

License Administration Guide

**FlexNet Publisher Licensing Toolkit
11.11.1**

Legal Information

Book Name: License Administration Guide
Part Number: FNP-11111-LAG00
Product Release Date: February 2013

Copyright Notice

Copyright © 2013 Flexera Software LLC. All Rights Reserved.

This product contains proprietary and confidential technology, information and creative works owned by Flexera Software LLC and its licensors, if any. Any use, copying, publication, distribution, display, modification, or transmission of such technology in whole or in part in any form or by any means without the prior express written permission of Flexera Software LLC is strictly prohibited. Except where expressly provided by Flexera Software LLC in writing, possession of this technology shall not be construed to confer any license or rights under any Flexera Software LLC intellectual property rights, whether by estoppel, implication, or otherwise.

All copies of the technology and related information, if allowed by Flexera Software LLC, must display this notice of copyright and ownership in full.

FlexNet Publisher incorporates software developed by others and redistributed according to license agreements. Copyright notices and licenses for these external libraries are provided in a supplementary document that accompanies this one.

Intellectual Property

For a list of trademarks and patents that are owned by Flexera Software, see <http://www.flexerasoftware.com/intellectual-property>. All other brand and product names mentioned in Flexera Software products, product documentation, and marketing materials are the trademarks and registered trademarks of their respective owners.

Restricted Rights Legend

The Software is commercial computer software. If the user or licensee of the Software is an agency, department, or other entity of the United States Government, the use, duplication, reproduction, release, modification, disclosure, or transfer of the Software, or any related documentation of any kind, including technical data and manuals, is restricted by a license agreement or by the terms of this Agreement in accordance with Federal Acquisition Regulation 12.212 for civilian purposes and Defense Federal Acquisition Regulation Supplement 227.7202 for military purposes. The Software was developed fully at private expense. All other use is prohibited.

Contents

Introduction.....	11
1 Overview of Licensing	13
License Server	14
Using a License Server With License Files	15
2 Trusted Storage	17
Overview of Trusted Storage	17
Automated Delivery of Licenses to a License Server.....	17
Using Licenses From Trusted Storage on a License Server	18
Trusted Storage Components on a License Server.....	18
Using a License Server With Trusted Storage.....	19
Distribution of Node-Locked Licenses to Networked Machines	20
Single-Action vs Composite Transactions.....	22
Comparison of Trusted Storage and License Files.....	23
License Files and Fulfillment Records	23
Locking of Licenses Using Hostid or Trusted Storage	24
Licensing in Virtual Environments	25
Binding in a Virtual Environment	25
Best Practices	25
3 Reading a License File	27
License File Format Overview.....	27
License File Syntax	28
SERVER Lines.....	28
VENDOR Lines	30
USE_SERVER Line	31

FEATURE and INCREMENT Lines31
Publisher-Defined Required Keywords32
Optional Publisher-Defined Keywords33
Optional Keywords Defined by the License Administrator35
Character Limitations in Keyword Values35
Sort Rules36
Changes in FEATURE and INCREMENT Line Format36
PACKAGE Lines37
UPGRADE Lines39
Feature Lines in Decimal Format40
Order of Lines in the License File.40
4 Locating Licenses.	41
Determining the Location of the License File41
Setting the License Search Path Using an Environment Variable42
Order of Searching for a License43
5 Managing License Files	45
Modifying License Files.45
Configuring the Port Used by the License Server46
6 Hostids for Supported Platforms	47
Hostid Formats.47
Obtaining System Hostids47
Special Hostids54
Ethernet Hostids55
Hostids to Support Virtualization Policy56
Hostids to Support Cloud Licensing56
7 License Models.	57
Floating (Concurrent) Licenses57
Node-Locked Licenses Using Hostid58
Mixed Node-Locked and Floating Licenses58
Counted vs. Uncounted Licenses.59
Mobile Licensing59
Node-Locked to a Laptop Computer60
Node-locked to a FlexNet ID Dongle60
Node-Locked to a FlexNet ID Dongle with FLOAT_OK60
Using a FlexNet ID Dongle for Mobile Licensing Using a FLOAT_OK License60
FLEXID with FLOAT_OK Example61

License Borrowing with BORROW62
Initiating License Borrowing62
Application Interface62
Running the Imborrow Utility63
Setting the LM_BORROW Environment Variable Directly63
Borrowing a License64
Clearing the Borrow Period64
Checking Borrow Status64
Returning a Borrowed License Early65
Support for License Borrowing65
Node-locked to a User Name65
Fulfilled from a Prepaid License Pool66
8 Selecting a License Server Machine	67
License Server Sockets67
License Server CPU Time68
License Server Disk Space68
License Server Memory68
Network Bandwidth for License Server68
License Server Locally Mounted Disks69
License Server Port69
Running the License Server on a Virtual Machine70
Running the License Server in a Cloud70
9 Imadmin License Server Manager	71
Downloading and Installing Imadmin License Server72
System Requirements for Imadmin72
Additional Installation Requirements73
Using the License Server Installer73
License Server Directory Structure76
Upgrading Imadmin76
Using Imadmin78
Manually Starting the License Server Manager78
Manually Stopping the License Server Manager79
Accessing the License Server Management Interface79
Viewing the Imadmin Log Files80
Managing Imadmin from the Command Line81
Adding a Vendor Daemon to Imadmin81
Configuring the License File Upload Directory82
Installing Imadmin License Server Manager as an Operating System Service83
Running FlexNet Publisher License Server as a System Service With Non-Elevated Privileges85
Imadmin Command-line Arguments88

Extending Imadmin License Server Capability	98
Using the Imadmin Web Service Interface	98
Creating an Imadmin Alerter Service	98
10 Imgrd - License Server Manager	101
Imgrd Command-Line Syntax	101
Starting the License Server Manager on UNIX Platforms.	103
Manual Start	103
Automatic Start	104
Starting the License Server Manager on Windows.	105
Manual Start from the Command Line	105
Configuring the License Server Manager as a Windows Service	105
Configuring the License Server Manager Service for a Delayed Start	106
Manually Start the License Server Using the Imtools Utility.	107
Automatically Start the License Server when System Starts	109
11 Migrating from Imgrd to Imadmin	111
A Fundamental Mode Change.	111
Command Changes	112
Imadmin License Administration Functions	113
12 Using License Administration Tools	115
Command-Line Utilities	115
Common Arguments for Imutil	117
Imborrow	117
Initiating Borrowing	118
Clearing the Borrowed License Setting	119
Purging Expired Licenses	119
Determining Borrowed-License Status	119
Returning a Borrowed License Early	120
Imdiag	121
Imdown	122
Imhostid	123
Iminstall	126
Imnewlog	127
Impath	128
Imremove	129
Imreread	131
Imstat	132
Imswitch	134
Imswitchr	134
Imver	135
Imtools (Windows only)	136

13 Managing the Options File.....	139
Creating an Options File	140
Options File Syntax	141
AUTOMATIC_REREAD	144
BORROW_LOWWATER	144
DAEMON_SELECT_TIMEOUT	145
DEBUGLOG	145
EXCLUDE	146
EXCLUDE_BORROW	146
EXCLUDE_ENTITLEMENT	147
EXCLUDEALL	148
FQDN_MATCHING	148
GROUP	150
GROUPCASEINSENSITIVE	150
HOST_GROUP	151
INCLUDE	151
INCLUDE_BORROW	152
INCLUDE_ENTITLEMENT	153
INCLUDEALL	153
LINGER	154
MAX	155
MAX_BORROW_HOURS	156
MAX_OVERDRAFT	157
NOLOG	157
REPORTLOG	158
Reporting on Projects with LM_PROJECT	158
RESERVE	158
TIMEOUT	159
TIMEOUTALL	160
How the Vendor Daemon Uses the Options File	160
Rules of Precedence in Options Files	161
Options File Examples	161
Simple Options File Example	161
Limiting Access for Multiple Users	162
EXCLUDE Example	162
EXCLUDE_ENTITLEMENT Example	163
INCLUDE Example	163
INCLUDE_ENTITLEMENT Example	163
14 Ensuring License Availability	165
Redundancy Using the License Search Path	165
Limitations of Redundancy Using the License Search Path	166
Overview of Three-Server Redundancy	167

Configuring License Servers for Three-Server Redundancy	169
Managing License Servers in a Three-Server Redundant Configuration	170
Using Other Capabilities with Three-Server Redundancy	171
Troubleshooting Tips and Limitations for Three-Server Redundancy	173
15 Managing Virtualized License Servers for File-Based Licensing	175
Binding Solutions in a Virtual Environment	175
Binding Agent Imbind	175
Setting Up a Virtual License Server on VMware ESX	176
Using the UUID Hostid	176
Using a Bare-Metal Hostid	177
Note About Binding in This Scenario	177
Binding With the LMB_ETHER hostid.	177
Setting Up a Virtual License Server on Microsoft Hyper-V	178
Using the UUID Hostid	178
Using a Bare-Metal Hostid	179
Note About Binding in This Scenario	179
Binding With the LMB_ETHER hostid.	179
Setting Up a Virtual License Server on VMware ESXi or XenServer	181
Using the UUID Hostid	181
Using a Bare-Metal Hostid	181
Note About Binding in This Scenario	182
Binding With the LMB_ETHER hostid.	182
Installing Imbind on the Hypervisor	183
Installing Imbind for VMware ESX (with Linux Console OS)	183
Installing Imbind for Microsoft Hyper-V	183
Imbind Command Line Options	184
Additional Considerations	185
Virtualization Support	185
16 Licensing in a Cloud-Computing Environment	191
Licensing Challenges in a Cloud Environment	191
Scope of Support for Cloud Licensing	192
Use Cases for Licensing Software in the Cloud	192
Case 1: Traditional Served and Unserved Licensing in a Public Cloud	193
Binding Elements Required for Case 1	193
License Administrator Tasks for Case 1	193
Case 2: Virtual Appliance Licensing in a Public Cloud	194
Basic VA Licensing Scenario	194
Binding Element Required for Case 2	194
License Administrator Tasks for Case 2	195

Case 3: Traditional Served and Unserved Licensing in a Virtual Private Cloud	195
Basic VPC Licensing Scenario	195
Binding Elements Required for Case 3	196
License Administrator Tasks for Case 3	196
Hostids for Binding	197
Supported Hostid Types.	197
Retrieving and Specifying Hostids	199
17 IPv6 Support	201
Capabilities that Support IPv6	201
Deploying License Servers in Mixed Protocol Environments	202
Using Wildcards in an IPv6 Address	204
18 Managing Licenses from Multiple Software Publishers	205
Overview of Multiple License Management Strategies	205
Multiple Systems	206
Starting the License Servers.	207
Using Imadmin	207
Using Imgrd.	208
One System with Multiple License Server Instances	209
Starting the License Servers.	210
Using Imadmin	210
Using Imgrd.	211
One System with One License Server and Multiple License Files.	212
Starting the License Server	213
Using Imadmin	213
Using Imgrd.	214
Managing Multiple License Files	214
Managing Multiple File in Imadmin.	215
Managing Multiple Files in Imgrd	215
Defining the License File List	215
Additional Considerations.	216
Combining License Files	216
Starting the License Server.	217
Criteria for Combining License Files	217
How to Combine License Files.	218
Version Component Compatibility	218
19 Troubleshooting	219
General Troubleshooting Hints.	219
FLEXLM_DIAGNOSTICS.	220
Level 1 Content.	220

Contents

Level 2 Content220
Level 3 Content (Version 6.0 or Later Only)221
20 Error Codes	223
Error Message Format223
Format 1 (short)224
Format 2 (long)224
Error Code Descriptions224
21 Report Log File	235
Managing Report Log Output235
Enabling Report Log Output for a Vendor Daemon236
Redirecting Report Log Output for a Vendor Daemon236
22 Debug Log File	237
Managing Debug Log Output237
Capturing Debug Log Output for a License Server237
Capturing Debug Log Output for a Particular Vendor Daemon238
Redirecting Debug Log Output for a Running Vendor Daemon238
Limiting Debug Log Output for a Vendor Daemon238
Debug Log Messages238
Informational Messages239
Configuration Problem Messages241
Daemon Software Error Messages242
23 Identifying FlexNet Publisher Versions	243
Version Compatibility Between Components243
Determining the License File Version244
Version Summary244
24 Environment Variables	253
How to Set Environment Variables253
Windows Registry253
Precedence253
Environment Variables254
Index	257

Introduction

This document describes FlexNet Publisher licensing for license administrators. It describes how to setup and administer FlexNet Publisher licensing for license models that require a license server.:

Table 1 • *License Administration Guide* Chapter Overview

Section	Content
This section	An overview of the contents of this document.
Overview of Licensing	Overview of licensing and specifically licensing using license files.
Trusted Storage	An overview of licensing using license rights held in trusted storage.
Reading a License File	A description of the elements in a license file.
Locating Licenses	How to locate licenses so that they are available to FlexEnabled applications.
Managing License Files	Modifying license files.
Hostids for Supported Platforms	Details of hostids available by platform and information about choosing an Ethernet address as hostid.
License Models	Overview of basic license models and methods of licensing for laptops that may be provided by your software publisher.
Selecting a License Server Machine	What to consider when selecting the machine on which to install the license server software.
Imadmin License Server Manager	Description of how to install and use Imadmin as your license server.

Table 1 • License Administration Guide Chapter Overview

Section	Content
Migrating from Imgrd to Imadmin	A comparison of Imgrd and Imadmin.
Imgrd - License Server Manager	How to use Imgrd as your license server.
Using License Administration Tools	How to use license administration tools to manage licenses and license servers.
Managing the Options File	Using the options file to control license utilization and the license server.
Ensuring License Availability	Methods of providing failover protection for license servers.
Managing Virtualized License Servers for File-Based Licensing	Virtualization of a license server.
Licensing in a Cloud-Computing Environment	Setup of licensing model in an Amazon EC2 environment.
IPv6 Support	Installing and configuring license servers in IPv6 and mixed IPv4 and IPv6 environments.
Managing Licenses from Multiple Software Publishers	Strategies for managing licenses from multiple software publishers.
Troubleshooting	Tips and information about generating additional diagnostic data.
Error Codes	A list of FlexNet Publisher error codes.
Report Log File	Enabling and managing report log output.
Debug Log File	Enabling and managing debug log output.
Environment Variables	Environmental variables that may be used with FlexNet Publisher.
Identifying FlexNet Publisher Versions	Version compatibility between components and brief details of functional changes for each major version of FlexNet Publisher.

Overview of Licensing

FlexNet Publisher is a method of providing software licensing that has two basic components:

- **FlexEnabled application** - the software application that requires a license.
- **A license** - contains the license rights that define how the software application can be used.

Typically the license defines:

- What software functionality can be used. Functions provided by the software can be separately licensed. The licensed functions are referred to as *features*. When multiple features are defined, different versions of the product can be licensed by including different feature sets. For example, the license for the 'demo' version of the product could include the feature 'trial', the 'standard' version of the product the features 'trial' and 'basic' and the 'professional' version 'trial', 'basic' and 'extend' features.
- What versions of the software can be used.
- How many copies of the software can be running.
- The systems on which the software can be used.
- The period during which the software can be used.

These and other items in the license define how the software can be used and collectively are referred to as a *license model*.

The license can be stored:

- **In a license file** - a text file, *file_name.lic*, whose contents are protected by signatures that are authenticated by the FlexNet Publisher licensing components.
- **In trusted storage** - a secure location whose contents are encrypted. Licenses are stored as *fulfillment records*. Fulfillment records in trusted storage can be read only by FlexNet Publisher licensing components.

The FlexEnabled application can obtain a license directly, either from a license file or from *local* trusted storage on the same machine. Some license models, described as *served*, provide licenses that are held centrally by a *license server* and used by FlexEnabled applications connected to the license server across a TCP/IP network.

This document describes how to install and use a license server to provide licenses for FlexEnabled products that use served license models. The basic license model that requires a license server is referred to by several names depending on the context:

- Concurrent
- Floating

Concurrent licenses allow a fixed number of concurrent users to use licensed features at any one time. The license server controls the use of these licenses, which are not normally locked to a specific machine, and *float* on the network. FlexNet Publisher provides for many variations of this basic license model, for example the use of a set of concurrent licenses can be restricted to a group of users.

License Server

The basic components of a FlexNet Publisher license server are as illustrated in the following diagram:

- **License server manager** - lmadm in (or lmgrd) supplied by your software supplier or available from Flexera Software.
- **License file** - Created by your software supplier. In this document the supplier of a FlexEnabled application is referred to as the *publisher*.
- **Vendor daemon** - Created by the publisher. Each publisher has their own vendor daemon. If you have FlexEnabled applications from several publishers, you will need to install multiple vendor daemons.
- **Debug log** - Written by the license server manager.

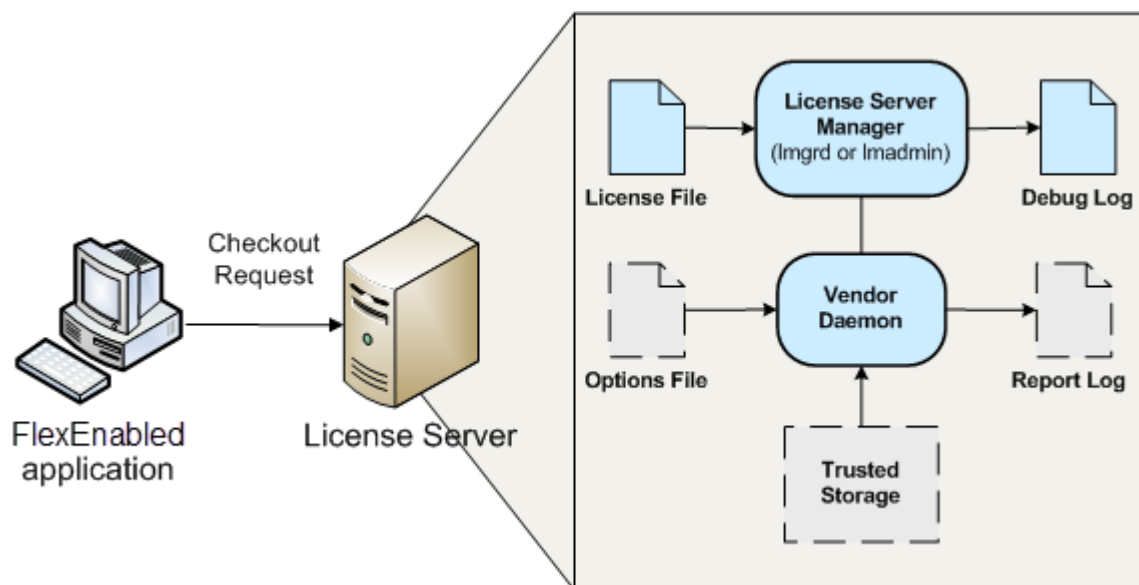


Figure 1-1: FlexNet Publisher license server

The following components may be present on a license server:

- **Options file** - optional file that you create. Use it to limit license usage; for example, to allocate particular licenses to a user or group of users.
- **Report log** - optional file that can be used by FlexNet Manager, Flexera Software's license management product. You enable report logging using the options file.
- **Trusted storage** - some publishers use trusted storage to store licenses. When trusted storage is used, the publisher provides additional components (not shown on [Figure 1-1](#)) that create trusted storage and add licenses to it. See [Trusted Storage](#) for an overview.

Using a License Server With License Files

The following gives an outline of the steps in installing a license server and using it to serve licenses from license files. For further information about each of these steps, read the relevant sections of this document.

1. Choose the machine(s) on which the license server(s) will be installed.
 - Determine the number of licenses and machines on which FlexEnabled applications will be installed. See [Selecting a License Server Machine](#) for further information.
 - Consider what method, if any, you want to use to ensure that, whenever possible, licenses are available to your end users. See [Ensuring License Availability](#) for further information.

2. Install the license server components.

The publisher will supply a copy of their vendor daemon and instructions for installing it. Additionally, either the publisher provides the license server manager (`lmadmin` or `lmgrd`), or you can download a copy from the Flexera Software website. It is recommended that you install the latest version of the license server manager.

3. Obtain details of the license server machine(s) and send them to the publisher.

Normally publishers supply concurrent licenses that are locked to a specific license server. When licenses are held in license files, they are locked to the license server using an identity obtained from the machine. This identity is called a *hostid* and is platform-specific. There are several different hostids available for each platform. The publisher will provide instructions on what hostid they are using for your licenses and platforms. They may supply an application that you can run to obtain the hostid or ask you to use the FlexNet Publisher utility, `lmhostid`, which you can download from the Flexera Software website. If you are using `lmadmin`, it displays the standard hostids for the machine on which it is running in **System Information**.

Depending on the license model, the publisher may require other details of your license server, the machine on which it is running, and details of your network.

4. Install licenses on the license server.

The publisher may specify a particular location for the license files on the license server. When no specific location is required, see information in [Locating Licenses](#) for instructions.

5. Install the FlexEnabled application on end user machines.

The publisher will supply installation instructions for installing the FlexEnabled application.

