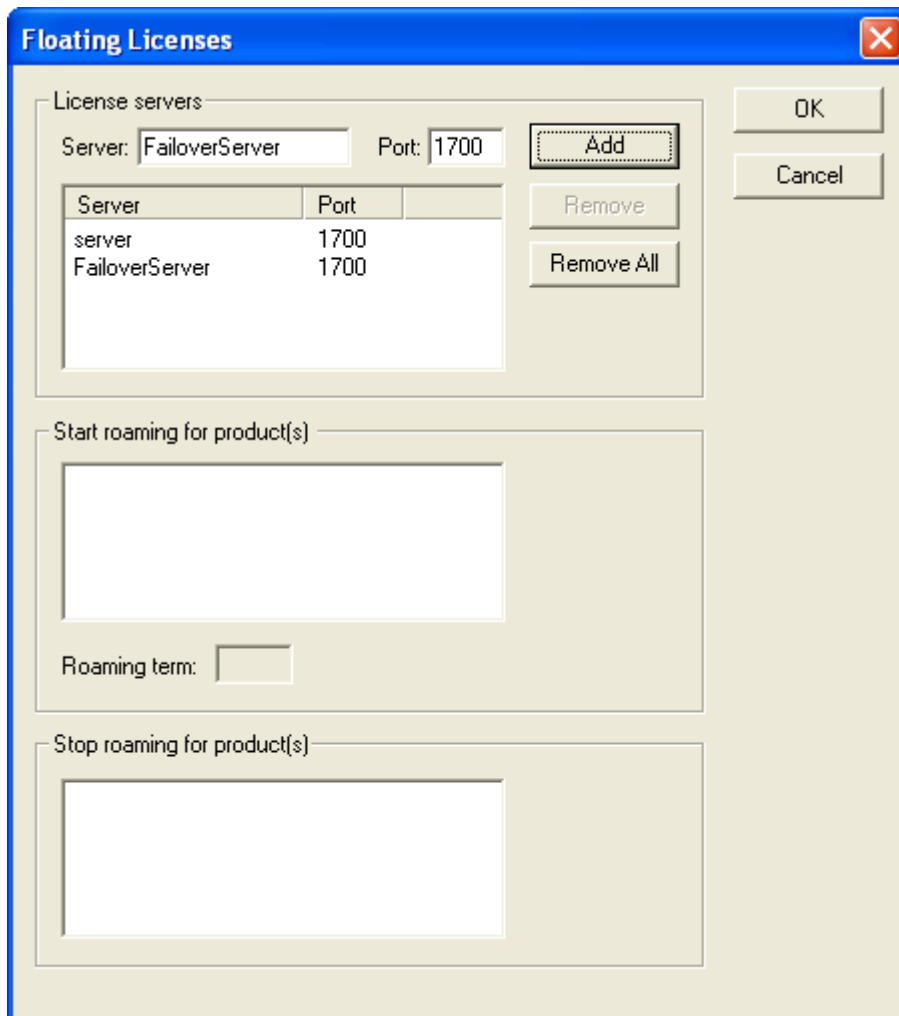
## Adding the failover server to server list on a client computer

### Step 1. Launch License Administrator on a client computer

On the client computer click **Start**, select **All Programs**, then select **Cortona3D**, point to **License Administrator** and click **License Administrator (Client)**.

### Step 2. Add failover server to the list of servers

Click the Floating Licenses button. In Server, type the network name (hostname) or IP address of the computer that runs failover server. Specify port of the failover server and then click Add. When the name of the server appears in the list of servers, click OK.



## Removing a failover license

You may need to remove a license when the license period has expired or you move the server to another computer.

### Step 1. Launch License Administrator

On the computer with failover server click **Start**, select **All Programs**, then select **Cortona3D**, point to **License Administrator** and click **License Administrator (Server)**.

### Step 2. Select and remove

Click the Remove License button, select failover licenses to be removed and then click OK.

The (*Failover*) label disappears from the title bar of the License Administrator.

## Failover Server for Linux Operating System

### Setting Up the Failover Server

Run the `install.sh` script as root user. The license server will be installed in the `/opt/Cortona3DIs` directory.

### Activation

#### Step 1. Request and receiving files that contain licenses.

Enter from command line:

```
/opt/Cortona3DIs/bin/make_req.sh
```

and answer the questions that follow. The filled registration form is saved in the `/tmp/reg_form.txt`. Please send this file to the address indicated *in reg\_form.txt*. In reply to your request, you get an appropriate license that should be saved in the following directory:

```
/etc/Cortona3DIs
```

#### Step 2. Start the license server.

Enter from command line as root user:

```
/etc/init.d/Cortona3DIs start
```

#### Step 3. The license server auto load

Enter from command line as root user:

```
/sbin/chkconfig Cortona3DIs on
```

### Copying the licenses from primary server to failover server

**Step 1.** Copy all files from directory `/etc/Cortona3DIs` of primary server to the similar directory of failover server.

