

## Cortona3D Rapid products: licensing options

This document contains an overview of licensing options for the Cortona3D Rapid product family. Available licensing options are listed below.

### Node-locked license

A node-locked license allows you to use the software on a fixed number of computers:

- Each computer is identified by a unique Host ID (MAC-address).
- The Software can run only on the identified computers.
- The total number of identified computers must not exceed the number allowed by the license.

How it works:

- In addition to the setups of the Cortona3D Rapid products you will be provided with a unique key(s) that should be used for the activation of the software.
- The software should be activated online or via e-mail.

### Floating license

A floating license allows multiple users to share use of the software.

- The software can be used on any computer within a local network provided that the number of concurrent users does not exceed the number allowed by the license.

How it works:

- In addition to the setups of Cortona3D Rapid products you will be provided with a License Server and a unique key to activate the License Server.
- The License Server should be installed on a local network server.
- The License Server should be activated online or via e-mail.
- The parameters of the local network server where the License server is installed should be specified in the appropriate module of Cortona3D Rapid products.
- The License Server controls the total number of users within the local network.

### Floating license: roaming

The roaming license allows you to:

- Use the software while disconnected from a local network;
- Manage the allocation of licenses both for connected users and those that need temporary roaming or disconnected usage.

A roaming license is provided as an extra option to the standard floating license.

How it works

Activation:

- The floating license should be applied to the local network as described in the Floating license section above.
- You will be provided with the key to activate the roaming license on appropriate computers.
- The roaming license is locked to the user computer; MAC-address is used as identifier.

Turning roaming on/off:

- Before you disconnect from the enterprise network, you need to turn the roaming on and specify the roaming period (30 days max).
- During the roaming period the license server will show the license checked out to you, i.e. this license will not be available for other users.

- As long as your computer is connected to the enterprise network, the roaming license will be "refreshed" each day to reset the number of roaming days left in the roaming period.
- The roamed license is checked back in automatically at the end of the roaming period. In addition, you can return the roamed license back to the license pool early if desired, returning it to the floating license pool on the server from which it was checked out.

## Floating license: failover server

The failover server is provided as an extra option to the floating license. The failover server takes over the license load of another server which has gone down.

### How it works

The failover should have no licenses on its own, but simply be standing by, waiting for one (or more) other server(s) to fail so that it can take over and start to handle user's request for floating licenses. When the main server(s) are restored, the failover server stops handling requests for floating licenses.

Note: During the time that the failover server is serving the licenses, no roaming operations are permitted on the licenses.

### Installation and activation procedure

- The floating license should be applied to the local network as described in the Floating license section above.
- The License server software should be installed on the failover server.
- The failover license should be activated on the failover server by using the appropriate key. The activation can be done online or via e-mail
- The failover license is locked to the server; Host ID of the server is used as identifier.
- The licenses should be synchronized between the failover server and server(s) served by the failover server.
- The parameters of the local network server where the failover server is installed should be specified in appropriate module of Cortona3D Rapid products.

If you have any questions regarding licensing options please contact us at [sales@cortona3d.com](mailto:sales@cortona3d.com)