6. Set up end user machines to access the license server.

There are several methods of configuring the end user machine to access a single license server or multiple license servers. These depend on the contents of the license files supplied by the publisher and your license server(s) configuration. See information in [Locating Licenses](#) for instructions.

7. Optionally, create an options file.

If you want to limit license usage, configure logging, or turn off the automatic reread of licenses, create an options file and install it in the same directory as the vendor daemon. See instructions in [Managing the Options File](#).

8. Configure and start up the license server manager.

There is a fundamental difference between the configuration of `lmadmin` and `lmgrd`, so the processes required for each are separately outlined here:

lmadmin - The configuration settings are permanent and mainly set using the user interface. For details see `lmadmin` online help and [Using lmadmin](#).

lmgrd - the configuration settings are set when `lmgrd` is started. They are not persistent. For details see [lmgrd - License Server Manager](#).

You can manage and monitor the operation of the license server using the license server manager. `lmadmin` provides direct management and monitoring of the license server through its user interface; `lmgrd` provides limited information as command-line output. Additional utilities are provided on the Flexera Software website for management and monitoring of the license server. For details, see [Using License Administration Tools](#). For more comprehensive monitoring and reporting of license usage, use FlexNet Manager. FlexNet Manager is a Web-based administration and reporting tool for FlexNet licenses and license servers.

Trusted Storage

Some publishers use trusted storage to store licenses. They might store all of their licenses in trusted storage or use a combination of licenses held in license files and in trusted storage. You can use a single license server to serve licenses from both license files and trusted storage.

Overview of Trusted Storage

Trusted storage is a secure location that is locked to the machine on which it is located using a combination of machine identities. The contents of trusted storage are encrypted and can only be accessed by FlexEnabled components. This method of storing licenses enables your publisher to provide additional license models and automate some licensing processes.

Automated Delivery of Licenses to a License Server

Trusted storage is maintained by licensing life-cycle operations, such as license activations, returns, repairs, and upgrades. These life-cycle operations are performed through transactions normally issued over a network connection between the license server and the publisher's activation server. However, when a network connection is not available, the messages that implement these transactions can be transmitted by other means.

Activation is the basic licensing life-cycle operation between the license server and the publisher's activation server. This operation configures your trusted storage for specific use by the publisher and writes a *fulfillment record* to it. The fulfillment record contains licenses defined using a similar format to that used for licenses held in license files.

The remaining life-cycle operations between a license server and the publisher's activation server maintain the trusted-storage licenses and are optional:

- **Return** - Returns a fulfillment record (and the licenses it contains) from trusted storage to the publisher server it was issued by.
- **Repair** - Repairs compromised fulfillment records in trusted storage.

- **Upgrade to a new version** - The old license is returned to the publisher's activation server so that entitlement to the upgrade can be checked and new licenses transmitted using an activation operation.
- **Rehost of license server** - When you need to move a license server to a different machine, a combination of return and then activation operations can provide a completely automated transfer.



Note • *Not all publishers provide these facilities.*

Using Licenses From Trusted Storage on a License Server

Two types of licenses can be used in trusted storage on a license server. Your publisher may provide either or both of these types of license. They are used to provide different licensing models.

- **Concurrent** - allows a fixed number of concurrent users to use licensed features at any one time. The license server controls the use of these licenses, which are not normally locked to a specific machine, and *float* on the network. FlexNet Publisher provides for many variations of this basic license model, for example the use of a set of concurrent licenses can be restricted to a group of users.
- **Activatable** - licenses are distributed by the license server to network machines to provide local licenses for FlexEnabled applications. In this license model FlexEnabled components on the network machine request a license from the license server. License rights held in trusted storage on the license server are transferred to trusted storage on the network machine. This provides a license that is locked to the network machine. Depending on which license models your publisher is providing, these licenses may be of limited duration and automatically return to the license server when they expire on the network machine, or may be transferred to the network machine 'permanently'.

Trusted Storage Components on a License Server

The basic components of a FlexNet Publisher license server that uses licenses held in trusted storage are as illustrated in the following diagram:

- **License server manager** - `lmadmin` (or `lmgrd`) supplied by your publisher or available from Flexera Software.
- **Bootstrap license file** - Created by your publisher. Required for starting the license server manager when the license server is using trusted storage to store all its licenses.
- **Vendor daemon** - Created by the publisher. This must be the publisher vendor daemon that can access trusted storage. Ensure that you always use the correct vendor daemon supplied by the publisher: an earlier version that is only able to use license files will not be able to use licenses held in trusted storage.
- **Trusted storage** - Contains licenses in fulfillment records.

- **Server activation utility** - A FlexEnabled component that manages the transactions with the publisher server and creates and manages the contents of trusted storage.

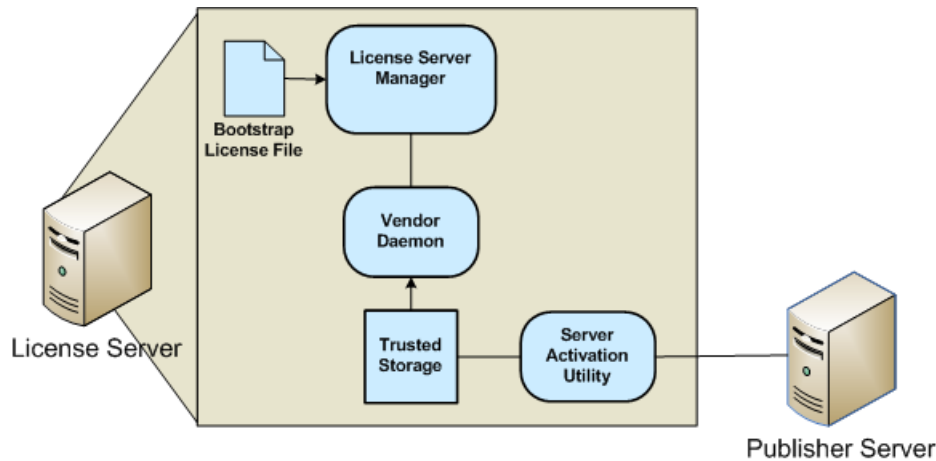


Figure 2-1: License Server Using Licenses in Trusted Storage

The following components not shown on the diagram may be present on the license server:

- **Debug log** - Written by the license server manager.
- **Options file** - Optional file that you create.
- **Report log** - Optional file used by FlexNet Manager.

Using a License Server With Trusted Storage

The following gives an outline of the steps in installing a license server and using it to serve licenses from trusted storage. For further information about each of these steps read the relevant sections of this document.

1. Choose the machine(s) on which the license server(s) will be installed.
 - Determine the number of licenses and machines on which FlexEnabled applications will be installed. See [Selecting a License Server Machine](#) for further information.
 - Consider what method, if any, you want to use to ensure that whenever possible licenses are available to your end users. See [Ensuring License Availability](#) for further information.
2. Install the license server components.

The publisher will supply a copy of his vendor daemon and instructions for installing it. The latest license server manager, `lsmadmin`, displays details of licenses held in trusted storage; `lsmgrd` includes information about concurrent licenses held in trusted storage but does not display details of activatable licenses. Therefore, it is recommended that you install `lsmadmin` as your license server manager. Either the publisher provides this component, or you can download a copy from the Flexera Software website. It is recommended that you install the latest version of the license server manager.

3. Install licenses on the license server.

The publisher will supply instructions and software that requests licenses from the publisher server. This process may be completely transparent to you. The publisher provides the interface for the installation of licenses so publisher's licensing solutions may differ greatly. FlexNet Publisher is designed to allow publishers maximum flexibility in licensing models and processes.

4. Install the FlexEnabled application on end user machines.

The publisher will supply installation instructions for installing the FlexEnabled application and optionally any further FlexEnabled components.

5. Set up end user machines to access the license server to obtain concurrent licenses.

There are several methods of configuring the end-user machine to access a single license server or multiple license servers. These depend on the contents of any license files that may optionally be supplied by the publisher and your license server(s) configuration. See information in [Locating Licenses](#) for instructions.

6. Optionally, create an options file.

If you want to limit license usage, configure logging or turn off the automatic reread of licenses, create an options file and install it in the same directory as the vendor daemon. See instructions in [Managing the Options File](#).

7. Configure and start up the license server manager.

8. Optionally, install node-locked licenses on end user machines using activatable licenses from the license server.

The publisher will supply instructions for requesting licenses from the license server. Additional components may be installed on the end user machine for this licensing model, see [Distribution of Node-Locked Licenses to Networked Machines](#).

Distribution of Node-Locked Licenses to Networked Machines

The distribution of licenses from a license server to machines running FlexEnabled applications via a network is one license model that can be provided using activatable licenses held in trusted storage on a license server. FlexEnabled components on the network machine send a request for a license to the license server. The vendor daemon processes this request and if a suitable license is available transfers it to the network machine.

The FlexEnabled components on the network machine install the license in trusted storage. Trusted storage is locked to the network machine and thus licenses held in trusted storage are node-locked to that machine.

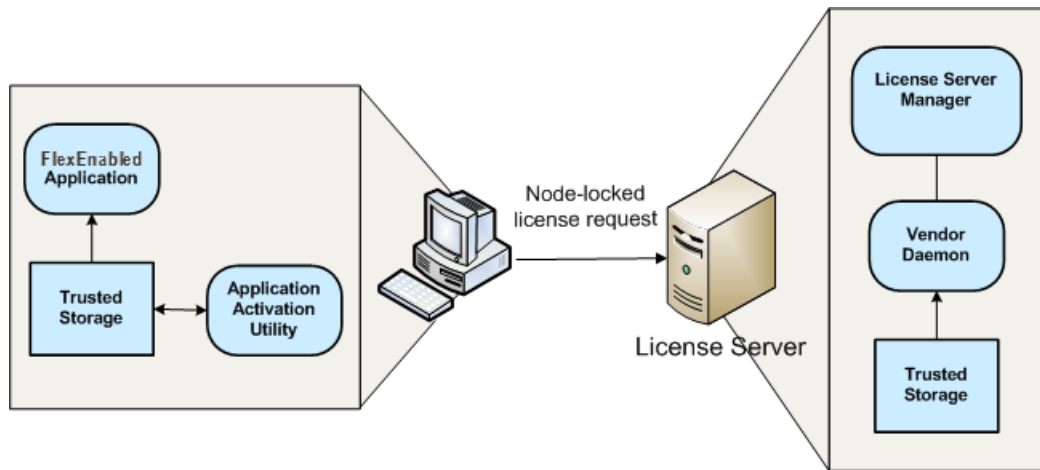


Figure 2-2: FlexEnabled components for trusted storage on a network machine

The FlexEnabled components required to implement the distribution of node-locked licenses to networked machines using trusted storage are:

- **License server manager** - Use `lmadmin` as the license server manager as it displays details of activatable licenses held in trusted storage.
- **Vendor daemon** - Created by the publisher. This must be the publisher vendor daemon that can access trusted storage. Ensure that you always use the correct vendor daemon supplied by the publisher: an earlier version that is only able to use license files will not be able to use licenses held in trusted storage.
- **Trusted storage on license server** - Contains activatable licenses that can be transferred to a networked machine. Concurrent licenses can only be used to implement floating license models.
- **Server activation utility** (not shown) - The FlexEnabled component on the license server that requests and loads licenses into the server's trusted storage from the publisher. This utility also manages the contents of the server's trusted storage through return, repair, and modify requests.
- **Application activation utility** - A FlexEnabled component that requests a license from the enterprise license server or the publisher's activation server and creates and manages the contents of trusted storage. The publisher can integrate this functionality into a component that provides other functions (for example, the utility could be integrated into the FlexEnabled application installer).
- **Trusted storage on the network machine** - Contains licenses locked to the machine.
- **FlexEnabled application** - The application that requires the license. Note that this component must have been built by your publisher so that it can access trusted storage. You must ensure that you use the correct version of the application.

You can use the options file to restrict the distribution of node-locked licenses to network machines. See [Managing the Options File](#) for details.

Single-Action vs Composite Transactions

FlexNet Publisher supports two transaction types for performing the licensing life-cycle operations for trusted storage:

- [Single-Action Transactions](#)
- [Composite Transactions](#)

Single-Action Transactions

Single-action transactions perform one licensing action per transaction. For example, using single-action transactions to activate two fulfillment records from a FlexNet license server to a FlexEnabled client can involve up to three separate transactions (one to configure trusted storage and two to activate the two fulfillment records). All licensing life-cycle operations performed between the license server and FlexEnabled clients must use single-action transactions.



Note • Single-action transactions are also supported for life-cycle operations between the publisher's activation server and the license server, but best practice is to use composite transactions for these operations.

Composite Transactions

Composite transactions are supported for life-cycle operations between only the publisher's activation server and the license server (not between the license server and FlexEnabled clients). A single composite transaction uses one request from the license server and one response from the publisher's activation server to perform any number of activations, repairs, returns, and upgrades on the license. For example, a composite transaction can perform any of the following licensing life-cycle operations, providing greater flexibility in managing trusted-storage license rights:

- Return one or more fulfillment records
- Activate one or more fulfillment records
- Modify one or more fulfillment records (for example, to change the license count)
- Combinations of these actions to perform partial or full returns or upgrades

Additionally, composite transactions store more details about the activation than single-action transactions do, allowing a better chance to fully recover a trusted storage on the license server should errors occur.



Note • Although single-action transactions are supported for licensing life-cycle operations between the publisher's activation server and the license server, best practice is always to use composite transactions for such operations.

Comparison of Trusted Storage and License Files

This section gives an overview of the significant differences between FlexEnabled products that use trusted storage and those that use license files. However, significant these changes might be, the methods for defining license rights in trusted storage are based on the methods for defining rights in license files. So if you have been using FlexEnabled products for years, the majority of your knowledge is directly applicable to licenses held in trusted storage.

License Files and Fulfillment Records

The license model is defined primarily in the feature definition lines (FEATURE and INCREMENT) in a license file. There are the same feature definition lines inside fulfillment records in trusted storage. See the following diagram that shows a typical lmadmin display for a fulfillment record.

The screenshot shows the 'Fulfillments' section of the lmadmin interface. It includes a header with 'Product Name/Version: PRprofessional PRprofessional' and an 'Export Data' button. Below this, the 'Suite' is listed as 'No' and 'Features' include two INCREMENT lines for 'PRbasic demo' and 'PRadvanced demo'. A search bar with a 'Search' button and 'Page 1 of 1' indicator is present. At the bottom, a table lists fulfillment records with columns: Fulfillment ID, Quantity, Expiration, Type, Server Chain, Repair Count, and Hosts.

Fulfillment ID ▲	Quantity	Expiration	Type	Server Chain	Repair Count	Hosts
PR-589df128	10	31-DEC-2011	Activation	FIL-E0	10	

Figure 2-3: License server fulfillment record displayed by lmadmin

The fulfillment record PR-589df128 provides 10 activatable licenses for the product PRprofessional. Each activatable license licenses two features: PRbasic and PRadvanced. These two feature definition lines (in this example INCREMENT lines) are packaged together in a single fulfillment record.

Licenses held in trusted storage use all the mandatory fields and may contain most of the attributes described in [Reading a License File](#). The following are the exceptions:

- **BORROW** - Normally this feature definition line attribute is not used for licenses held in trusted storage, the publisher will provide this licensing model using the [Distribution of Node-Locked Licenses to Networked Machines](#) using trusted storage on the network machine.
- **HOSTID** - Normally this feature definition line attribute is not required for licenses held in trusted storage, see [Locking of Licenses Using Hostid or Trusted Storage](#) for details of how licenses are locked to a host machine.
- **SUPERSEDE** - This feature definition line attribute is not supported for licenses held in trusted storage. A combination of return and activation operations are used to remove the license for the old version of the application and replace it with a new license.

The following line types are not supported in trusted storage:

- UPGRADE (a combination of returns and activations are used for an upgrade)
- PACKAGE (a fulfillment record effectively packages multiple feature definition lines)



Note • When other functions for package suites are required, a license file with a PACKAGE line can be provided.

- SERVER (not needed)
- VENDOR (Tmadm in provides direct vendor-daemon configuration)
- VM_PLATFORMS (not needed)
- USE_SERVER (not needed)

Locking of Licenses Using Hostid or Trusted Storage

When license files are used, licenses are locked to a machine using a hostid. This identifies either the machine or a FlexNet ID dongle that is attached to a machine. The hostid is incorporated into the licenses supplied by the publisher so you must supply details of hostids before the publisher can provide your licenses. This procedure is repeated when licenses need to be moved to another machine.

Trusted storage is locked to the machine on which it is created using machine identities retrieved automatically by the FlexEnabled components when trusted storage is created. The licenses held in trusted storage are locked to the machine because they are held securely within trusted storage.

Licensing in Virtual Environments

The server-side activation utility can run inside a virtual machine. See [Chapter 15, “Virtualization Support,”](#) for the list of hypervisors that FlexNet Publisher supports.

Binding in a Virtual Environment

The VMID (virtual machine instance ID) is the preferred binding identity used to configure trusted storage on the virtual machine. This binding element is a hash of the virtual machine's UUID (universally unique ID) and is the same as the machine's UniqueMachineNumber 3 (UMN3) used for requester verification. Examples of where the UUID for a virtual machine is defined include the `uuid.bios` entry in a VMware `vmx` configuration file or the `bios_guid` entry in a Hyper-V `xml` configuration file.



Note • Support for trusted-storage in virtualized environments does not require the `lmbind` utility.

Best Practices

To Avoid Trusted-Storage Breakage

If the publisher chooses to bind trusted storage to the VMID, this binding breaks should the UUID (from which the VMID is derived) ever change or is no longer available. The break prevents license leakage when virtual machine images are cloned. However, if you manage a virtualized environment where virtual machines are moved between different native (physical) systems, you do not want trusted storage to break each time you move a machine instance.

To prevent breakage, use these best practices:

- Do not change the UUID of the virtual machine when it is moved. (Normally, UUIDs change only if the virtual machine is cloned.)
- Save the configuration file (or at least the UUID) of each virtual machine on which trusted-storage license activation is performed. This file ensures that the UUID value used at the time of activation is available should you need to revert to this value.
- Should trusted storage break, use the activation utility to issue a repair request; or reset the virtual machine's UUID to the value it had at activation time (powering the machine off and then on after the reset).

To Avoid Issues with the Licensing Life-Cycle Operations

Although both composite and single-action transactions are supported for licensing life-cycle operations between the publisher's activation server and the license server, best practice is always to use composite transactions in virtual environments. Issues can arise if you attempt to mix composite and single-action transactions, mainly because composite transactions support UMN3 while single-action transactions do not. For example, if a composite transaction is used initially to activate licenses on a virtual machine, the UMN3, if obtained, becomes the primary UMN for requester verification. If a single-action transaction is used later to return a license, the process fails because the return request contains no UMN3 to identify the requesting machine.

Reading a License File

A license file contains information required to manage licenses for a FlexEnabled application. This information includes:

- License server names and hostids
- VENDOR names and paths to vendor daemon executables
- Feature information

The license file must be accessible to systems that run the FlexEnabled application or a license server. For details see [Locating Licenses](#) and [Ensuring License Availability](#).

License File Format Overview

License files begins with either a single SERVER line or three SERVER lines (when configured for three-server redundancy) followed by one or more VENDOR lines, followed by one or more FEATURE or INCREMENT lines. In some cases, the license file requires no SERVER line and no VENDOR line.



Note • Eight-bit Latin-based characters are fully supported in license files, options files, log files, and FlexEnabled application environments.

See [Counted vs. Uncounted Licenses](#) for more information on SERVER and VENDOR line requirements.

You can modify these elements in the license file:

- On the SERVER line:
 - Host names on the SERVER lines
 - TCP/IP port numbers
 - HEARTBEAT_INTERVAL and PRIMARY_IS_MASTER properties

- On the **VENDOR** line:
 - Paths to the vendor daemon.
 - Options file paths
 - TCP/IP port numbers (for firewall support only)
- The **USE_SERVER** line.
- On the feature definition lines:
 - The values in *keyword=value* pairs on **FEATURE** lines, if *keyword* is specified in lowercase
 - You can use the `\` line-continuation character to break up long lines.

See Also

[Ensuring License Availability](#)

[Counted vs. Uncounted Licenses](#)

License File Syntax

This section describes the contents of the license file, including **SERVER** lines and **VENDOR** lines. This is an example of a license file for a single **VENDOR** name with two features.

```
SERVER my_server 17007ea8 1700
VENDOR sampled
FEATURE f1 sampled 1.000 01-jan-2013 10 SIGN="<...>"
FEATURE f2 sampled 1.000 01-jan-2013 10 SIGN="<...>"
```

This example allows the license server, called **my_server** with the hostid **17007ea8**, to serve ten floating licenses for each feature, **f1** and **f2** to any user on the network.