**Step 2.** Change the owner for the license files to the user that will run the license server. To do it, enter the following line as root user:

```
chown cortona3dls /etc/Cortona3DIs/*
```

**Step 3.** Restart the license server on the failover server. To do it, enter the following line as root user:

```
/etc/init.d/Cortona3DIs restart
```

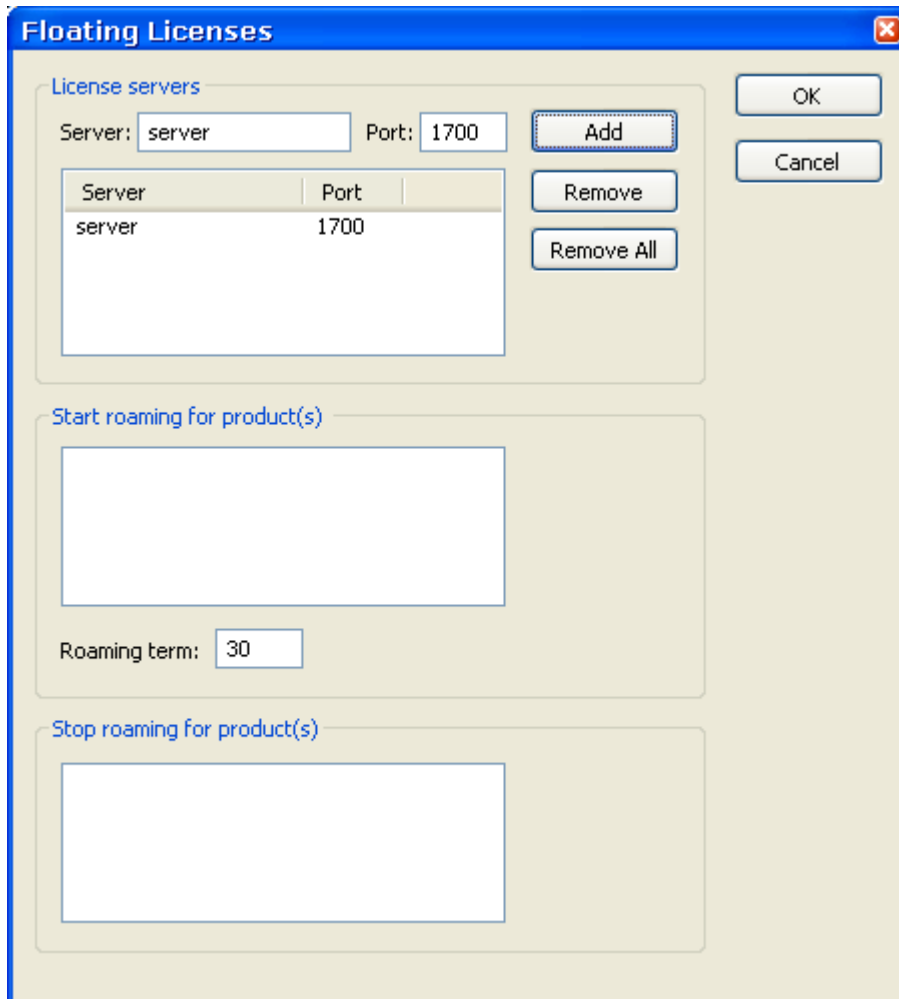
## **Adding a license server to server list on a client computer**

### **Step 1. Launch License Administrator on a client computer**

On a client computer start License Administrator: click **Start**, select **All Programs**, then select **Cortona3D**, point to **License Administrator** and click **License Administrator (Client)**.

## Step 2. Add license server

To add license server to the list of servers, click Floating Licenses. In the Floating Licenses dialog box that appears specify server name, port, and then click Add. The server is added to the list. Click OK.



## Removing a license

You may need to remove a license when the license period has expired or you move the server to another computer.

**Step 1.** Stop the license server:

```
/etc/init.d/Cortona3DIs stop
```

**Step 2.** Remove from the directory `/etc/Cortona3DIs` the file that contains the license.

**Step 3.** Start the license server if it contains valid licenses:

```
/etc/init.d/Cortona3DIs start
```

## Primary and Failover Servers Update

This section details the update procedure of the primary and failover servers used for floating licensing. If both primary and failover server are used in the system, the interruption in delivering the licenses to the clients do not exceed one minute.

Please make note that update of the Cortona3D Rapid products should be done only after the update procedure of the primary and failover servers.

**Step 1.** Make sure that the failover server contains all the licenses from the primary server, see “Copying licenses from primary to failover server” for more details.

**Step 2.** Make sure that both servers are indicated in License Administrator on the client computers.

**Step 3.** Update the failover server by running the received setup file: *LicenseServer.exe*. The setup process does not require stopping the service.

**Step 4.** Remove old license of the failover server, see the corresponding section of the current document for more details.

**Step 5.** To activate the new failover server, get the new license for the failover server, see the corresponding section of the current document for more details.

**Step 6.** Update the primary server by running the received setup file: *LicenseServer.exe*. The setup process does not require stopping the service.

**Step 7.** Get the new product licenses on the new primary server.

**Step 8.** Copy the product licenses from the primary to failover server, see the corresponding section of the current document for more details.

## Requirements for Licensing

### Activation licenses via Internet

An automatic activation is available in the following cases:

1. Computers have a direct connection to the Internet.
2. Computers have a connection to the Internet via a proxy server that does not require authorization, or basic access authorization.

### Proxy server requirements

1. Only proxy servers that do not require authorization are supported.
2. The name of the proxy server should be specified in accordance with the recording on the DNS server. Otherwise, use the IP address of the proxy server.