SERVER Lines

The **SERVER** line specifies the host name and hostid of the license server and the TCP/IP port number of the license server manager (`lmadmin` or `lmgrd`). Normally a license file has one **SERVER** line. Three **SERVER** lines mean that you are using license servers configured for three-server redundancy. The absence of a **SERVER** line means that every feature definition line in the license file is uncounted.

The hostids from the **SERVER** lines are computed into the license key or signature on every feature definition line. For this reason, make sure you keep **SERVER** lines together with any feature definition lines as they were sent from the software publisher.

The format of the **SERVER** line is:

```
SERVER host hostid [port] [PRIMARY_IS_MASTER] [HEARTBEAT_INTERVAL=seconds]
```

For example:

```
SERVER my_server 17007ea8 21987
```

The following table describes the attributes on this line.

Table 3-1 • SERVER Line Format


Field	Description
<i>host</i>	The system host name or IP address. String returned by the UNIX <code>hostname</code> or <code>uname -n</code> command. On NT/2000/XP, <code>ipconfig /all</code> ; on Windows 95/98/ME, <code>winipcfg /all</code> return the host name.
<i>hostid</i>	Usually the string returned by the <code>lshostid</code> command. This is changed only by your publisher.
<i>port</i>	<p>TCP/IP port number to use. A valid number is any unused port number between 0 and 64000. On UNIX, choose a port >1024, since those <1024 are privileged port numbers. If no TCP/IP port number is specified, one of the default ports in the range of 27000–27009 is used.</p> <p>You must specify a port number when the SERVER line defines license servers configured for three-server redundancy.</p>  <p>Note • For security purposes, best practice is not to use a default port for the license server. Instead, specify a port number outside of the range 27000 through 27009.</p>
PRIMARY_IS_MASTER	<p>Used with license servers configured for three-server redundancy to indicate how master control is transferred between the primary and secondary servers.</p> <ul style="list-style-type: none"> • If this is set and the primary server goes down, when the primary server comes back up again, it will always become the master. • If this is not set and the primary server goes down, the secondary server becomes the master and remains the master even when the primary server comes back up. The primary can only become the master again when the secondary license server fails. <p>If both primary and secondary go down, licenses are no longer served. The tertiary server never becomes the master.</p> <p>This parameter is optional and is placed on the first SERVER line in the license file. You must be running a version 10.8 or later vendor daemon to use this parameter.</p>

Table 3-1 • SERVER Line Format

Field	Description
HEARTBEAT_INTERVAL= <i>seconds</i>	<p>Used with license servers configured for three-server redundancy to indicate how long a license server waits to receive a heartbeat from another license server in the triad before shutting itself down. The <i>seconds</i> value is used in the following equation to calculate the timeout:</p> <ul style="list-style-type: none">• $\text{timeout} = (3 \times \text{seconds}) + (\text{seconds} - 1)$ <p>If not specified, the default value for <i>seconds</i> is 20, equating to an actual timeout value of 79 seconds. Valid values for the <i>seconds</i> value are 0–120.</p> <p>This parameter is optional and is placed on the first SERVER line in the license file. You must be running a version 10.8 or later vendor daemon to use this parameter.</p>

See Also

[Ensuring License Availability](#)

VENDOR Lines

The VENDOR line specifies the daemon name and path. The license server uses this line to start the vendor daemon, and the vendor daemon reads it to find its options file. The format of the VENDOR line is shown below.

```
VENDOR vendor [vendor_daemon_path]\  
                [[OPTIONS=]options_file_path] [[PORT=]port]
```

where:

Table 3-2 • VENDOR Line Format

Field	Description
<i>vendor</i>	Name of the vendor daemon used to serve some features in the file. This name cannot be changed.
<i>vendor_daemon_path</i>	<p>Optional path to the executable for this daemon. Generally, the license administrator is free to install the vendor daemon in any directory. It is recommended, however, that it be installed in a local directory on the license server.</p> <p>If omitted, the license server looks for the vendor daemon binary in:</p> <ul style="list-style-type: none">• the current directory• the path specified in license server's \$PATH environment variable• in the directory where the license server is located <p>If <i>vendor_daemon_path</i> is blank, then any option or TCP/IP port number specifications require the OPTIONS= and PORT= strings.</p>

Table 3-2 • VENDOR Line Format

Field	Description
<i>options_file_path</i>	Full path to the options file for this daemon. An options file is not required. If omitted, the vendor daemon, by default, looks for a file called <i>vendor.opt</i> (where <i>vendor</i> is the vendor daemon name) located in the same directory as the license file.
<i>port</i>	Vendor daemon TCP/IP port number. The default, if <i>port</i> is not specified, is chosen by the operating system at run-time. Sites with Internet firewalls need to specify the TCP/IP port number the daemon uses. If a TCP/IP port number is specified on the VENDOR line, there may be a delay restarting the vendor daemon.

See Also

[Managing the Options File](#) for further information regarding options file contents.

USE_SERVER Line

The USE_SERVER line takes no arguments and has no impact on the license server. When the application sees the USE_SERVER line, it ignores everything in the license file except the preceding SERVER lines and transfers checkout validation to the vendor daemon.

USE_SERVER is recommended since it improves performance when a license server is used. For uncounted features, USE_SERVER is used to force logging of usage by the daemons.

FEATURE and INCREMENT Lines

A FEATURE and INCREMENT lines describe the license model for a product. Only the first FEATURE line for a given feature name is processed by the vendor daemon. If you want to have additional copies of the same feature (for example, to have multiple node-locked, counted features), then you must use multiple INCREMENT lines.

INCREMENT lines form license groups, or *pools*, based on the following fields:

- feature name
- version
- DUP_GROUP
- FLOAT_OK
- HOST_BASED
- HOSTID
- PLATFORM
- USER_BASED

- `VENDOR_STRING` (if configured by the publisher as a pooling component)
- `TZ`
- `VM_PLATFORMS`

If two lines differ by any of these fields, a new group of licenses, called a *license pool*, is created in the vendor daemon, and this group is counted independently from other license pools with the same feature name. A `FEATURE` line does not give an additional number of licenses, whereas an `INCREMENT` line always gives an additional number of licenses.

The basic feature definition line format is:

```
{FEATURE|INCREMENT} feature vendor feat_version exp_date num_lic [optional_attributes] SIGN="<...>"
```

Publisher-Defined Required Keywords

The six fields after the feature definition line keyword are required and have a fixed order. They are defined by the software publisher and cannot be changed. [Table 3-3](#) presents these fields in the order they must appear.

Table 3-3 • Feature Definition Line Required Fields

Field	Description
<i>feature</i>	Name given to the feature by the software publisher.
<i>vendor</i>	Name of the vendor daemon; also found in the <code>VENDOR</code> line. The specified daemon serves this feature.
<i>feat_version</i>	Version of this feature that is supported by this license. When this field contains a date with the format <code>yyyy.mmdd</code> , this defines a date-based version that you can set as an Alert in the license server manager, <code>lmadmin</code> .
<i>exp_date</i>	Expiration date of license in the format <code>dd-mm-yy</code> , for example, <code>07-may-2013</code> . Note: If <i>exp_date</i> is the string “permanent” or the year is 0 (or 00, 000, 0000) then the license never expires.
<i>num_lic</i>	Number of concurrent licenses for this feature. If the <i>num_lic</i> is set to the string “uncounted” or 0, the licenses for this feature are uncounted and no license server is required but a <code>hostid</code> on the <code>FEATURE</code> line is required. See Counted vs. Uncounted Licenses .
SIGN= <i>sign</i> or AUTH= ...	SIGN= signature to authenticate this <code>FEATURE</code> line. If your publisher has deployed his vendor daemon using the common vendor daemon technology, signatures are embedded within the <code>AUTH=</code> keyword. Contact your publisher for further details.

Optional Publisher-Defined Keywords

Table 3-4 lists attributes that may appear in a FEATURE or INCREMENT line. They are supplied at the discretion of the software publisher to define the license model. If present in the FEATURE or INCREMENT line, they must remain there and cannot be altered by the end user. These attributes have a *keyword=value* syntax where *keyword* is in uppercase.

Table 3-4 • Attributes Set by the Software Publisher

Attribute	Description
BORROW[=n]	Enables license borrowing for a particular feature definition line. n is the number of hours that the license is borrowed. The default borrow period is 168 hours, or one week.
DUP_GROUP=...	<p>The syntax is:</p> <p>DUP_GROUP=NONE SITE [UHDV]</p> <p>U = DUP_USER</p> <p>H = DUP_HOST</p> <p>D = DUP_DISPLAY</p> <p>V = DUP_VENDOR_DEF</p> <p>Any combination of UHDV is allowed, and the DUP_MASK is the OR of the combination. For example, DUP_GROUP=UHD means the duplicate grouping is (DUP_USER DUP_HOST DUP_DISPLAY), so for a user on the same host and display, additional uses of a feature do not consume additional licenses.</p>
FLOAT_OK [=server_hostid]	<p>Enables mobile licensing via FLEXID with FLOAT_OK for a particular feature definition line. This feature definition line must also be node-locked to a FLEXID.</p> <p>When FLOAT_OK=server_hostid is specified on a FEATURE line:</p> <p>The server_hostid must refer to the same host that appears on the SERVER line of the license file.</p> <p>The license server runs only on the system with the hostid that lmhostid returns equal to the server_hostid specified with FLOAT_OK.</p>
HOSTID= "hostid1 [hostid2 ... hostidn]"	Id of the host to which the feature line is bound. <i>hostid</i> is determined with the <code>lmhostid</code> utility. This field is required for uncounted licenses; but can be used for counted licenses as well. See Hostids for Supported Platforms for more information.
HOST_BASED[=n]	Host names must be specified in INCLUDE statements in the options file, and the number of hosts is limited to <i>num Lic</i> , or the number specified in <i>=n</i> .
ISSUED=dd-mm-yyyy	Date issued.

Table 3-4 • Attributes Set by the Software Publisher

Attribute	Description
ISSUER="..."	Issuer of the license.
NOTICE="..."	A field for intellectual property notices.
ONE_TS_OK	Detects when a node-locked uncounted license is used by an application running under remote desktop.
OVERDRAFT=<i>n</i>	The overdraft policy allows a software publisher to specify a number of additional licenses which users are allowed to use, in addition to the licenses they have purchased. This allows your users to not be denied service when in a “temporary overdraft” state. Usage above the license limit is reported by the FlexNet Manager reporting tool.
PLATFORMS="..."	Usage is limited to the listed platforms.
SN=<i>serial_num</i>	Serial number, used to identify FEATURE or INCREMENT lines.
START=<i>dd-mm-yyyy</i>	Start date.
SUITE_DUP_GROUP=. ..	Similar to DUP_GROUP, but affects only the enabling FEATURE line for a package suite. It limits the total number of users of the package to the number of licenses, and allows the package to be shared among the users that have the SUITE checked out.
SUPERSEDE= "<i>f1 f2 ...</i>"	If this appears, all INCREMENT or FEATURE lines for the specified feature that were issued earlier than the ISSUED date for the SUPERSEDE are <i>superseded</i> by this line and become ineffective. (SUPERSEDE also overrides those INCREMENT and FEATURE lines for the feature that have no ISSUED date.)
SUPERSEDE_SIGN= {<i>f1:xxxx, f2:xxxx</i>} SUPERSEDE_SIGN= {<i>p1:xxxx, p2:xxxx</i>}	Overrides the license models of all feature definition lines or package lines defined as the value.
TS_OK	FlexNet Publisher detects when a node-locked uncounted license is running under Windows Terminal Server. To run the application via a Terminal Server client window, TS_OK must be added to the FEATURE line. Without TS_OK, a user running on a Terminal Server client is denied a license.
TZ= [SERVERTZ <[+-]hh<.30 .45> <:[+-]hh<.30 .45>>>]	Enforces license usage for a feature relative to a time zone; where the time zone is specified and measured relative to Greenwich Mean Time (GMT). The computer system on which the FlexEnabled application is running must be within the specified time zone or range of time zones, or in the same time zone as the license server (using the value SERVERTZ).

Table 3-4 • Attributes Set by the Software Publisher

Attribute	Description
USER_BASED[=<i>n</i>]	Users must be specified in INCLUDE statements in the options file, and the number of users are limited to <i>num_lic</i> , or the number specified in <i>=n</i> .
VENDOR_STRING="..."	This is a custom value defined by the software publisher and enclosed in double quotes.
VM_PLATFORMS= [<i>PHYSICAL</i> <i>VM_ONLY</i>]	Restricts feature usage to virtual machines (VM_ONLY) or to physical machines (PHYSICAL). If this keyword is not present, FlexEnabled applications can be run on both physical and virtual machines (default behavior).

Examples

```
FEATURE sample_app sampled 2.300 31-dec-2013 20          SIGN="<...>"
INCREMENT f1 sampled 1.000 permanent 5          HOSTID=INTERNET=195.186.*.* NOTICE="Licensed to \
Sample corp" SIGN="<...>"
```

Optional Keywords Defined by the License Administrator

The following attributes listed in [Table 3-5](#) are optional and are under control of the license administrator. These attributes have a *keyword=value* syntax where *keyword* is in lowercase.

Table 3-5 • Optional Feature Line Attributes

Attribute	Description
asset_info=" . . . "	Additional information provided by the license administrator for asset management.
dist_info=" . . . "	Additional information provided by the software distributor.
sort=<i>nnn</i>	Specifies sort order of license file lines. See Sort Rules .
user_info=" . . . "	Additional information provided by the license administrator.
vendor_info=" . . . "	Additional information provided by the software publisher.

Character Limitations in Keyword Values

In places where a keyword value in a FEATURE or INCREMENT line is a string surrounded with double quotes ("..."), the string can contain any characters except the following:

- Single or double quotes (within the surrounding double quotes)

- The backslash character sequence: \ (space+backslash+space)
- The double-backslash character sequence: \\ (space+backslash+backslash+space)

Sort Rules

Feature definition lines are automatically sorted when they are read from the license file. The default sorting rules are as follows:

1. License file. Automatic sorting does not occur across files in a license search path.
2. Feature name.
3. FEATURE before INCREMENT.
4. Uncounted before counted.
5. Version, earlier versions before later versions.
6. Issued date, in reverse order, newest first. The date is taken from ISSUED= or START=.
7. Original order is otherwise maintained.

To turn off automatic ordering, add `sort=nnn` to the feature definition line, where *nnn* is the same on all lines; *nnn* specifies the relative sort order. The default sort order value is 100. Lines with a sort order value of less than 100 are sorted before all lines without this attribute, and lines with a sort order value greater than 100 appear after all unmarked lines. All lines with the same number are sorted as they appear in the file.

Changes in FEATURE and INCREMENT Line Format

The following lists the significant changes in the format of feature definition lines and when additional keywords were introduced.

- Version 7.1 and earlier feature definition line format uses *license_key*:

```
{FEATURE|INCREMENT} feature vendor feat_version exp_date \  
                     num_lic [optional_attributes] SIGN="<...>"
```

The version 7.1 and earlier format is understood by the current release.

- The SIGN= keyword introduced in the version 7.1.
- For version 7.1 through version 8.0 client libraries and vendor daemons, the feature definition line must have a SIGN= signature and, for backward compatibility with version 8.1 and earlier, can contain a *license_key*:

```
{FEATURE|INCREMENT} feature vendor feat_version exp_date \  
                     num_lic [license_key] [optional_attributes] SIGN="<...>"
```

- *license_key* obsoleted in version 8.1 client library and vendor daemon
- The keyword “permanent” for *exp_date* introduced in version 6 client library.
- The keyword “uncounted” for *num_lic* introduced in version 6 client library.
- BORROW keyword introduced in version 8.0 client library and vendor daemon.

- FLOAT_OK keyword introduced in version 8.0 client library and vendor daemon.
- TS_OK keyword introduced in version 8.0 client library and vendor daemon.
- AUTH keyword introduced in version 10.8 client library and vendor daemon.

PACKAGE Lines

The purpose of the PACKAGE line is to support two different needs:

- To license a product SUITE, or
- To provide a more efficient way of distributing a license file that has a large number of features, which largely share the same FEATURE line arguments.

A PACKAGE line, by itself, does not license anything—it requires a matching feature definition line to license the whole package. A PACKAGE line is shipped by your software publisher with a product, independent of any licenses. Later, when you purchase a license for that package, one or more corresponding feature definition lines enable the PACKAGE line.

Example

```
PACKAGE package vendor [pkg_version] COMPONENTS=pkg_list \
    [OPTIONS=SUITE] [SUPERSEDE=["p1 p2 ..."] ISSUED=date]
SIGN="<...>"
```

Table 3-6 lists the PACKAGE line fields. They must appear in the order listed.

Table 3-6 • PACKAGE Line Fields

Field	Description
<i>package</i>	Name of the package. The corresponding feature definition line must have the same name.
<i>vendor</i>	Name of the vendor daemon that supports this package.
<i>pkg_version</i>	Optional field specifying the package version. If specified, the enabling feature definition line must have the same version.

Table 3-6 • PACKAGE Line Fields

Field	Description
COMPONENTS = <i>pkg_list</i>	<p>List of package components. The format is:</p> <pre>feature[:version[:num_lic]]</pre> <p>Packages must consist of at least one component. Version and count are optional, and if left out, their values come from the corresponding feature definition line. <i>num_lic</i> is only legal if OPTIONS=SUITE is not set—in this case the resulting number of licenses is <i>num_lic</i> on the COMPONENTS line multiplied by the number of licenses in the feature definition line.</p> <p>Examples:</p> <pre>COMPONENTS="comp1 comp2 comp3 comp4" COMPONENTS="comp1:1.5 comp2 comp3:2.0:4"</pre>
OPTIONS=SUITE	<p>Optional field. Used to denote a package suite.</p> <p>If set, the corresponding feature of the same name as the package is checked out in addition to the component feature being checked out.</p> <p>If not set, then the corresponding feature of the same name as the package is removed once the package is enabled; it is not checked out when a component feature is checked out.</p>
OPTIONS=SUITE_RESERVED	<p>Optional field. If set, reserves a set of package components. Once one package component is checked out, all the other components are reserved for that same user.</p>
SUPERSEDE [="p1 p2 ..."]	<p>Optional field. Used in conjunction with ISSUED date. Replaces all PACKAGE lines for the same package name with previous or no ISSUED dates.</p>
ISSUED = <i>dd-mmm-yyyy</i>	<p>Optional field. Used in conjunction with SUPERSEDE in the PACKAGE line. Replaces all PACKAGE lines for the same package name with previous or no ISSUED dates.</p>
SIGN = <i>sign</i> or AUTH =...	<p>SIGN= signature to authenticate this FEATURE line.</p> <p>If your publisher has deployed his vendor daemon using the common vendor daemon technology, signatures are embedded within the AUTH= keyword. Contact your publisher for further details.</p>

Examples

```
PACKAGE suite sampled 1.0 SIGN="<...>" \
    COMPONENTS="comp1 comp2" OPTIONS=SUITE
FEATURE suite sampled 1.0 1-jan-2013 5 SIGN="<...>"
```

This is a typical `OPTIONS=SUITE` example. There are two features, “comp1” and “comp2,” which are each version 1.0, each with five non-expiring licenses available. When “comp1” or “comp2” is checked out, “suite” is also checked out.

```
PACKAGE suite sampled 1.0 SIGN="<...>"\
    COMPONENTS="apple:1.5:2 orange:3.0:4"
FEATURE suite sampled 1.0 1-jan-2013 3 SN=123 SIGN="<...>"
```

In this example, the component version overrides the feature version, and the number of licenses available for any component is the product of the three licenses for “suite” and the number of licenses for that component. The result is equivalent to:

```
FEATURE apple sampled 1.5 1-jan-2013 6 SN=123 SIGN="<...>"
FEATURE orange sampled 3.0 1-jan-2013 12 SN=123 SIGN="<...>"
```



Note • The following lists changes to `PACKAGE` lines:

- Ability to store **PACKAGE** lines in separate files introduced in version 6 client library.
- `pkg_version` field required in version 7.1 and earlier client library.
- `AUTH` keyword introduced in version 10.8 client library and vendor daemon.

UPGRADE Lines

```
UPGRADE feature vendor from_feat_version to_feat_version \
exp_date num_lic [options ... ] SIGN="<...>"
```

All the data is the same as for a `FEATURE` or `INCREMENT` line, with the addition of the `from_feat_version` field. An `UPGRADE` line removes up to the number of licenses specified from any old version (\geq `from_feat_version`) and creates a new version with that same number of licenses.

For example, the two lines provide three version 1.0 licenses of **f1** and two version 2.0 licenses of **f1**.

```
INCREMENT f1 sampled 1.000 1-jan-2013 5 SIGN="<...>"
UPGRADE f1 sampled 1.000 2.000 1-jan-2013 2 SIGN="<...>"
```

An `UPGRADE` line operates on the closest preceding `FEATURE` or `INCREMENT` line with a version number that is \geq `from_feat_version`, and $<$ `to_feat_version`.

Feature Lines in Decimal Format

Licenses can be represented in decimal format. Decimal has the advantage that it is simpler to type in, and often the licenses are much shorter. A simple demo license in readable format:

```
FEATURE f1 sampled 1.00 1-jan-2013 0 HOSTID=DEMO SIGN="<...>"
```

and its decimal equivalent:

```
sampled-f1-00737-55296-1825
```

If needed, decimal lines can be mixed with readable format lines in a license file. Use the `lminstall` command to convert decimal licenses to readable format.

See Also

[lminstall](#) for additional information on the `lminstall` command.

Order of Lines in the License File

The order of the lines in a license file is not critical. They are sorted when they are processed so that in most cases the optimal result is achieved. However, version 7.0 and earlier versions of FlexEnabled applications and license servers implicitly impose an ordering to license file lines. Note the following suggestions for ordering lines in the license file:

- Place FEATURE lines before INCREMENT lines for the same feature.

The rules regarding FEATURE lines include the following: 1) only the first counted FEATURE line is observed by the license server, and 2) if both a FEATURE line and INCREMENT lines exist, the FEATURE line must appear first.

- Where multiple counted FEATURE lines exist for the same feature, make sure the desired FEATURE line appears first.

All but the first is ignored.

- Place node-locked, uncounted lines before floating lines for the same FEATURE. Otherwise, it is possible the floating license is consumed instead of the node-locked license, resulting in denial for other users.
- The placement of a USE_SERVER line affects behavior. A USE_SERVER line is recommended. Normally, the USE_SERVER line is placed immediately after the SERVER line. However, place any uncounted licenses not served by SERVER before the USE_SERVER line. Make sure each user that needs the uncounted license has direct access to a current copy of the file. The advantage to placing USE_SERVER right after the SERVER line is users don't need up-to-date copies of the license file.

See Also

[Sort Rules](#)

Locating Licenses

This section covers various topics that are related to the ability of FlexEnabled applications to locate licenses. The following are described:

- Determining a location for license files on a license server
- Configuring the machine where the FlexEnabled application is running to access licenses.

Determining the Location of the License File

Software publishers often recommend a specific location for your license file. You have the following options for making your licenses available to all systems:

- Place the license file in a partition which is available to all systems in the network that need it.
- Copy the license file to each of the individual systems.
- Set the `LM_LICENSE_FILE` or `VENDOR_LICENSE_FILE` (where *VENDOR* is the vendor daemon name) environment variable on the machines where the FlexEnabled applications are running to access license files or license servers. For details see [Setting the License Search Path Using an Environment Variable](#).

Do not choose a location for a license file where the path to the license file contains the `@` symbol. The `@` symbol is used to identify a license server as illustrated in [Table 4-1](#).

Since the vendor daemon keeps track of license usage, and since the license file contains encrypted data to protect it against modification, you may move and copy the license file as much as necessary.

On Windows, if the application cannot find the license file, the user is presented with a dialog that asks the user to specify the license file location, the license server, or license fulfillment from the internet.

For counted licenses, no matter which option you choose, you must first copy `lmadmin` or `lmgrd` and the vendor daemon to a location that the FlexEnabled application can access on the network.

Setting the License Search Path Using an Environment Variable

Most applications specify a location where they expect to find the license file and install it automatically. However, you can change the license file location by setting the `LM_LICENSE_FILE` environment variable to a license search path. Wherever a license search path is specified, it can consist of one or more of the following entries. On UNIX, the license search path entries are separated by colons ':' and on Windows, the entries are separated by semicolons ';':

- The full path to the license file
- A directory containing one or more license files with a `.lic` extension
- One of the following port settings:
 - The port setting `port@host` setting, where `port` and `host` are the TCP/IP port number and host name from the `SERVER` line in the license file.
 - The shortcut specification, `@host`, if the license file `SERVER` line uses a default TCP/IP port or specifies a port in the default port range (27000–27009).
 - A three-server redundant triad. The triad is a single entry on the license search path and is specified using a comma-separated list of three `port@hosts` (for example, `port1@host1,port2@host2,port3@host3`).

Table 4-1 shows some examples of `LM_LICENSE_FILE` and `VENDOR_LICENSE_FILE` environment variable settings.

Table 4-1 • Environment Variable Specification Examples

LM_LICENSE_FILE or VENDOR_LICENSE_FILE Setting	Description
40000@myserver	Used where the <code>SERVER</code> line in the license file is the following: <pre>SERVER myserver 17007ea8 40000</pre> <ul style="list-style-type: none"> • <code>host</code> = myserver • <code>port</code> = 40000
@myserver	Used where the <code>SERVER</code> line in the license file is the following: <pre>SERVER myserver 17007ea8</pre> <ul style="list-style-type: none"> • <code>host</code> = myserver • <code>port</code> = None specified. A default TCP/IP port number in the range of 27000-27009 is used.
C:\licenses; 40000@host1,40000@host2,40000@host3	License search path on a Windows system. Unserved licenses are stored in <code>C:\licenses</code> ; served licenses are obtained from the three-server redundant triad <pre>40000@host1,40000@host2,40000@host3.</pre>

Table 4-1 • Environment Variable Specification Examples

LM_LICENSE_FILE or VENDOR_LICENSE_FILE Setting	Description
licenses:40000@myserver:40000@mybackupserver	License search path on a UNIX system. Unserved licenses are stored in the local directory licenses; served licenses are obtained from either myserver or mybackupserver. In the first instance, a license is requested from myserver; if this fails, mybackupserver is tried.

Applications accept an environment variable (or Windows Registry) named VENDOR_LICENSE_FILE, where VENDOR is the vendor daemon name, for example, DEMO_LICENSE_FILE. This environment variable's scope is limited to just those applications from software publisher using the VENDOR name.

With lmgrd and lmutil (lmstat, lmdown, and so on), the -c option overrides the setting of the LM_LICENSE_FILE environment variable.



Note • Some applications do not recognize the LM_LICENSE_FILE environment variable. FlexEnabled Java applications, in particular, do not recognize it.

Order of Searching for a License

A FlexEnabled application looks for a license file as follows:

1. When the VENDOR_LICENSE_FILE environment variable has been set for the publisher of the application, then items in the license search path set in this environment variable are searched in order.
2. The items in a license search path set in the LM_LICENSE_FILE environment variable are searched in order.
3. When any license file specified in a license search path contains a USE_SERVER line, then a license is requested from the license server specified in the SERVER line. Any FEATURE and INCREMENT lines entries after the USE_SERVER line in the license file are ignored.
4. When the environment variables are not set and the FlexEnabled application does not specify the location of the license, then the following default locations are searched:
 - On UNIX - /usr/local/flexlm/licenses/license.dat
 - On Windows - C:\flexlm\license.dat

When licenses are held in trusted storage on the same machine as the FlexEnabled application, normally the publisher will have configured the application to search local trusted storage first and then look for license files as previously described.

See Also

[Managing Multiple License Files](#) for more information about LM_LICENSE_FILE.
[Environment Variables](#)
[Ensuring License Availability](#)

Chapter 4: Locating Licenses

Setting the License Search Path Using an Environment Variable

Managing License Files

This section describes how license files may be modified. For detailed information about modifications required when combining license files see [Managing Licenses from Multiple Software Publishers](#).

Modifying License Files

License files usually begin with a SERVER line (or three lines for three-server redundant servers) followed by one or more VENDOR lines, followed by one or more FEATURE or INCREMENT lines. In some cases, the license file requires no SERVER line and no VENDOR line.

You can modify these elements in the license file:

- Host names on the SERVER lines
- TCP/IP port numbers on the SERVER lines (useful for firewall support)
- Three-server redundant configuration for a set of SERVER lines
- Paths on the VENDOR lines
- Options file paths on the VENDOR lines
- Optional TCP/IP port numbers on the VENDOR lines (useful for firewall support)
- USE_SERVER line
- Values in keyword=value pairs on FEATURE lines, if *keyword* is specified in lowercase

Use the \ line-continuation character to break up long lines.

Configuring the Port Used by the License Server

The port used by the license server can be specified in the license file used to start the license server. This method is the only way to configure the port setting when `lmgrd` is used as the license server manager. When using `lmadmin` as the license server manager, the port can be configured directly using the `lmadmin` user interface or the `lmadmin -licPort` command-line option.



Task: *To configure the port using `lmgrd`*

1. Add the port number to the SERVER line as illustrated in the following example SERVER line:

SERVER pat 17003456 **2837**

where pat is the host name of the license server machine, 17003456 is the hostid of the license server machine and 2837 is the TCP/IP port number used by the license server.

2. Use the license file that contains the SERVER line that includes the port number to start `lmgrd`.

Hostids for Supported Platforms

FlexNet Publisher uses system identifiers, called *hostids*, to node-lock licenses to a machine. The system identifiers may be system specific. For example, all Sun Microsystems systems have a unique hostid.

Hostid Formats

Numeric, 32-bit hostids are normally used in hexadecimal format. On some systems, the system command returns the ID in decimal format. Use a `#` character before the hostid to indicate a decimal number. For example, if the system command returns `2005771344`, FlexNet Publisher accepts `#2005771344`. Alternatively, convert the decimal value to hexadecimal.

Obtaining System Hostids

The `lmhostid` utility prints the exact hostid that FlexNet Publisher requires on any given system. If your hostid contains characters other than the ASCII A through Z, a through z, or 0 through 9, use the `-utf8` option with `lmhostid`. To view a correct representation of the resulting hostid, use a utility, such as Notepad, that can display UTF-8 encoded strings.

`lmadmin` displays hostids available for the license server on the System Information tab.



Note • For the following cases, do not use the System Information tab in the `lmadmin` user interface to obtain hostids. Instead, use the methods described in the [Hostid Procurement Methods](#) table.

- **When the license server is operating on a virtual machine but bound to the physical hardware**—A limitation in `lmadmin` causes the System Information tab to show virtual machine values for Host Name, Host Domain Name, IPv4 Address, IPv6 Address, Ethernet Address, and Volume Serial Number rather than the physical machine values.

Chapter 6: Hostids for Supported Platforms

Obtaining System Hostids

- **When running license clients or a license server in an Amazon EC2 environment**—At this time, the System Information page is unable to show hostids specific to the Amazon EC2 environment.

The following table lists some sample `lmhostid` and alternate methods to obtain the required hostid for each system architecture. FlexNet Publisher also supports a group of special hostids and vendor-defined hostids.

Table 6-1 • Hostid Procurement Methods


Hardware Platform	Hostid	Type this command:	Example hostid
AIX (RS/6000, PPC)	32-bit hostid	<code>lmhostid</code> or <code>uname -m</code> For example, returns 000276513100. Remove last two digits and use remaining last eight digits.	02765131
HP (32-bit and 64-bit non-Itanium platforms)	32-bit hostid	<code>lmhostid</code> or <code>uname -i</code> Convert returned value to hex, or prepend with #.	778DA450 or #2005771344
HP (64-bit Itanium)	machine identification	<code>lmhostid</code> or <code>getconf CS_PARTITION_IDENT</code> Prefix returned value with "ID_STRING="	ID_STRING=9c766319-db72-d411-af62-0060b05e4c05
Mac OS X	Ethernet address	<code>lmhostid -ether</code>	000A277EA17E
		 <p>Note • This command lists all available Ethernet addresses, active or inactive.</p>	
		<code>/sbin/ifconfig enx</code> where <code>enx</code> is the Ethernet interface name (with <code>x</code> a value from 0 to 9); remove colons from returned value.	000A277EA17E
	FlexNet ID USB port dongle	<code>lmhostid -flexid</code>	FLEXID=9-b28520b9

Table 6-1 • Hostid Procurement Methods



Hardware Platform	Hostid	Type this command:	Example hostid
Linux	Ethernet address	<code>lmhostid -ether</code>	00400516E525
		 <p>Note • This command lists all available Ethernet addresses (active or inactive), including those for team-bonding virtual adaptors.</p>	
		<code>/sbin/ifconfig <ethernet_name></code> where <code><ethernet_name></code> is one of these Ethernet interface names: <ul style="list-style-type: none"> • <code>ethx</code> • Other name type (for example, <code>p3p4</code>) • <code>bond0</code> (for a team-bonding virtual adaptor) Remove colons from returned HWaddr.	00400516E525
	FlexNet ID USB port dongle	<code>lmhostid -flexid</code>	FLEXID=9-b28520b9
	Bare-metal binding for specific virtual platforms (lmbind installed directly on the VMware ESX or Hyper-V hypervisor)	<code>lmhostid -ptype <virtual machine type> -hostname</code> <code>lmhostid -ptype <virtual machine type> -hostdomain</code> <code>lmhostid -ptype <virtual machine type> -internet</code> <code>lmhostid -ptype <virtual machine type> -ether</code> where <code><virtual machine type></code> is VMW for VMware or HPV for Hyper-V. For example, <code>lmhostid -ptype HPV -ether</code> Only available on Hyper-V: <code>lmhostid -ptype HPV -vsu</code>	VMW_HOSTNAME=MyHost HPV_HOSTNAME=MyHost
		 <p>Note • LMB_* hostids are recommended as best-practice for bare-metal hostids instead of these hostids. While these hostids are limited to working with a specific hypervisor, LMB_* hostids have the advantage of working for any supported hypervisor.</p>	

Table 6-1 • Hostid Procurement Methods



Hardware Platform	Hostid	Type this command:	Example hostid
Linux (continued)	General bare-metal binding (lmbind installed directly on the hypervisor or on a remote physical machine)	<code>lmbostid -ptype LMB -ether</code> <code>lmbostid -ptype LMB -internet</code> <code>lmbostid -ptype LMB -hostname</code> <code>lmbostid -ptype LMB -flexid</code>	LMB_ETHER=0019d22f8672 LMB_FLEXID=9-19d22f86
		 <p>Note • This hostid type supports license servers running in Amazon EC2, VMware, Hyper-V, or Xen environments. Additionally, dongle support includes LMB_FLEXID=9 and LMB_FLEXID=10 only. The dongle driver must be installed on the lmbind machine before you can obtain the hostid.</p>	
	UUID (Universally Unique Identifier) for virtual machines	<code>lmbostid -ptype <virtual machine type> -uuid</code> where <virtual machine type> is one of these: <ul style="list-style-type: none"> • VMW for VMware (deprecated) • HPV for Hyper-V (deprecated) • VM for Xen, VMware, or Hyper-V (recommended) For example, <code>lmbostid -ptype VM -uuid</code>	VM_UUID=DF440538-8EB7-11DC-BBDA-FE7FE89E000F
		 <p>Note • Obtaining this hostid requires that HAL (Hardware Abstraction Layer) subsystem 0.5.1 or later be running. (In turn, this version requires Linux Kernel 2.6.11 or later.) The required HAL daemon version ships with RHEL 5.0 or later and SUSE Linux 10 or later.</p>	
	Elastic IP (EIP) address in Amazon EC2 environment	<code>lmbostid -ptype AMZN -eip</code>	AMZN_EIP=184.72.45.35
	AMI Instance ID in Amazon EC2 environment	<code>lmbostid -ptype AMZN -iid</code>	AMZN_IID=i51e04315...SIGN=xx

Table 6-1 • Hostid Procurement Methods




Hardware Platform	Hostid	Type this command:	Example hostid
Linux (continued)	Enforced physical machine hostid type	<code>lmhostid -ptype PHY <hostidtype></code> where <hostidtype> is one of these: <code>-ether -string</code> <code>-hostname -display</code> <code>-internet -flexid</code> <code>-user -long</code>	PHY_ETHER=000ffe7fe89e
		 <p>Note • Unlike the LMB_* hostids, the PHY_* hostids do not require lmbind and force license servers to run on physical machines.</p>	
Sun	32-bit hostid	<code>lmhostid</code> or <code>hostid</code>	170a3472
	ethernet address	<code>lmhostid -ether</code>	00400516E525
Windows	Ethernet address	<code>lmhostid</code>	00B0A9DF9A32
		 <p>Note • This command lists all available Ethernet addresses (active or inactive), including those for team-bonding virtual adaptors.</p>	
	Disk serial number	<code>DIR C:</code> (look for Volume Serial Number is and remove -)	DISK_SERIAL_NUM=3e2e17fd
	FlexNet ID parallel or USB port dongle	<code>lmhostid -flexid</code>	FLEXID=9-b28520b9
		 <p>Note • For parallel port dongles, the parallel port must be configured in bi-directional mode.</p>	

Table 6-1 • Hostid Procurement Methods




Hardware Platform	Hostid	Type this command:	Example hostid
Windows (continued)	Bare-metal binding on specific virtual platforms (lmbind installed directly on the VMware ESX or Hyper-V hypervisor)	<pre>lmbostid -ptype <virtual machine type> -hostname</pre> <pre>lmbostid -ptype <virtual machine type> -hostdomain</pre> <pre>lmbostid -ptype <virtual machine type> -internet</pre> <pre>lmbostid -ptype <virtual machine type> -ether</pre> <p>where <virtual machine type> is VMW for VMware or HPV for Hyper-V. For example,</p> <pre>lmbostid -ptype HPV -ether</pre> <p>Only available on Hyper-V:</p> <pre>lmbostid -ptype HPV -vsn</pre>	<pre>VMW_HOSTNAME=MyHost</pre> <pre>HPV_HOSTNAME=MyHost</pre>
		 <p>Note • LMB_* hostids are recommended as best-practice for bare-metal hostids instead of these hostids. While these hostids are limited to working with a specific hypervisor, LMB_* hostids have the advantage of working for any supported hypervisor.</p>	
	General bare-metal binding on virtual platforms (lmbind installed directly on the hypervisor or on a remote physical machine)	<pre>lmbostid -ptype LMB -ether</pre> <pre>lmbostid -ptype LMB -internet</pre> <pre>lmbostid -ptype LMB -hostname</pre> <pre>lmbostid -ptype LMB -flexid</pre>	<pre>LMB_ETHER=0019d22f8672</pre> <pre>LMB_FLEXID=9-19dD22f86</pre>
		 <p>Note • This hostid type supports license servers running in Amazon EC2, VMware, Hyper-V, or Xen environments. Additionally, dongle support includes LMB_FLEXID=9 and LMB_FLEXID=10 only. The dongle driver must be installed on the lmbind machine before you can obtain the hostid.</p>	

Table 6-1 • Hostid Procurement Methods

Hardware Platform	Hostid	Type this command:	Example hostid
Windows (continued)	UUID (Universally Unique Identifier) for virtual machines	lmhostid -ptype <virtual machine type> -uuid where <virtual machine type> is one of these: <ul style="list-style-type: none"> • VMW for VMware (deprecated) • HPV for Hyper-V (deprecated) • VM for Xen, VMware, or Hyper-V (recommended) For example, lmhostid -ptype VM -uuid	VM_UUID=DF440538-8EB7-11DC-BBDA-FE7FE89E000F
	Elastic IP (EIP) address in Amazon EC2 environment	lmhostid -ptype AMZN -eip	AMZN_EIP=184.72.45.35
	AMI Instance ID in Amazon EC2 environment	lmhostid -ptype AMZN -iid	AMZN_IID=i51e04315...SIGN=xx
	Enforced physical machine hostid type	lmhostid -ptype PHY <hostidtype> where <hostidtype> is one of the following: -ether -string -hostname -display -internet -flexid -user -long -utf8 -vsn	PHY_ETHER=000ffe7fe89e
		 <p>Note • Unlike the LMB_* hostids, the PHY_* hostids do not require lmbind and force license servers to run on physical machines</p>	


Special Hostids

FlexNet Publisher contains a number of special hostid types that apply to all platforms. These hostid types are valid to use in both SERVER lines and FEATURE lines, wherever a hostid is required.

Table 6-2 • Special Hostid Types

Hostid	Description
ANY	Locks the software to any system (meaning that it does not lock anything).
DEMO	Similar to ANY , but only for use with uncounted FEATURE lines.
COMPOSITE= <composite_ hostid>	Locks the software to a composite hostid. A composite hostid is a hashed 12-character hexadecimal value formed by combining the values of one or more simple hostids types, as defined by the software publisher. Note that composite hostids are not returned by <code>lmhostid</code> , <code>LMTTOOLS</code> , or <code>lmadmin</code> : when composite hostids are used, the software publisher will provide a utility that determines the publisher's composite hostid. On some systems multiple composite hostids may be provided, any of which may be used to identify the system that the software is locked to.
DISPLAY= <display>	Locks the software to a display. On UNIX, <display> is <code>/dev/ttyxx</code> (which is always <code>/dev/tty</code> when an application is run in the background) or the X-Display name. On Windows, it is the system name or, in the case of a terminal server environment, the terminal server client name (version 8 or later FlexEnabled applications only)
HOSTNAME= <host>	Locks the software to computer host name <host>.
ID=<n>	Functionally equivalent to the ANY hostid—it runs on any system. The difference is that the license is unique and is used to identify the end user. This hostid is used to lock the license server (on the SERVER line) or the FlexEnabled application (on the feature definition line). The number can have dashes included for readability—the dashes are ignored. Examples: <ul style="list-style-type: none"> • ID=12345678 is the same as • ID=1234-5678 is the same as • ID=1-2-3-4-5-6-7-8

Table 6-2 • Special Hostid Types

Hostid	Description
INTERNET= <IP_address(es)>	<p>Locks the software to an Internet IP address, or group of IP addresses. Wildcards are allowed. For example, 198.156.*.* means any host with a matching internet IP address. The main use is to limit usage access by subnet, implying geographic area. For this purpose, it is used on the feature definition line as a hostid lock.</p> <p>For more information about obtaining this hostid, see the <code>-internet</code> option for lmhostid.</p>  <p>Note • (Windows only) If a Windows machine is connected to a VPN, <code>lmhostid -internet</code> returns the virtual adapter IP address. To ensure that this command returns the physical adaptor IP address during checkouts, the user needs to perform this workaround: Run <code>regedit</code>, navigate to <code>HKEY_LOCAL_MACHINE\SYSTEM\CurrentControlSet\services\Tcpip\Linkage</code>, locate the <code>Bind</code> parameter, and edit the adapter order so that the physical adapter is listed first. Run <code>ipconfig/registerdns</code> to put the edit into effect.</p>
USER= <user>	Locks the software to user name <user>. User names specified in license files cannot contain spaces.

Examples

```
FEATURE f1 demo 1.0 1-jan-2013 uncounted \
    HOSTID=FLEXID=9-a6300015f SIGN="<...>"
```

or

```
FEATURE f1 demo 1.0 1-jan-2013 uncounted \
    HOSTID=INTERNET=10.10.10.* SIGN="<...>"
```

Ethernet Hostids

The Ethernet address is used on some system architectures as the hostid. An ethernet address is a 6-byte quantity, with each byte specified as two hexadecimal digits. Specify all twelve hex digits when using an Ethernet address as a hostid. For example, if the ethernet address is 8:0:20:0:5:ac, specify **080020005ac** as the hostid.

Several devices with an ethernet address can be attached to a machine; some of these might be virtual devices that generate a different ethernet address each time they are activated. An example of a virtual device that might generate an ethernet address is VPN (virtual private network) software.

Some devices that have an ethernet address can be detachable from the machine. For example, a laptop plugged into a docking station uses the ethernet address of the docking station; however, when it is disconnected from the docking station, the ethernet address is no longer available. A wireless adapter also has an ethernet address and this address is not available when either the wireless adapter is removed from the machine or when the wireless adapter is disabled, but still physically attached to the machine.

When `lmhostid` returns multiple ethernet hostids, ensure that you choose a permanent or stable hostid to identify your machine.



Note • FlexNet Publisher considers the address of any team-bonding virtual adaptor (for teamed Ethernet interfaces) as a stable identifier for use as a permanent hostid.

Hostids to Support Virtualization Policy

Your software publisher may choose to enforce a virtualization support policy using the special hostid constructs in the license file. Depending on the policy, the FlexNet publisher license server might be limited to running only on physical machines or only on virtual machines from specific vendors or might have no enforcement at all regarding virtual machine platforms. When the bare metal binding technology is used, an additional binding agent component (lmbind) is needed to run on either the console operating system (COS) of the virtual machine environment or on a remote physical machine connected to the virtual machine via the lmbind communication protocol.

Hostids to Support Cloud Licensing

The hostids listed in this chapter for the Amazon EC2 environment support typical use cases for licensing software in a cloud. For a description of these use cases and the hostids, see [Chapter 16, “Licensing in a Cloud-Computing Environment”](#).

License Models

License rights are created by the software publisher. License rights specify floating (concurrent) usage, node-locked (both counted and uncounted), or any combination of floating, counted, and uncounted.

Floating (Concurrent) Licenses

A *floating license* means anyone on the network can use the FlexEnabled application, up to the limit specified in the license file or fulfillment record (also referred to as *concurrent usage* or *network licensing*). Floating licenses have no hostids on the individual FEATURE lines. Floating licenses requires a license server manager and a vendor daemon to be running to count the concurrent usage of the licenses.

An example of a license file that provides floating licenses is:

```
SERVER lulu 17007ea8
VENDOR sampled
FEATURE f1 sampled 1.00 1-jan-2013 2 SIGN="<...>"
FEATURE f2 sampled 1.00 1-jan-2013 6 SIGN="<...>"
FEATURE f3 sampled 1.00 1-jan-2013 1 SIGN="<...>"
```

This license file specifies that two licenses for feature **f1**, six licenses for feature **f2**, and one license for feature **f3** are available anywhere on the network that can access the license server, called **lulu**. The license server manager uses one of the default TCP/IP ports.

The equivalent floating licenses are held in trusted storage as a fulfillment record that contains the same FEATURE lines as in the license file without any SERVER or VENDOR lines.

Node-Locked Licenses Using Hostid

This section describes node-locked licenses using a hostid. Licenses held in trusted storage are node-locked because trusted storage is locked to a machine, see [Locking of Licenses Using Hostid or Trusted Storage](#) for an explanation.

Node-locking means the FlexEnabled application can be used on one system or a set of systems only. A node-locked license has a hostid on the FEATURE line that identifies a specific host. There are two types of node-locked licenses: uncounted and counted.

If the number of licenses value is set to either zero (0) or uncounted, then the license will not be counted which allows the license to be used an unlimited number of times. This configuration does not require a license server because it is not necessary to count the concurrent usage of the features.

The following license file allows unlimited usage of feature **f1** on the systems with hostids of **17007ea8** and **1700ab12**:

```
FEATURE f1 sampled 1.000 1-jan-2013 uncounted HOSTID=17007ea8 SIGN="<...>"
FEATURE f1 sampled 1.000 1-jan-2013 uncounted HOSTID=1700ab12 SIGN="<...>"
```

Alternately, these two FEATURE lines could have been issued by your software publisher with a *hostid list*:

```
FEATURE f1 sampled 1.000 1-jan-2013 uncounted HOSTID="17007ea8 1700ab12" SIGN="<...>"
```

If these were the only FEATURE lines in this license file, neither the license server manager or vendor daemon are necessary and you do not need to start one.

The following license file provides three licenses for feature **f1**, locked to the system with hostid **1300ab43**. Since the license server and licenses are locked to the same system, the daemons run on the same system that runs the FlexEnabled application.

```
SERVER 1u1u 1300ab43 1700
VENDOR sampled /etc/sampled
FEATURE f1 sampled 1.00 1-jan-2013 3 HOSTID=1300ab43 SIGN="<...>"
```

Mixed Node-Locked and Floating Licenses

Uncounted node-locked and concurrent usage licenses can be mixed in the same license file.

The following license file allows unlimited use of feature **f1** on systems **17007ea8** and **1700ab12**, while allowing two other licenses for feature **f1** to be used anywhere else on the network:

```
SERVER 1u1u 17001234 1700
VENDOR sampled C:\flexlm\sampled.exe
FEATURE f1 sampled 1.00 1-jan-2005 uncounted HOSTID=17007ea8 SIGN="<...>"
FEATURE f1 sampled 1.00 1-jan-2005 uncounted HOSTID=1700ab12 SIGN="<...>"
FEATURE f1 sampled 1.00 1-jan-2005 2 SIGN="<...>"
```

This configuration requires a license server manager and vendor daemon because the licenses on the third FEATURE line are counted.

Counted vs. Uncounted Licenses

The license model (as defined in the license file on the end user machine) determines whether a license server is needed. If all feature definition lines have a license count set to either zero (0) or uncounted, then the customer does not need a license server. This type of license is called uncounted. Alternatively, if any features have a non-zero license count, then the customer needs a license server to count those licenses. If a software publisher wants to use FlexNet Publisher without a license server, they must issue uncounted licenses.

The license server can serve uncounted licenses also. This is often done so that:

- Transactions can be logged into the report log for all license requests, which can then be reported on by FlexNet Manager
- Options file constraints can be applied to the licenses

To have uncounted licenses served, include a `SERVER` line in the license file, and put the `USE_SERVER` line immediately after the `SERVER` line. The vendor daemon serves the uncounted licenses, and the `USE_SERVER` line indicates to applications that requests must go to the license server for authorization.

Mobile Licensing

End users often want to use applications on computers that do not have a continuous connection to a license server. These situations include:

- Working on a laptop
- Using a computer both at work and at home
- Working from several different computers not connected to a license server

FlexNet Publisher supports licenses that allow one of several kinds of mobile licensing:

- Node-locked to a laptop
- Node-locked to a FlexNet ID dongle
- Node-locked to a FlexNet ID dongle with `FLOAT_OK` keyword
- License borrowing with `BORROW` keyword
- Node-locked to a user name
- Fulfilled from a prepaid license pool
- Optionally when provided by the publisher, [Distribution of Node-Locked Licenses to Networked Machines](#) using trusted storage can be used.

You should use license rehosting if an enterprise wants to move a license without using one of these methods. The software publisher must generate a new node-locked license file for each new client computer. Rehosting requires administrative overhead because the software publisher must be involved with each move.

Node-Locked to a Laptop Computer

To use a license exclusively on one laptop computer, the license should be node-locked to that computer. When the license is held in a license file, it resides on the laptop computer. Any license held in trusted storage on a laptop computer is node-locked to the laptop.

Node-locked to a FlexNet ID Dongle

To move a license between different systems, it can be locked to a FlexNet ID dongle (a dongle that connects to a parallel or USB port). You can move this license between systems by installing a copy of the license file with a hostid set to the FLEXid of the dongle on each system and moving the dongle from one system to another. Since the license is tied to the dongle, only the system with the dongle can use the license.

FlexNet ID dongles are made available by your software publisher. Your software publisher can also provide you with an installer that installs drivers for all FlexNet ID dongles.

Node-Locked to a FlexNet ID Dongle with FLOAT_OK

Because the hostid of the dongle (the FLEXID) defines the license server and the license floats on the network, this method has an advantage over simply using a license locked to a FLEXID.

The software publisher issues you a dongle; a license file with a FEATURE line node-locked to the FLEXID of the dongle and that contains the FLOAT_OK keyword. One dongle and FEATURE line containing the FLOAT_OK keyword is needed for each instance of a license that is mobile. When the dongle is attached to a license server, the license floats on the network. When the dongle is removed from the license server, the license is available only on the standalone computer.

This method supports parallel or USB dongles. Because it is simpler to attach multiple USB dongles to a computer, they may be preferable.

Using a FlexNet ID Dongle for Mobile Licensing Using a FLOAT_OK License

The software publisher provides a dongle, a dongle driver installer, and a license file that contains a FEATURE line node-locked to the FLEXID containing the FLOAT_OK keyword. A license administrator then:

1. Installs the license file on the license server.
2. Installs the FlexNet ID dongle driver on the license server.
3. Attaches the dongle to the license server.
4. Starts the license server or rereads the license file

While the dongle is attached to the license server, the node-locked license associated with it floats on the network.



Task: *To transfer a license from the pool of floating licenses to a disconnected computer:*

1. Copy the license file containing the FLOAT_OK node-locked FEATURE line from the license file on the license server to a license file on the client in the location where the FlexEnabled application expects to find its license file.
2. Install the dongle driver on the client computer, if it is not already installed.
3. Move the dongle matching the node-locked FEATURE line from the license server to the client. When the dongle is removed from the license server, this license is unavailable on the network.
4. Disconnect the client computer from the network. Now the license is available on the computer with the dongle, even though that computer is disconnected from the network.



Task: *To return the license to the license server so it floats on the network again:*

1. Remove the dongle from the client and replace it on the license server.
2. Reread the license file for the license server that serves the floating version of the license by running `lmreread`.

When the dongle is returned to the license server, the FLOAT_OK license does not float on the network again until `lmreread` is run.

FLEXID with FLOAT_OK Example

The following is a sample license file. It is shipped with two dongles: FLEXID=7-b28520b9 and FLEXID=7-b2857678.

```
SERVER myhost ANY
VENDOR sampled
FEATURE f1 sampled 1.0 permanent uncounted FLOAT_OK \
    HOSTID=FLEXID=7-b28520b9 SIGN="<...>"
FEATURE f1 sampled 1.0 permanent uncounted FLOAT_OK \
    HOSTID=FLEXID=7-b2857678 SIGN="<...>"
```

The user installs the license file and the two dongles on the license server. When attached to the license server, each uncounted FLOAT_OK license floats on the network and allows a single use. Therefore, up to two users can use **f1** on the end user's network, except on the license server itself, where the license use is disallowed.

If a user wants to work at home, the user installs a license file that contains the FEATURE line node-locked to FLEXID=7-b28520b9 (this only needs to be done once), transfers the dongle with FLEXID=7-b28520b9 from the license server to the client, and installs the dongle driver on the client computer (this also only needs to be done once). The user disconnects the client computer from the network and uses the transferred FLOAT_OK license on the client computer. The license server allows only the single remaining FLOAT_OK license to float on the network.

After returning the dongle to the license server, the license administrator runs `lmreread` so the returned license can float again.



Note • *FLOAT_OK keyword introduced in version 8.0 client library, license server manager, and vendor daemon. All components must be version 8.0 or later in order to use FLOAT_OK.*

License Borrowing with BORROW

This method of implementing mobile licensing is used only when license rights are held in license files.

If a license is to be used on a computer that is intermittently connected to a license server, that license can be issued as a floating license with the BORROW keyword. A BORROW license can be borrowed from a license server via a special checkout and used later to run an application on a computer that is no longer connected to the license server. License borrowing must be enabled by a software publisher before a user can borrow licenses.

With license borrowing, a software publisher issues a floating license with a FEATURE line that contains the BORROW keyword. A user specifies the expiration date a borrowed license is to be returned and runs the application while connected to the network which writes borrowing information on the client computer. The license server keeps the borrowed license checked out. The FlexEnabled application automatically uses the local borrowing data to do checkouts during the borrow period. If enabled by the software publisher, borrowed licenses can be returned early, that is, before the borrow period expires. Upon the earlier of either the expiration of the borrow period or the early return of a borrowed license, the local borrowing data no longer authorizes checkouts and the license server returns the borrowed license to the pool of available licenses. No clock synchronization is required between the license server and the system running the FlexEnabled application.

Initiating License Borrowing

If a software publisher has enabled license borrowing by issuing a license file that contains a FEATURE line with the BORROW keyword, an user initiates license borrowing in one of three ways:

- Using the borrowing interface in application, if provided in the application
- Running the `lmborrow` utility to set `LM_BORROW`
- Setting the `LM_BORROW` environment variable directly

Application Interface

The user initiates license borrowing this way only if the application provides a borrowing interface. Information about this is supplied by the software publisher.

Running the Imborrow Utility

`lmborrow` is one of the `lmutil/lmtools` utilities. To initiate borrowing, the user runs `lmborrow` from the command line or through `lmtools`:

```
lmborrow {vendor|all} enddate [time]
```

where *vendor* is the vendor daemon that serves the licenses to be borrowed, or `all` specifies all vendor daemons in the license server. *enddate* is the date the license is to be returned in `dd-mm-yyyy` format. *time* is optional and is specified in 24-hour format (`hh:mm`) in the FlexEnabled application's local time. If *time* is unspecified, the checkout lasts until the end of the given end date.

For example:

```
lmborrow sampled 20-aug-2007 13:00
```

Setting the LM_BORROW Environment Variable Directly

The `lmborrow` utility is a user interface to set `LM_BORROW` in either the registry (Windows) or in `$HOME/.flexlmborrow` (UNIX). `LM_BORROW` can also be set directly as an environment variable:

```
today:{vendor|all}:enddate[:time]
```

where:

Table 7-1 • LM_BORROW Environment Variable Arguments

Argument	Description
<i>today</i>	Today's date in <code>dd-mm-yyyy</code> format. Any checkouts done on this date create local borrow information. If a checkout is done on a different date than this date, no local borrowing information is created.
<i>vendor</i>	Vendor daemon that serves the licenses to be borrowed, or <code>all</code> specifies all vendor daemons in the license server.
<i>enddate</i>	Date the license is to be returned in <code>dd-mm-yyyy</code> format.
<i>time</i>	Optional. <i>time</i> is specified in 24-hour format (<code>hh:mm</code>) in the FlexEnabled application's local time. If <i>time</i> is unspecified, the checkout lasts until the end of the given end date.

For example:

```
LM_BORROW=15-aug-2013:sampled:20-aug-2013:13:00
```

In this example, one or more licenses served by the `sampled` vendor daemon are borrowed on August 15, 2013, and are scheduled to be returned at 1 P.M. on August 20, 2013.

Borrowing a License

To borrow a license for a desired feature, *on the same day and the same system* that the user runs `lmborrow` or sets `LM_BORROW` (and while still connected to the network), the user runs the application to check out and borrow the license. If the user runs the application more than once that day, no duplicate license is borrowed. No license is borrowed if the application is run on a day different than the date borrowing was set to be initiated.

For example, say that today you want to borrow a license for the PageWizard feature for a week. The PageWizard feature is served by the `sampled` vendor daemon. Today, while you are connected to the network, run `lmborrow` or set `LM_BORROW` directly. For example:

```
lmborrow sampled enddate
```

Today, after you run `lmborrow`, while you are connected to the network, run the application that checks out a license for the PageWizard feature. After the license is checked out, close the application and disconnect your system from the network. The license that you just checked out stays checked out from the license server until the borrow period expires—that license now is used on your disconnected system until the borrow period expires. Once checked out, it remains checked out for the full borrow period. The borrow period cannot be renewed until the period has expired.

Clearing the Borrow Period

Once you have borrowed all the licenses that you need for the current borrow period (defined by the `LM_BORROW` environment variable), prevent licenses for any additional features from being borrowed by running `lmborrow -clear`. This clears the `LM_BORROW` setting in the registry (Windows) or `$HOME/.flexlmborrow` (UNIX). `lmborrow -clear` does *not* clear the local information about licenses you have already borrowed.

Checking Borrow Status



Task: *To print information about borrowed features:*

1. Issue the following command on the system from which they are borrowed:

```
lmborrow -status
```

The system that borrowed the features does not have to be connected to the network to determine the status.

Returning a Borrowed License Early



Task: *To return a borrowed license before the borrow period expires:*

1. Reconnect the borrowing system back to the network.
2. From the same system that initiated the borrowing, issue the command:

```
lmborrow -return [-c license_file_list] feature
```

This option may or may not be allowed by your software publisher. Check directly with your software publisher to determine if they support borrowed licenses being returned early.

Support for License Borrowing

See the following sections for more information about the utilities and keywords in the options file that support license borrowing:

- [lmborrow](#) utility
- [lmdown](#) utility
- [lmstat](#) utility
- [BORROW_LOWWATER](#) keyword
- [EXCLUDE_BORROW](#) keyword
- [INCLUDE_BORROW](#) keyword



Note • *BORROW keyword introduced in version 8.0 client library, license server manager, and vendor daemon. All components must be version 8.0 or later in order to use BORROW.*

Node-locked to a User Name

This method of implementing mobile licensing is used only when license rights are held in license files.

If a license is to be used exclusively by one user on different systems, that license can be node-locked to the user's user name. The license file is copied to the different systems on which the user might work; the user's user name must be identical on each system. For this method to be useful, individual user names in an organization must be unique. Note that a user name, when used in a license file in this way, cannot contain spaces.

Fulfilled from a Prepaid License Pool

In this method, the user buys a prepaid number of license-days from the software publisher. The user can then fulfill a license using a partial amount of the total license-days for the given borrow period, node-locked to a particular system. For example, in preparation for a business trip (or even during a business trip), the user fulfills a license that expires in five days that is node-locked to their laptop. Each fulfillment can be node-locked to a different system (or even multiple times to the same system), thus allowing mobility of license usage within the prepaid number of license-days.

This model is like pay-per-use because each fulfillment is made from a decreasing number of license-days. It is different than other pay-per-use models because, once node-locked to a system, that system is allowed unlimited use of the application until the license expires. This short-term license cannot be returned early; once fulfilled, those license-days cannot be refunded. Other pay-per-use models charge based on the number of times the application is used.

Selecting a License Server Machine

When selecting a machine on which to install a license server, select a stable system; do not choose systems that are frequently rebooted or shut down. Normally, it is not required that each system be the same architecture or operating system as other license servers or the client machines on which the FlexEnabled applications are running.

The following sections discuss the resources used by the license server. When you select a machine on which to install a license server, you may need to consider whether it has sufficient resources. For small numbers of licenses (under about 100), most of these system limits are not a problem on any workstation.

License Server Sockets

When using TCP/IP ports, each FlexEnabled application connected to a license server uses one or more sockets. Depending on how the publisher implemented licensing, the FlexEnabled application may need one or more sockets. Ask the publisher for this information. The per-process system limit for file descriptors determines the number of sockets available to the license server. The total number of sockets that the license server uses is slightly larger than the total number needed by the FlexEnabled applications that connect to it.

If the number of sockets required by the license server on a single system becomes excessive, then one solution is to run multiple license servers and split the licenses between them. This reduces the networking traffic to each license server. [Redundancy Using the License Search Path](#) for instructions and information about this configuration. Your publisher will need to agree to issue new license files, if you want to move licenses from an existing license server. If the licenses are held in trusted storage, the publisher may provide an automated process for returning them and activating them on another license server.

License Server CPU Time

For small numbers of clients, the license servers use very little CPU time. The servers might have consumed only a few seconds of CPU time after many days.

For a large number of clients (where each are exchanging heartbeat messages with the license server), or for high checkout and checkin activity levels (hundreds per second), the amount of CPU time consumed by the server may start to become significant; although, even here, CPU usage is normally not high. In this case, you may need to ensure that the system you select has enough CPU cycles to spare.

License Server Disk Space

The only output files created by the license servers are the debug and report log files. FlexNet Manager, Flexera Software's Web-based software license management system, uses the report log files to generate accurate usage reports. If there is a lot of license activity, these log files grow very large. You need to consider where to put these files and how often to rotate and archive them. You have the option to suppress log file output if disk space is at a premium.

It is recommended that the log files are local files on the server systems to avoid networking dependencies.

See Also

[Report Log File](#)

[Debug Log File](#)

License Server Memory

The license server uses little memory. The vendor daemons use approximately 2 MB each, although memory usage increases in the vendor daemon with the number of concurrent licenses, size of the options file, and the number of concurrent users. `lmadmin`, uses between 7 and 10 MB of memory during typical usage. Typically, the command-line license server manager, `lmgrd`, uses approximately 2 MB.

Network Bandwidth for License Server

FlexNet Publisher sends relatively small amounts of data across the network. Each transaction, such as a checkout or checkin of a license, generally transfers less than 1 KB of data. This means that FlexNet Publisher can be effectively run over slow networks (such as dial-up SLIP lines) for small numbers of clients.

For a large number of FlexEnabled applications (hundreds), each of which exchange heartbeat messages with the vendor daemon, the network bandwidth used may become significant. In this case, run the FlexEnabled application and server on the same local area network, and run multiple license servers if required. Users can use a license search path in the `LM_LICENSE_FILE` environment variable to have effective access to both servers. Enterprises can experience a performance issue when there is slow network communication or if FlexEnabled clients are using a dial-up link to connect to the network.

When you are using `lmadmin`, which uses HTTP, you need to consider the clients that connect to the `lmadmin` user interface. Depending on the number of clients and the frequency of the page refresh, they can impose a significant burden on network traffic.

License Server Locally Mounted Disks

It is recommended that you do not use remote mounted disks when you run the license server. In other words, it is recommended that `lmadmin` or `lmgrd`, the vendor daemons, the license file, and the debug and report log files are all on locally mounted disks. If any of these files are on a remote mounted disk, this doubles the points of failure, which could lead to a temporary loss of all of your licenses. When all files are mounted locally, the licenses are available as long as the server is running. When the files are on a different system, licenses may become unavailable if the license server or file server fails.

License Server Port

It is recommended that a specific port is designated on the license server machine to be used only by license server components. The benefits of this are that it is:

- Easy to track processes by the port that they are run on.
- Easier to configure FlexEnabled clients to access the license server.
- Easier to manage license server components in an environment where a firewall and/ or antivirus software is in use.
- Useful in preventing port conflicts and the hijacking of the port by other processes.

To configure the license server port:

Using `lmgrd` - Specify it in the license file used to start the license server; see [Configuring the Port Used by the License Server](#).

Using `lmadmin` - Configure the license server manager port either:

- Using the `lmadmin` user interface. See the online help for information.
- Using the `lmadmin -licport` command. For information about the `-licport` argument, see [lmadmin Command-line Arguments](#).

Running the License Server on a Virtual Machine

If you plan to run the license server on a virtual machine, your software publisher may ask you to utilize a bare-metal hostid. If so, you will be required to run the binding agent (`lmbind`) on the console of the virtual machine. For more information on `lmbind`, see [Chapter 15, “Managing Virtualized License Servers for File-Based Licensing”](#).

Running the License Server in a Cloud

Operating in a public or virtual private cloud in an Amazon EC2 environment, you can run the license server on an AMI instance and then deploy instances of the FlexEnabled application as one or more license clients in the cloud, in your enterprise network, or in both, with all clients pointing to the license server in the cloud.

In a public cloud, you can run `lmmhostid` directly on the AMI instance containing the license server to obtain the hostid needed to bind the license. However, in a virtual private cloud, your software publisher might require a bare-metal-binding hostid. If so, you can easily run the binding agent (`lmbind`) on a physical machine in your enterprise data center and extract the hostid from this machine. For more information about these use cases and the required hostids, see [Chapter 16, “Licensing in a Cloud-Computing Environment”](#).

Imadmin License Server Manager

The *license server manager* is one of the components that makes up a license server (the other being the vendor daemon). It handles the initial contact with FlexEnabled applications, passing the connection on to the appropriate vendor daemon. The purpose of the license server manager is to:

- Start and maintain vendor daemons as required for serving license rights from different software publishers.
- Refer application checkout (or other) requests to the correct vendor daemon.

There are two versions of the license server manager:

- **Imadmin**—The Web-based license server manager
- **Imgrd**—The original license server manager with a command-line interface

This section describes Imadmin. For information about Imgrd, see [Imgrd - License Server Manager](#).

Imadmin provides improved methods of managing the license server and vendor daemons. A brief description of the improved capabilities follows. For a more detailed comparison of Imgrd and Imadmin, see [Migrating from Imgrd to Imadmin](#).

Imadmin Capabilities

- **Direct configuration of the vendor daemons and license server manager**—License-server port number, vendor-daemon path and port, and three-server redundant port can be configured without any edits to the license files.
- **Configurable alerts**—You can set up Imadmin to issue alerts to warn you of potential problems (for example, license expiry, no available licenses, or vendor daemon status).
- **License rights status display**—The Imadmin user interface provides a display of all available and in-use license rights. This display can include all concurrent (floating) licenses both from license files and from trusted storage. It can also include activatable and hybrid licenses (held in trusted storage) when these are available on the license server.

- **Command-line functions accessed by option buttons**—For example, the **Stop Server** and **Reread License Files** buttons perform the same actions as the `lmdown` and `lmreread` functions, respectively. For a list of license administration functions that are available directly from `lmadmin`, see [Imadmin License Administration Functions](#).
- **Minimal editing of license files**—Option file specification requires editing.

This release of `lmadmin` is available for use on a limited number of platforms. For full details, contact your software publisher or see the Flexera Software download site. `lmadmin` is compatible with licensing components from version 9.2 or later. See [Version Compatibility Between Components](#) for detailed information on how to determine what versions of the licensing components are provided in your licensed applications.

Downloading and Installing Imadmin License Server

This section contains instructions for downloading and installing `lmadmin`.

System Requirements for Imadmin

You can run `lmadmin` on the following platforms:

Platform Architecture	Processor Type	Operating System
AIX 32-bit	PowerPC	AIX 5.3, 6.1, and 7.1
AIX 64-bit	PowerPC	AIX 5.3, 6.1, and 7.1
Linux 32-bit	<ul style="list-style-type: none">• x86	Certified with the following: <ul style="list-style-type: none">• RedHat Enterprise Linux 5 and 6• SUSE Linux Enterprise 9, 10, 11
Linux 64-bit	<ul style="list-style-type: none">• x86-64	Certified with the following: <ul style="list-style-type: none">• RedHat Enterprise Linux 5 and 6• SUSE Linux Enterprise 9, 10, 11
Microsoft Windows 32-bit	x86	<ul style="list-style-type: none">• Windows 8• Windows Server 2012• Windows Server 2008• Windows Server 2003• Windows 7 (Ultimate)• Windows Vista (Ultimate)

Platform Architecture	Processor Type	Operating System
Microsoft Windows 64-bit	x64	<ul style="list-style-type: none">• Windows 8• Windows Server 2012• Windows Server 2008• Windows Server 2003• Windows 7 (Ultimate)• Windows Vista (Ultimate)
Mac OS 32-bit	x86	Mac OS X 10.5, 10.6, 10.7, and 10.8
Mac OS 64-bit	x64	Mac OS X 10.5, 10.6, 10.7, and 10.8
Solaris 32-bit	<ul style="list-style-type: none">• x86• SPARC 32-bit	Solaris 9, 10, and 11
Solaris 64-bit	<ul style="list-style-type: none">• x64• SPARC 64-bit	<ul style="list-style-type: none">• Solaris 9, 10, and 11 (on SPARC 64)• Solaris 10 (on x64)

lmadmin is supported on the following Web browsers:

- On RedHat Linux, Mozilla Firefox 10
- On Windows, Microsoft Internet Explorer 8 and 9
- On Mac OS X, Apple Safari 5.0 and 5.2

Additional Installation Requirements

Note the following additional requirements:

- On Linux platforms, do not install lmadmin under Root directories or run lmadmin as Root.
- To use lmadmin on Windows platforms, the Microsoft Visual C++ 2005 SP1 Redistributable Package (x86) must be installed. You have the option to install this package during the FlexNet Publisher License Server Installer process.

Using the License Server Installer

Download the FlexNet Publisher lmadmin installer from Flexera Software's website; or, if the software publisher has provided their own lmadmin installation program, locate that program. If you have an existing installation of the lmadmin license server, see [Upgrading lmadmin](#) for instructions. This section describes how to install the license server for the first time.



Note • *The FlexNet Publisher License Server Installer requires Java Runtime Environment 1.5 or later.*

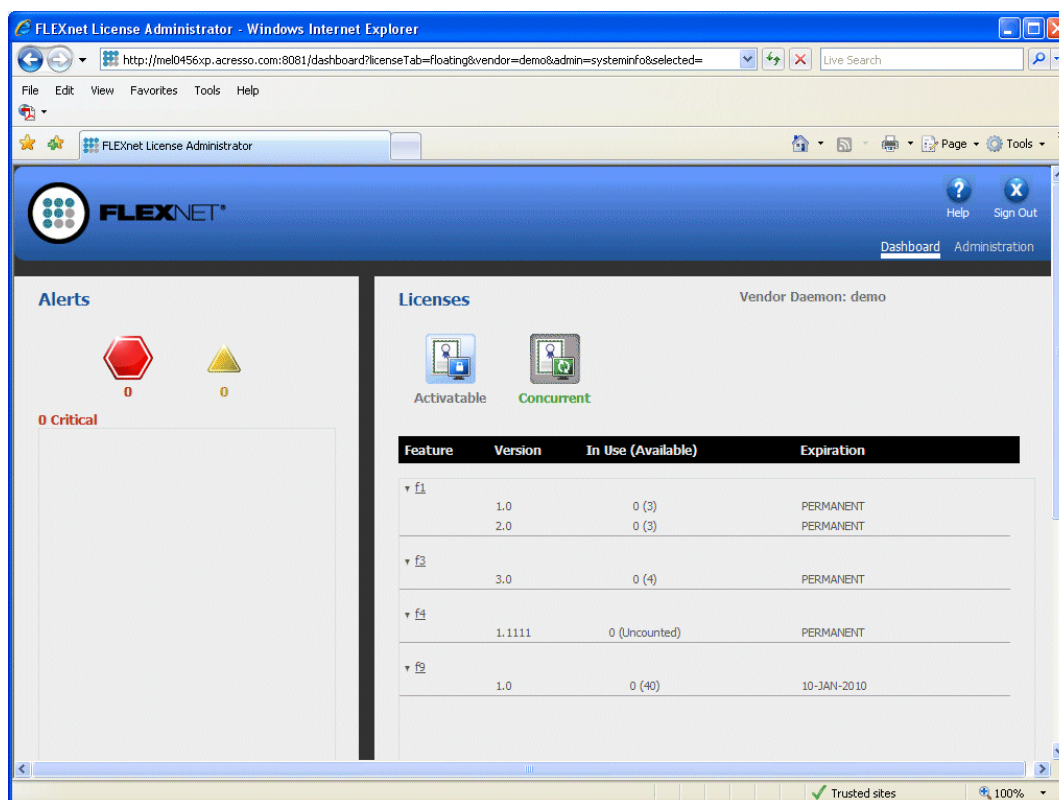
Whether running the FlexNet Publisher Imadmin installer or the software publisher's version of the Imadmin installer, accept the default settings whenever possible. If you are given the option to modify installation settings, keep the following information in mind. (This information refers mainly to windows and options in the FlexNet Publisher Imadmin installer, but you can apply the information to the software publisher's installation program as well.)

- **Choose Install Folder window**—Do not install the Imadmin license server in the same folder as an existing FlexNet Publisher installation.
- **Service Configuration window**—While it is possible to manually start and stop the Imadmin license server manager, it is recommended that you install it as an operating system service so that it will automatically start whenever the operating system restarts. The installer will set up the service for you on Windows. For UNIX or Mac, see [Installing Imadmin License Server Manager as an Operating System Service](#) for more details.
- **Windows Active Directory domain user or group prompt**—During installation on a Windows machine, the installer might prompt you to pre-designate an Active Directory domain user or group name to be used to sign into the Imadmin user interface. (Providing this information is optional.) If you specify a domain user name, administrators can sign in using this user name and its associated password as defined in Active Directory. If you specify a domain group name, administrators can sign in using the name and password of any domain user belonging to the specified group. (Designating a domain group is helpful in a large enterprise where you might have several license administrators who need access to the interface.) Once Imadmin is installed, you can use its interface to set up additional domain users or groups for sign-in.



Note • *The Imadmin installer of certain software publishers might provide this option to pre-designate an Active Directory user or group for sign-in. However, the FlexNet Publisher Imadmin installer that you download from the Flexera Software website does not offer this option.*

- **Start the Server window**—It is recommended that you select **Start server now**. If the server is started successfully, the License Server Manager Interface is displayed. Typical output is shown in the following figure (although you might have to sign in initially, depending on whether this page is password-protected). If the server is not started successfully, see [License Server Manager Not Starting](#) for instructions.



After installing lmadm with the default configuration, you can configure the location where it stores the license files it uses. See [Configuring the License File Upload Directory](#) for details.

Running the Installer in Console Mode

On AIX, Linux, Solaris, or Windows platforms, you can run the FlexNet Publisher lmadm installer in console mode. This mode enables you to install lmadm from the command line, providing an alternative to the user-interface-based method.

Use the following command to run the installer in console mode:

```
<lmadm_installer> -i console
```

where <lmadm_installer> is the name of the lmadm installation program.

The console installation process prompts you for information needed to complete the installation.

License Server Directory Structure

After installing the Imadmin license server, you will see the following files and directories. Do *not* edit the contents of any file or directory except where explicitly instructed to by this *License Administration Guide*, or by other supplied licensing documentation.

Table 9-1 • Directories Used by the License Server Manager

Directory	Description of Contents
<Imadmin_install_dir>	The installation folder that you specified when installing Imadmin, often referred to in this documentation as the installation root directory. Configuration paths are usually specified relative to this directory location. This directory contains Imadmin (Imadmin.exe on Windows), the license server executable.
/cache	System directory that is created after you start any vendor daemon using the license server management interface.
/conf	Contains the system files that define the license server configuration.
/demo	Contains sample license files and the <i>demo</i> vendor daemon.
/eventlog	Exists on Window systems only and includes the files needed to allow the license server to record messages to the Windows event log.
/examples	Contains code samples that show how to build capabilities using the Web services.
/logs	Contains the application log files. This directory is created after the license server is started for the first time.
/web	Contains the license server management interface.
/wsdl	Contains the WSDL file that you can use to generate a client proxy for the Web services.

Upgrading Imadmin

Before installing a new version of Imadmin:

- If you have configured Imadmin as a system service, shut down the service.
- Shut down any Imadmin processes running on the system.

The Imadmin installer provides the option **Import files from Previous Installation**. This option allows you to upgrade Imadmin while retaining a previous Imadmin configuration. The installer does not allow you to install Imadmin over an existing installation.

The following files and folders are imported from an existing Imadmin installation:

- **Imadmin configuration data**—Permanent Imadmin settings that were configured either via the license server management interface or via the command-line. For example, these settings include the license server port number; vendor daemon path and port; three-server redundant port; and the maximum size of a file import. These and other configuration data are held in the file `server.xml` which is imported to the `conf` directory.
- **Vendor daemon files and license files**—The vendor daemon executable, the license file used to start the vendor daemon, and additional license files imported via the license server management interface after the initial import of a vendor daemon. A copy of the directory structure is created and these files are imported.
- **Log files**—The log file (`<vendor>.log`) for each vendor daemon.



Note • Only files held in the Imadmin installation root directory or its sub-directories are imported.

This section describes the upgrade procedure when you are installing the latest version of Imadmin and want to import files from a previous Imadmin installation. To determine which version of Imadmin you are using, see **Release Version** value displayed on the **System Information** page.



Task: *To upgrade an existing Imadmin installation*

1. Run the Imadmin installer.
2. In **Choose Install Folder** set the installation root directory. Ensure that this is not a sub-directory of the existing installation.
3. In **Import files from Previous Installation** enter the path to the installation root directory of the Imadmin installation that you want to import and check **Yes Import**.
4. If you have configured the license server manager port, in **Launch Configuration** enter the License Server Port Number. (See [License Server Manager Not Starting](#).)
5. If you have configured the TCP/IP port that the Web server uses to listen for communication with clients connecting to the license server management interface, in **Launch Configuration** enter the HTTP Port Number. (See [License Server Manager Not Starting](#).)
6. Complete the remaining installation dialogs.



Note • Note the following when upgrading Imadmin:

- The Imadmin installer imports an existing vendor daemon and its associated files only when the license file used to import the vendor daemon contains the license file path as a relative path on its `VENDOR` line.
- If a vendor daemon uses trusted storage, you must manually copy the activation library, `<vendor>_libFNP.*`, from the existing installation to the new installation.
- Any existing demo vendor daemon and associated license files and log files are not imported. The installer always installs an up-to-date version of the demo vendor daemon and the files required to run it.

Using Imadmin

Manually Starting the License Server Manager

You can start the license server using one of the following methods:

- On Windows platforms, open the installation directory in Windows Explorer and then double-click the `lmadmin.exe` file. This mechanism does not allow you to specify non-default command-line arguments.
- Execute the `lmadmin` command from the root installation directory. To see a list of available command-line arguments, execute the command:

```
lmadmin -help
```

The help display identifies the default arguments and which arguments are *persistent*, options that will remain in effect for later instances of `lmadmin`.

- Create a shell script file (UNIX) or a batch file (Windows) that will run the `lmadmin` command with your desired command-line arguments and then execute that file.



Note • If either the default license server port or the HTTP port for the user interface is in use, the license server manager will not start. For instructions see [License Server Manager Not Starting](#).

License Server Manager Not Starting

The license server manager will not start if either of the following ports are in use:

- Default license server port (no ports in range 27000 to 27009 available)
- Default HTTP port for the license server manager user interface (port 8090)



Task: *To check for this error and correct it:*

1. Run `lmadmin` from the command line using the `-foreground` argument:

```
lmadmin -foreground
```

2. Examine the output at the command prompt. The following shows typical output when there is a clash on the HTTP port:

```
<OS 10048>Only one usage of each socket address <protocol/network address/port> is normally
permitted. : make_sock: could not bind to address 0.0.0.0:8090 no listening sockets available,
shutting down
Unable to open logs
```

3. Reconfigure any port where there is a clash:
 - Use the `-licPort` argument for the license server port.
 - Use the `-webPort` argument for the HTTP port.

For example, the following command reconfigures the HTTP port to 8091:

```
lmadmin -webPort 8091
```

When you have reconfigured the HTTP port, you access the license server management interface using the new port number. So for `lmadmin -webPort 8091`, connect to the URL, `http://<server>:8090`.

Manually Stopping the License Server Manager

The `allowStopServer` command-line argument toggles the presence of the **Stop Server** button in the `lmadmin` user interface. The default is the **Stop Server** button is present. Click the **Stop Server** button in the Administration section of the license server management interface to shut down the license server manager (`lmadmin`) and all vendor daemons.

If `lmadmin` is started with the command-line argument `-allowStopServer no`, or if `-allowStopServer no` was the most recent use of the `-allowStopServer` argument, you cannot stop the license server using the license server management interface. In this situation, to stop the license server you must stop the `lmadmin` process.

On UNIX systems, you can use the `ps` utility to identify the process and the `kill` command to terminate it.



Caution • Do not use `kill -9`, use only `kill` with its default signal; otherwise, the license server will not shut down cleanly.

On Windows systems, you can use the Task Manager to identify the `lmadmin.exe` process and stop it.

You cannot restart the license server from the management interface. You must restart the license server as described in the previous section.

Accessing the License Server Management Interface

The license server management interface has two modes of operation—Standard mode and Section 508 mode. Either mode is accessible from a supported Web browser. See [System Requirements for Imadmin](#) for a list of supported Web browsers.

1. Make sure that you have started the license server.
2. Open the Web browser and browse to one of the following URLs:
 - **Standard mode**—This is the standard license server management interface:

`http://<server>:8090`

where `<server>` is the system name where the license server is running.

- **Section 508 mode**—Section 508 mode provides access to people with disabilities and has the same capabilities that are available in Standard mode:

`http://<server>:8090/login508`

where `<server>` is the system name where the license server is running. (The term “Section 508 mode” comes from Section 508, 36 CFR 1194.21, “Requirements for Software Applications and Operating Systems” of the 1998 amendment to the Federal Rehabilitation Act.)

Signing in to Imadmin as an Administrator

To use the following pages of the license server management interface, you must sign in as an administrator:

- System Information
- User Configuration
- Alert Configuration
- Server Configuration
- Vendor Daemon Configuration

When Imadmin is first installed, the administrator user name and password are both set to **admin**. Use this information when you first sign in to the interface as an administrator.



Note • If Imadmin is running on a Windows machine, you can also sign in to the interface using the Active Directory user ID specified as an Imadmin Administrator (either directly or via the specified Active Directory group) during Imadmin installation. However, this type of sign-in is available only if your Imadmin installation prompted for an Active Directory domain user or group name and if this information was provided.


Viewing the Imadmin Log Files

Application log files (except the `report.log` file) are written to the `<Imadmin_install_dir>/logs` directory.

Table 9-2 • Log files

Log File Name	Description
access.log	Contains information recorded about access to the license server management interface.
Imadmin.log	Contains information recorded by the license server.
web.log	Contains information recorded by the license server management interface. This file does not contain information about login events. See the <code>access.log</code> file for that information.

Table 9-2 • Log files

Log File Name	Description
<vendor>.log	These files contain information recorded by the corresponding vendor daemons (where <vendor> is the vendor daemon name). Each vendor daemon has its own log file, called the debug log file. In the installation package, you should see the demo.log file as the debug log file for the default demo vendor daemon.
report.log	A sample report log for the demo vendor daemon. Each vendor daemon can maintain a separate report log to record information about features that have been checked out by users. By default, a vendor daemon does not maintain report logs. This capability (in addition to the location of the report log file) must be enabled using the Options file.
FLEXnet_Publisher_License_Server_Manager_Install_MM_dd_yyyy_hh_mm_ss.log	<p>A log recording events of the Imadmin installation. This file is usually created in the uninstal\Logs directory located under the installation root directory. However, the Imadmin installer might create it under a different name and location. If necessary, contact the publisher for the log file's name and location.</p>  <p>Note • Prior to Imadmin 11.10.1, the installation log file was created directly under the installation root directory.</p>

Managing Imadmin from the Command Line

This section describes some of the common tasks that can be performed using the Imadmin command line and the command-line arguments.

Adding a Vendor Daemon to Imadmin

The Imadmin license server must be configured with data about vendor daemons and license files. To add a vendor daemon, you must import it using a license file. You can do this from the command line (or from the Imadmin user interface.)



Note • FlexNet Publisher provides a sample vendor daemon (demo or demo.exe) that you can use with Imadmin. To use this vendor daemon, first copy it and its associated library from the <platform> directory to the <platform>/Imadmin/demo directory. (The associated library is one of the following: demo_libFNP.so for UNIX, demo_libFNP.dll for Windows, demo_server_libFNP_notr.so for AIX, or demo_libFNP.dylib for Mac.) Then, issuing the command described in the following procedure, import the vendor daemon, using the sample license file Imadmin/demo/demo.lic.



Task: *To add a vendor daemon from the command line*

1. Create or locate a valid license file (for example, `mylicense.lic`) with the appropriate SERVER lines, VENDOR lines, and feature definition lines.
2. Make sure that the vendor daemon executable is in the correct location relative to `lmadmin`. This location is defined in the VENDOR line.
3. Import the license file by executing the following command:

```
lmadmin -import <mylicense.lic>
```

where `<mylicense.lic>` is the path and name of the license file. This command imports the license file, but does not start the license server.

When you import a license file, the license server configuration file (`<lmadmin_install_dir>/conf/server.xml`) is populated with the vendor daemon information (vendor name, vendor daemon path, port number, etc.).

4. Start the license server. See [Manually Starting the License Server Manager](#).



Note • For information about how to import a license file using the license server management interface, see the online help available from within the license server management interface.

Configuring the License File Upload Directory

The license file upload directory is the location where copies of license files used by `lmadmin` are stored when license files are imported using the **Import License** button on the Vendor Daemon Configuration tab or the `-import` command-line argument.

When this location is not configured, the default settings create the following directory structure into which license files are uploaded:

```
.../<lmadmin_install_dir>/licenses/<vendor daemon name>/
```

For example, on Windows when `lmadmin` is installed in the default location and two vendor daemons, `demo` and `publisherA`, are being managed by `lmadmin`, the following directories are created when license files for these vendor daemons are imported:

```
C:\Program Files\FlexNet Publisher License Server Manager\licenses\demo
```

```
C:\Program Files\FlexNet Publisher License Server Manager\licenses\publisherA
```

The license file that contains license rights for the vendor daemon `demo` is copied to the `..\demo` directory. The license file that contains license rights for the vendor daemon `publisherA` is copied to the `..\publisherA` directory. When additional license files are imported for either of these vendor daemons, they are uploaded to the appropriate vendor daemon-specific directory.

You can replace this default configuration as described in the following instructions. Typically the license file upload directory is configured when Imadmin is installed for the first time and then not altered. This ensures that license files, once imported, are available to Imadmin and the vendor daemons it manages.



Task: *To configure the license file upload directory*

1. If Imadmin is running, shut it down ([Manually Stopping the License Server Manager](#)).
2. From the command line, execute an Imadmin command using the `-uploadDir` argument.

The upload directory can be specified either as a relative or absolute path. When a relative path is used, it is relative to the current directory. Additionally a special string, `%v`, can be used to include the vendor daemon name in the directory path. Thus the following example specifies that the upload directory will be located at `C:\Program Files\FlexNet Publisher License Server Manager\<vendor>\licenses`:

```
Imadmin -uploadDir C:\Program Files\FlexNet Publisher License Server Manager\%v\licenses
```

Installing Imadmin License Server Manager as an Operating System Service

While it is possible to manually start and stop the Imadmin license server manager, it is recommended that you install it as a service on the operating system so that it will automatically start whenever the operating system restarts.



Important • For security reasons, Flexera Software recommends that the license server be run with non-elevated user privileges (which, in turn, the vendor daemon inherits). See the later section, [Running FlexNet Publisher License Server as a System Service With Non-Elevated Privileges](#), for details on enabling the Imadmin operating-system service to run under a non-Root or non-administrator user account.

Windows Systems


As part of the Imadmin installation process on Windows systems, the Imadmin installer might provide the option to configure the Imadmin license server manager as a system service. However, only users in the Windows Administrators group can successfully perform this action. The **Startup Type** is set to **Automatic** so that the service starts automatically when the system is restarted.

As an alternative, use the following Imadmin command-line arguments to install and uninstall the service (see [Table 9-3](#)).



Important • After you execute the command to install the license server manager as a Windows service, the service is not started automatically. You must manually start the service for the first time using the Windows Services Console.

Table 9-3 • Imadmin command-line arguments to configure Imadmin as a Windows service.

Imadmin Command-line Argument	Description
-installService <i>service name</i>	Creates a Windows service (with the name you provide) to run the license server manager.
-removeService	Uninstalls the Windows service with the name you specified. Make sure you stop the service before removing it.
-delay <i>nn</i>	Sets the number of seconds (<i>nn</i>) to delay between the time you start the service and the time it actually begins running. This delay is helpful when a FlexNet ID dongle is used to lock the license server to a machine (that is, when the FLEXid is used on the SERVER line). The license server can sometimes fail to start when a system reboots because the license server loads before the dongle device driver has a chance to load properly.  Note • Use this option with the -installService argument.

Windows Vista and Later

To run Imadmin with any of the command-line arguments used to configure Imadmin as a Windows service requires that the user has administrator privilege. (Vista and later Windows versions enforce administrator privileges for installation or removal of a service.) Therefore, to use these arguments you must do the following:

- Sign in as an administrator before running Imadmin with these arguments.
- Start the command prompt using the option **Run as Administrator**.

Red Hat Linux Systems

On Red Hat Linux platforms, the <Imadmin_install_dir>/examples/service directory contains a shell-script file, Imadmin. (Do not confuse this Imadmin file with the executable for the license server manager.) This script file contains service installation instructions, including details on where this file should be installed on the Red Hat Linux.

Additionally, see [Running FlexNet Publisher License Server as a System Service With Non-Elevated Privileges](#) for instructions on modifying the script to run the Imadmin system service with non-elevated privileges.



Note • The instructions in the sample script might work on other Imadmin-supported UNIX platforms with minor changes.

Mac OS Systems

On Mac OS Systems, administrators have to create their own startup script in a directory such as `/Library/StartupItems/LMadmin`. The installed `<lmadmin_install_dir>/examples/service` script is the same script as installed for Linux and Solaris systems and is provided *for reference only*; it will not work properly on Mac OS systems. For more information on installing an executable file as a system service (and running it with non-elevated privileges) on Mac OS systems, see any of the many publicly available references such as <http://www.oreilly.com/pub/a/mac/2003/10/21/startup.html>.



Note • Flexera Software is not responsible for the accuracy of information obtained from such reference sources or for the results of the startup script that you write.

Running FlexNet Publisher License Server as a System Service With Non-Elevated Privileges

Flexera Software recommends that the lmadm license server manager be run with non-elevated user privileges. (The vendor daemon inherits these same privileges.) This practice ensures that any security vulnerabilities exploited by malicious users with access to the corporate network will have minimal impact beyond the licensing services.

The instructions below are examples for enabling the lmadm operating-system service to run under a non-root or non-administrator user account. The instructions assume that you have lmadm already installed.

Procedure Overview

Managing the license server as a system service typically requires three main phases:

- **Phase 1**--Install the license server as a system service. This step typically requires elevated privileges. See the previous section, [Installing lmadm License Server Manager as an Operating System Service](#).
- **Phase 2**--Identify or create a user account with non-elevated privileges. You should create a user account (either a domain account or a local account) that is dedicated to running the license server system service. In the instructions that follow, this user account is referred to as the *Service User account*. Make sure that this Service User account has sufficient permissions to read the license files and write the log files in the designated folders.
- **Phase 3**--Configure the installed license server system service to use the Service User account. This step requires elevated privileges as well.

The following sections provide steps (based on the above procedure overview) for enabling the lmadm license server to run with non-elevated user privileges on various operating-system platforms. Adjust these steps as needed for your specific platform or platform version.

Windows Systems

Use the following procedure to run the lmadm system service with non-elevated privileges on Windows.



Task: *To configure the Imadmin system service to run with non-elevated user privileges*

1. If the Imadmin was *not* set up as a Windows service during the Imadmin installation process, install the service from the command line:

`Imadmin -installService servicename`

where *servicename* is the name of the Imadmin Windows service.

This step requires elevated user privileges.

2. Create a Service User account either on the local system or on the domain.
3. Grant this lesser-privileged account the permissions to start and stop the service. Use any appropriate method, such as Security Descriptor Definition Language or a publicly available third-party tool such as SetACL.

The following steps use SetACL to manage the permissions for the service:

- a. Download and install the command-line SetACL utility.
- b. From the command-line, change to the directory where the SetACL utility is installed, and execute this command:

`SetACL.exe -on "servicename" -ot srv -actn ace -ace "n:\domain\serviceuser;p:start_stop"`

where the the following elements are defined as follows:

- *servicename* is the name of the installed Imadmin service.
 - *domain* is the domain to which the user belongs.
 - *serviceuser* is the user under which the Imadmin service is intended to run.
4. To designate the Service User, navigate to the Windows Services console (for example, on some Windows platforms, you access this console from the Task Manager or from **Administrative Services** on the Control Panel).
 5. From the Services console, do the following:
 - a. Right-click the Imadmin service, and select the **Properties** option.
 - b. Under the Log On tab, select **This account**, and specify the Service User and its password.

Linux Systems

The procedure described in this section requires the sample shell-script file called Imadmin, which is shipped with the FlexNet Publisher toolkit to help you set up Imadmin as a system service on Linux platforms. If you have already configured Imadmin to start up as a system service, skip steps 1 and 2 in the following procedure. However, you must still access this script to make additional modifications, as described below.



Task: *To configure the Imadmin system service to run with non-elevated user privileges*

1. In your Imadmin installation directory, copy the sample shell-script file Imadmin, located in the /examples/service directory, to the /etc/rc.d/init.d directory.



Important • Once the script is copied, make sure it has execution privilege.

2. To update the run-level information for the service, execute the following command:

```
chkconfig Imadmin on
```

3. Modify the following line in the script to identify the Imadmin path:

```
InstallDir="/opt/FNPlm/Imadmin"
```

where the InstallDir value is the directory location where the Imadmin binary is installed.

4. Modify the following line in the script to identify the user under which the Imadmin system service will run:

```
ImadminUser="Imadmin"
```

where the ImadminUser value is the name of the Service User account with the non-elevated privileges.

5. Remove --pidfile=\${pidFile} from following line under the start() section:

```
daemon --user $ImadminUser --pidfile=${pidFile} "$Imadmin" -root "$InstallDir"
```

6. Remove -p \$pidFile from the following line under the stopserver() section:

```
killproc -p $pidFile -d 10 $Imadmin
```

7. Save the changes in the script.

8. To start the Imadmin system service under the user you specified for ImadminUser, execute the following command:

```
service Imadmin start
```

Other UNIX Systems

After configuring Imadmin to start up as a system service, as described in [Installing Imadmin License Server Manager as an Operating System Service](#), modify the startup script (Imadmin or similar shell script) to run the Imadmin service with non-elevated privileges. Use the instructions in the previous section, [Linux Systems](#), as a guide for editing the script. However, adjust the procedure as needed for your specific UNIX platform.

Mac OS Systems

See the previous section, [Mac OS Systems](#), under [Installing Imadmin License Server Manager as an Operating System Service](#).

Imadmin Command-line Arguments

This section describes in outline each of the `lmadmin` command-line arguments. Arguments defined as persistent will remain set until they are reset.

Usage

```
lmadmin [-version] [-config <configFile>] [-configDir <configFileDirectory>]
[-root <lmadmin_install_dir>] [-force] [-import <licenseFileList>]
[-importInstallation <oldInstallDirectory>][-config <configFileForImport>][-configDir
<configDirForImport>]] [-licPort <licenseServerPort>][-webPort <httpPort>]
[-allowStopServer <yes|no>] [-allowRemoteStopServer <yes|no>][-allowLicenseReclaim <yes|no>]
[-installService <servicename>] [-delay <seconds>] [-removeService <serviceName>]
[-defaultAdminUser <domain\username>] [-defaultAdminGroup <domain\groupname>]
[-uploadDir <uploadDirectory>] [-useradd <userid> -Pass <password> -Role <roleType> [-FirstName
<name>] [-LastName <name>]] [-usermod <userid> [-Pass <password>] [-Role <role_type>] [-FirstName
<name>] [-LastName <name>]] [-userdel <userid>] [-foreground] [-adminOnly <yes|no>] [-logDir
<logDirectory>]
```


Table 9-4 • Imadmin Command-line Arguments

Argument Syntax	Description	Function
<code>-adminOnly</code> <code><yes no></code>	<p>Default—Yes</p> <p>Persistent —Yes</p> <p>Set from UI—No</p>	<p>Restricts usage of <code>lmdown</code>, <code>lmreread</code>, and <code>lmremove</code>—as well as <code>lmswitch</code>, <code>lmswitchr</code>, and <code>lmnewlog</code>. If you set <code>-adminOnly no</code>, command-line access to these utilities is unrestricted. (Access to related features in the Imadmin UI is governed separately by Imadmin login credentials.)</p> <p>By default, Imadmin restricts command-line access to these utilities. The default argument, <code>-adminOnly yes</code>, overrides other Imadmin command-line options, such as <code>-allowLicenseReclaim</code>, <code>-allowStopServer</code>, and <code>-allowRemoteStopServer</code>.</p> <p>Restrictions vary depending on the operating system on which Imadmin is running.</p> <p>On Windows, command-line access to these utilities is completely restricted. If <code>-adminOnly yes</code> is used when starting Imadmin, no user on Windows can shut down the license server with <code>lmdown</code>, nor can they use the <code>lmswitch</code>, <code>lmswitchr</code>, and <code>lmnewlog</code> command-line utilities.</p> <p>On UNIX, <code>-adminOnly yes</code> permits access by the root user only, by default. However, if you define a UNIX group called <code>lmadmin</code>, then access is permitted to members of that group only. (If root is not a member of this group, then root does not have permission to use any of the above utilities.)</p>
<code>-allowLicenseReclaim</code> <code><yes no></code>	<p>Default —No</p> <p>Persistent—Yes</p> <p>Set from UI—No</p>	<p>Controls the operation of <code>lmremove</code>. If set to <code>yes</code>, licenses can be reclaimed from a user. If set to <code>no</code>, licenses cannot be reclaimed from a user.</p> <div data-bbox="954 1598 987 1640" data-label="Image"> </div> <p>Note • Restrictions from the <code>-adminOnly yes</code> argument may prevent license reclamation even if you set <code>-allowLicenseReclaim yes</code>.</p>

Table 9-4 • Imadmin Command-line Arguments





Argument Syntax	Description	Function
<code>-allowStopServer</code> <yes no>	Default—Yes value Persistent —Yes Set from UI —No	<p>Configures how the license server can be stopped.</p> <p>If set to yes, local clients can stop the license server using either lmdown or the Stop Server button in the UI.</p>  <p>Note • Restrictions from the -adminOnly yes argument may prohibit stopping the server from the command line even if you set -allowStopServer yes.</p> <p>If set to no, then the license server must be stopped by stopping the process. See Manually Stopping the License Server Manager.</p>  <p>Note • Setting -allowStopServer no also sets -allowRemoteStopServer to no.</p>
<code>-allowRemoteStopServer</code> <yes no>	Default—No value Persistent—Yes Set from UI—No	<p>Configures whether the license server can be stopped from a remote location.</p> <p>If set to yes, then you can stop the license server from a remote location and local clients can stop the license server using either lmdown or the Stop Server button in the UI.</p>  <p>Note • Restrictions from the -adminOnly yes argument may prohibit remotely stopping the server from the command line even if you set -allowRemoteStopServer yes.</p> <p>If set to no, then it must be stopped from a local client. See online help for further details.</p>  <p>Note • Setting -allowRemoteStopServer yes when -allowStopServer is not defined, forces -allowStopServer to be set to yes.</p>

Table 9-4 • Imadmin Command-line Arguments


Argument Syntax	Description	Function
-config <configFile>	Default—server.xml Persistent—Yes Set from UI—No	Defines the name of the license server configuration file to use when starting the license server manager. If all defaults are set, the path and name is the following: <code><Imadmin_install_directory>/conf/server.xml</code> .
-configDir <configDir>	Default— <Imadmin_install_dir>/conf Persistent—Yes Set from UI—No	Defines the directory where the license server configuration files are located.
-delay <seconds>	Default—0 Persistent—Yes Set from UI—No	Used when configuring the license server as a service on Windows. See Installing Imadmin License Server Manager as an Operating System Service .
-defaultAdminUser <domain\username>	Default—N/A Persistent—Yes Set from UI—Yes	<p>Adds the specified Windows Active Directory user as an Imadmin Administrator. The license administrator can then log in to the Imadmin user interface initially using this user ID (and its Active Directory password) and proceed to perform administrative tasks.</p> <p>To identify this user, use the format <i>domain\username</i>, where <i>domain</i> is a valid Windows Active Directory domain to which the machine running Imadmin has a trusted relationship, and <i>username</i> identifies a valid account within that domain. This value is not case-sensitive and can include up to 32 characters.</p>  <p>Note • Use this argument sparingly. Its main purpose is to provide initial access to the Imadmin interface.</p>

Table 9-4 • Imadmin Command-line Arguments


Argument Syntax	Description	Function
-defaultAdminGroup <domain\groupname>	Default—N/A Persistent—Yes Set from UI—Yes	<p>Adds the specified Windows Active Directory group as an Imadmin Administrator. The license administrator can then log in to the Imadmin user interface initially using any Active Directory user ID (and its associated password) belonging to this group and proceed to perform administrative tasks.</p> <p>To identify this group, use the format <i>domain\groupname</i>, where <i>domain</i> is a valid Windows Active Directory domain to which the machine running Imadmin has a trusted relationship, and <i>groupname</i> identifies a valid account within that domain. This value is not case-sensitive and can include up to 32 characters.</p>  <p>Note • Consider the following:</p> <ul style="list-style-type: none"> • Setting a domain group as the Imadmin Administrator is helpful in a large enterprise where you might have several license administrators who need access to the interface. For more information, see the online help once you have opened the interface. • Use this argument sparingly. Its main purpose is to provide initial access to the Imadmin interface.
-force	Default—Do not overwrite settings Persistent—No Set from UI—No	<p>Use with the -import argument to overwrite existing vendor daemon settings in the license server configuration file. The following settings are overwritten or reset to the default:</p> <ul style="list-style-type: none"> • License file location (overwritten). • Vendor daemon location (overwritten). • Vendor daemon port (reset to default). • Restart retries (reset to default). • Date-based versions (reset to default). • Overwrite vendor daemon log (reset to default). • Vendor daemon log location and name (reset to default).

Table 9-4 • Imadmin Command-line Arguments

Argument Syntax	Description	Function
-foreground	Default—Run in background Persistent—No Set from UI—N/A	Run Imadmin in the foreground (output status and errors are sent to the command window).
-import <licenseFileList>	Default—N/A Persistent—N/A Set from UI — Import License button	Updates the license server configuration file with information extracted from the specified license files. See license_file_list for details of the format of <licenseFileList>. This option does not start Imadmin. This argument can be combined with -config, -configDir, and -force.
-importInstallation <oldInstallDirectory> [-config <configFileForImport>] [-configDir <configDirForImport>]	Default—N/A Persistent—N/A Set from Installer—Specify in Import files from Previous Installation in the Imadmin Installer.	Imports configuration information from the specified existing Imadmin installation directory or from a specified location for the license server configuration files (optional use of -config or -configDir). This option does not start Imadmin. This argument can be combined with -config, -configDir, and -root.
-installService <serviceName>	Default—Do not install Imadmin as a Windows service Persistent—N/A Set from UI—No	Used when configuring the license server as a service on Windows. See Installing Imadmin License Server Manager as an Operating System Service .
-licPort <licenseServerPort>	Default—First available in range 27000-27009 Persistent—Yes Set from UI—Specify for License Server Manager Port (located under the License Server Configuration heading on the Server Configuration tab on the Administration page)	Configures the license server manager port. To set a specific port, enter a positive integer for <licenseServerPort>. To have the license server manager determine the default, enter 0 (zero).  Note • For security purposes, best practice is not to allow the license server manager determine a default port number. Instead, specify a port number outside of the range 27000 through 27009.

Table 9-4 • Imadmin Command-line Arguments


Argument Syntax	Description	Function
-logDir <logDirectory>	Default— <Imadmin_install_dir>/logs Persistent—Yes Set from UI—No	Writes the Imadmin logs to the location you specify for <logDirectory>. Enter an absolute path for <logDirectory>. Assuming no vendor daemon logs have been set (in the options file) to write to a custom location, Imadmin writes all Imadmin logs to the location you set for <logDirectory>. When a custom vendor daemon log location <i>is</i> set, that setting overrides the -logDir setting for that particular vendor-daemon log.
-removeService <serviceName>	Default—N/A Persistent—N/A Set from UI—No	Used when configuring the license server as a service on Windows. See Installing Imadmin License Server Manager as an Operating System Service .
-root <Imadmin_install_dir>	Default—Current directory Persistent—No Set from UI—No	Specifies where Imadmin is installed. This enables you to issue an Imadmin command from somewhere other than the directory where Imadmin is installed.  Note • Any command-line arguments that specify relative paths define paths relative to the current directory and not the directory specified with -root.
-uploadDir <uploadDirectory>	Default— <Imadmin_install_dir>/ licenses/<vendor> Persistent—Yes Set from UI—No	Configures the directory where license files that are uploaded to the license server manager are stored. A directory with the name of the vendor daemon can be set by using the string “%v” as in the following example: -uploadDir flexlicenses%\v

Table 9-4 • Imadmin Command-line Arguments




Argument Syntax	Description	Function
<pre>-useradd <userid> -Pass <password> -Role <roleType> [-FirstName <name>] [-LastName <name>]</pre>	<p>Persistent—Yes</p> <p>Set from UI—Yes</p>	<p>Adds a new Imadmin user-interface user. Provide the following parameters:</p> <ul style="list-style-type: none"> • -useradd <userid>—Provide either value: For a locally managed account (that is, defined and managed by Imadmin), a user-defined sign-in ID, up to 32 characters. The value is case-sensitive and can include spaces but no backslashes (\). <p>or</p> <p>For a Windows Active Directory domain account, the account ID in the following format:</p> <p><domain>\<username> <groupname></p> <p>where <domain> is the active Active Directory domain to which the machine running Imadmin has a trusted relationship and <username> or <groupname> identifies a valid user or group account existing within that domain. This value is not case-sensitive and can include up to 32 characters. Separate multiple domains with a backslash (\).</p>  <p>Note • When a Windows Active Directory group account is defined to Imadmin, only the group name is identified in the account. However, a user must sign in to Imadmin using a domain user name (not the group name) and its password. Imadmin then contacts the domain server to validate the user as a member of a group account defined to Imadmin.</p> <ul style="list-style-type: none"> • -Pass <password>—(Locally managed accounts only) Specify the password for the specified user ID, up to 32 characters.

Table 9-4 • Imadmin Command-line Arguments

Argument Syntax	Description	Function
<pre>-useradd <userid> -Pass <password> -Role <roleType> [-FirstName <name>] [-LastName <name>]</pre> <p>(continued)</p>		<ul style="list-style-type: none"> • -Role <roleType>—Specify one of these roles to assign Imadmin user-interface privileges to the account: <ul style="list-style-type: none"> user—The user is limited to Imadmin Dashboard functionality only.* Assign this role only when you are password-protecting the Dashboard.*** Otherwise, the user has automatic access to the Dashboard. admin—The user (locally managed or in Windows Active Directory) has administrator rights.** userGroup—(Windows Active Directory group account only) The domain group is limited to Imadmin Dashboard functionality only.* Assign this role only when you are password-protecting the Dashboard.*** Otherwise, the group has automatic access to the Dashboard. adminGroup—(Windows Active Directory group account only) The domain group has administrator rights.** • -FirstName <name>— (Locally managed accounts only; optional) The user's first name. • -LastName <name>—(Locally managed accounts only; optional) The user's last name.
<pre>-usermod <userid> [- Pass <password>] [-Role <role_type>] [- FirstName <name>] [- LastName <name>]</pre>	<p>Persistent—Yes</p> <p>Set from UI—Yes</p>	<p>Allows you to modify the Imadmin user-interface user account identified by the account ID (<userid>). You can modify the accounts's role and, for locally managed accounts, the password and first and last names of the user. See the -useradd argument described previously in this table for descriptions of these parameters.</p>
<pre>-userdel <userid></pre>	<p>Persistent—Yes</p> <p>Set from UI—Yes</p>	<p>Removes the Imadmin user-interface user account identified by the account ID (<userid>).</p>

Table 9-4 • Imadmin Command-line Arguments

Argument Syntax	Description	Function
-webPort <httpPort>	Default—8090 Persistent—Yes Set from UI—Specify for HTTP Port (located under the Web Server Configuration heading on the Server Configuration tab on the Administration page)	Configures the TCP/IP port that the Web server uses to listen for communication with clients connecting to the license server management interface. See License Server Manager Not Starting for an example of how to use this argument.
-webSecurePort <httpsPort>	Default—0 Persistent—Yes Set from UI—Specify for HTTPS Port (located under the Secure Web Server Configuration heading on the Server Configuration tab on the Administration page)	Configures the TCP/IP port (five characters maximum) that the Imadmin web server uses to listen for HTTPS (HTTP-over-SSL) communication. If you change the port, you must stop and restart the license server.  Important • Specify the -webSecurePort option only if you are configuring HTTPS communication with the Imadmin web server interface.
-version	N/A	Outputs details of the Imadmin version to the command prompt.
<p>* Dashboard privileges provide access to all the Imadmin user-interface Dashboard functionality. This includes viewing license activity and alerts, changing the user password (locally managed accounts only), and selecting a locale when multiple locales are configured on the system.</p> <p>** Administrator privileges include all Dashboard privileges plus the ability to access the Administration page of the Imadmin user interface. From this page, the administrator can perform license-server configuration and management tasks, and set up, edit, or delete other Imadmin user accounts.</p> <p>*** To password-protect the Dashboard, use Password Protect Dashboard option on the Server Configuration tab located on the Administration page in the Imadmin user interface.</p> <p></p> <p>Note • Active Directory domain users or groups are supported on Windows platforms only.</p>		

Obtaining Imadmin Command-Line Help

For a handy reference to `lmadmin` command-line arguments, use this procedure.



Task: *To obtain a handy reference of Imadmin command-line arguments*

1. Open a command-prompt window.
2. Change to the directory where the `lmadmin` file is located.
3. Enter the following command to view a list of available arguments with a description of each:

```
lmadmin -help
```

The help descriptions identify the default arguments and which arguments are *persistent*, arguments that will remain in effect for later instances of `lmadmin`.

Extending Imadmin License Server Capability

`lmadmin` can be customized. These customizations require some programming. The `lmadmin` installation package includes some example applications and files that demonstrate simple customizations.

Using the Imadmin Web Service Interface

`lmadmin` provides a Web service interface that exposes certain APIs that can be called from a custom-built utility. These services enable you to extend the core license server capabilities. The WSDL file needed to generate the client proxy can be found in the `<lmadmin_install_dir>\wsdl` directory.

The `lmadmin` installation package includes a set of examples in the `<lmadmin_install_dir>\examples` directory that demonstrate how to implement certain capabilities using the Web service interface.

Creating an Imadmin Alerter Service

The `lmadmin` license server installation includes an example of how to implement an email alerter service. This service will poll for alerts and then send a user an email when an alert has been triggered.

Using the Alerter Service Email Alerts

The sample Alerter service utility runs on the license server and enables a user to receive alert notifications by email. To use the Alerter service, you must install Java Runtime Environment (JRE) 1.5 or later on the license server.

To start the Alerter service, there are two files in the `<lmadmin_install_dir>/examples/alserter` directory:

- For Windows systems, the `runalserter.bat` file.
- For UNIX systems, the `runalserter` file.

When starting this service, you must configure certain command-line arguments to define the mail server, sender, receiver, and so on. To see the list of available command-line arguments for the `runalerter` script, type the following command:

`runalerter -help`

The source code for this utility is in the `<Imadmin_install_dir>/examples/alerter/src` directory.

Chapter 9: Imadmin License Server Manager

Extending Imadmin License Server Capability

Imgrd - License Server Manager

The *license server manager* is one of the components that make up a license server (the other being the vendor daemon). It handles the initial contact with FlexEnabled applications, passing the connection on to the appropriate vendor daemon. The purposes of the license server manager are to:

- Start and maintain all the vendor daemons listed in the VENDOR lines of the license file used to start Imgrd.
- Refer application checkout (or other) requests to the correct vendor daemon.

Imgrd is an application-based version of the license server manager. On most platforms it is controlled from a command-line. On Windows LMTTOOLS can be used to manage Imgrd.

A newer Imgrd can be used with an older vendor daemon or FlexEnabled application, but a newer vendor daemon or FlexEnabled application might not work properly with an older Imgrd. Always use the latest version of Imgrd, which is available from the download site. See [Version Compatibility Between Components](#) for detailed information.

Imgrd Command-Line Syntax

When you invoke Imgrd, it looks for a license file that contains information about vendors and features and starts those vendor daemons.

Usage

```
Imgrd [-c license_file_list] [-l [+] debug_log_path]  
      [-2 -p] [-local] [-x Imdown] [-x Imremove] [-z] [-v] [-help]
```

The following table describes the syntax elements:

Table 10-1 • Imgrd Command-Line Syntax Usage

Term	Description
-c <i>license_file_list</i>	Use the specified license files.
-l [+] <i>debug_log_path</i>	Write debugging information to file <i>debug_log_path</i> . This option uses the letter <i>l</i> , not the numeral 1. Prepending <i>debug_log_path</i> with the <i>+</i> character appends logging entries. See Debug Log File for more information on this file.
-2 -p	Restricts usage of <i>lmdown</i> , <i>lmreread</i> , and <i>lmremove</i> —as well as <i>lmswitch</i> , <i>lmswitchr</i> , and <i>lmnewlog</i> —to a license administrator who is by default root. If there a UNIX group called lmadmin , then use is restricted to only members of that group. If root is not a member of this group, then root does not have permission to use any of the above utilities. If -2 -p is used when starting <i>lmgrd</i> , no user on Windows can shut down the license server with <i>lmdown</i> , nor can they use the <i>lmswitch</i> , <i>lmswitchr</i> , and <i>lmnewlog</i> command-line utilities.
-local	Restricts the <i>lmdown</i> and <i>lmreread</i> commands to be run only from the same system where <i>lmgrd</i> is running.
-x lmdown	Disable the <i>lmdown</i> command (no user can run <i>lmdown</i>). If <i>lmdown</i> is disabled, stop <i>lmgrd</i> via <i>kill pid</i> (UNIX), or stop the <i>lmgrd</i> and vendor daemon processes through the Windows Task Manager or Windows service. On UNIX, be sure the <i>kill</i> command does not have a <i>-9</i> argument.
-x lmremove	Disable the <i>lmremove</i> command (no user can run <i>lmremove</i>).
-z	Run in foreground. The default behavior is to run in the background. If <i>-l debug_log_path</i> is present, then no windows are used, but if no <i>-l</i> argument specified, separate windows are used for <i>lmgrd</i> and each vendor daemon.
-v	Displays <i>lmgrd</i> version number and copyright and exits.
-help	Displays usage information and exits.

Starting the License Server Manager on UNIX Platforms

If any licenses in the license file are counted (license count > 0), the license server manager, and hence the license server, must be started before the FlexEnabled application can be used.

The license server manager, `lmgrd`, is started either manually on the command line or automatically at system startup. Both methods are discussed in the following sections.



Note • Start `lmgrd` only on the system specified on the `SERVER` line in the license file.

If you are running license servers configured for three-server redundancy, maintain an identical copy of the license file (as well as the `lmgrd` and the vendor daemons binaries) locally on each system rather than on a file server. If you do not do this, you lose all the advantages of having redundant servers, as the file server holding these files becomes a single point of failure.

Manual Start

Start `lmgrd` from the UNIX command line using the following syntax:

```
lmgrd -c license_file_list -L [+]debug_log_path
```

where

`license_file_list` is one or more of the following:

- the full path to a single license file
- a directory, where all files named `*.lic` in that directory are used

If the `license_file_list` value contains more than one license file or directory, they must be separated by colons on UNIX or semicolons on Windows.

`debug_log_path` is the full path to the debug log file

Prepending `debug_log_path` with the `+` character appends logging entries.

Start `lmgrd` by a user other than root since processes started by root can introduce security risks. If `lmgrd` must be started by the root user, use the `su` command to run `lmgrd` as a non-privileged user:

```
su username -c "lmgrd -c license_file_list -l debug_log_path"
```

where `username` is a non-privileged user. You must ensure that the vendor daemons listed in the license file have execute permissions for `username`. The paths to all the vendor daemons in the license file are listed on each `VENDOR` line.

Automatic Start

On UNIX, edit the appropriate boot script, which may be `/etc/rc.boot`, `/etc/rc.local`, `/etc/rc2.d/Sxxx`, `/sbin/rc2.d/Sxxxx`. Include commands similar to the following. See the following notes for a full explanation.

```
/bin/su daniel -c 'echo starting lmgrd > \
/home/flexlm/v11/hp700_u9/boot.log'

/bin/nohup /bin/su daniel -c 'umask 022; \
/home/flexlm/v11/hp700_u9/lmgrd -c \
/home/flexlm/v11/hp700_u9/license.dat >> \
/home/flexlm/v11/hp700_u9/boot.log'

/bin/su daniel -c 'echo sleep 5 >> \
/home/flexlm/v11/hp700_u9/boot.log'

/bin/sleep 5

/bin/su daniel -c 'echo lmdiag >>\
/home/flexlm/v11/hp700_u9/boot.log'

/bin/su daniel -c '/home/flexlm/v11/hp700_u9/lmdiag -n -c\
/home/flexlm/v11/hp700_u9/license.dat >> \
/home/flexlm/v11/hp700_u9/boot.log'

/bin/su daniel -c 'echo exiting >>\
/home/flexlm/v11/hp700_u9/boot.log'
```

Please note the following about how this script was written:

- All paths are specified in full because no paths are assumed at boot time.
- Because no paths are assumed, the vendor daemon must be in the same directory as `lmgrd`, or the `VENDOR` lines in the license file must be edited to include the full path to the vendor daemon.
- The `su` command is used to run `lmgrd` as a non-root user, **daniel**. It is recommended that `lmgrd` not be run as root since it is a security risk to run any program as root that does not require root permissions. `lmgrd` does not require root permissions.
- **daniel** has a `cs` login, so all commands executed as **daniel** must be in `cs` syntax. All commands not executed as **daniel** must be in `/bin/sh` syntax since that is what is used by the boot scripts.
- The use of `nohup` and `sleep` are required on some operating systems, notably HP-UX. These are not needed on Solaris and some other operating systems, but are safe to use on all.
- `lmdiag` is used as a diagnostic tool to verify that the server is running and serving licenses.



Note • This does not start the vendor daemon until you reboot the system.

Starting the License Server Manager on Windows

This section provides procedural information on manual starts from the command line and how to configure the License Server Manager (lmgrd) as a service.

Manual Start from the Command Line

To start lmgrd from the command line:

Start lmgrd as an application from a Windows command shell using the following syntax:

```
C:\fnp> lmgrd -c license_file_list -L [+] debug_log_path
```

where

- *license_file_list* is one or more of the following:
 - the full path to a single license file
 - a directory, where all files named *.lic in that directory are used
- *debug_log_path* is the full path to the debug log file

Prepending *debug_log_path* with the + character appends logging entries.

Spaces in pathnames require double quotes around the path.

Configuring the License Server Manager as a Windows Service

To configure a license server manager (lmgrd) as a service, you must have Administrator privileges. The service will run under the *LocalSystem* account. This account is required to run this utility as a service.

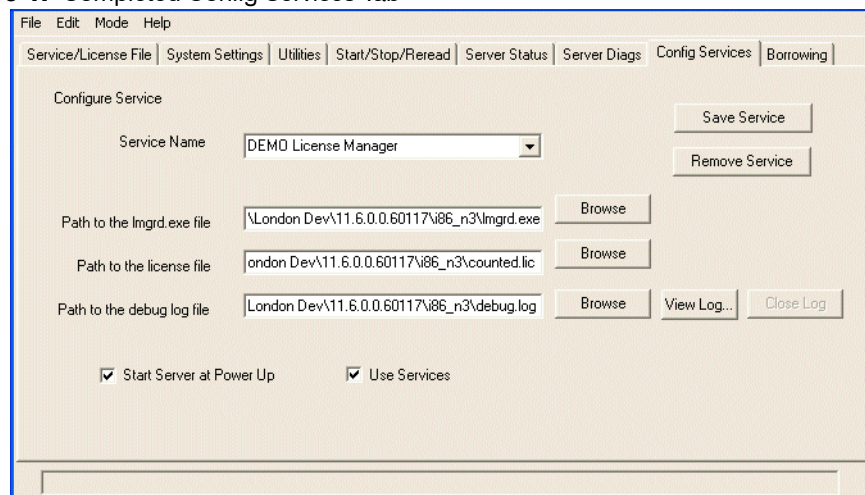


Task: *To configure a license server as a service:*

1. Run the lmtools utility.
2. Click the **Configuration using Services** button, and then click the **Config Services** tab.
3. In the **Service Name**, type the name of the service that you want to define, for example, **DEMO License Manager**. If you leave this field blank, the service will be named FlexNet Publisher Service.
4. In the **Path to the lmgrd.exe file** field, enter or browse to lmgrd.exe for this license server.
5. In the **Path to the license file** field, enter or browse to the license file for this license server.

6. In the **Path to the debug log file**, enter or browse to the debug log file that this license server writes. Prepending the debug log file name with the + character appends logging entries. The default location for the debug log file is the c:\winnt\System32 folder. To specify a different location, make sure you specify a fully qualified path.
7. To save the new **DEMO License Manager** service, click **Save Service**.

Figure 10-1: Completed Config Services Tab



Configuring the License Server Manager Service for a Delayed Start

In situations where the license server needs to wait for other drivers or services to start before it starts, you can configure a delay before the license server service starts. A typical scenario where a delay is needed is when a FlexNet ID dongle is used to lock the license server to a machine (the FLEXid is used on the SERVER line). In this scenario the license server will sometimes fail to start upon reboot of the system because the license server is loaded before the dongle device driver has loaded properly.



Task: *To Configure a delayed start for the license server manager service:*

1. Configure the license server manager as a service ([Configuring the License Server Manager as a Windows Service](#)).
2. Locate the registry entry for your license server manager service at:

HKEY_LOCAL_MACHINE\SOFTWARE\FLEXlm License Manager\service_name

where *service_name* is the name of the license server manager service.

3. Optionally, to configure a delay longer than 20 seconds, add a string value to the registry entry and set the fields in this entry as follows:

Name - unlimitedServiceDelay

Type - REG_SZ (set automatically when a string value is created)

Data - no value set

4. Add a string value to the registry entry and set the fields in this entry as follows:

Name - serviceDelay

Type - REG_SZ (set automatically when a string value is created)

Data - the service delay in seconds. This value is limited to the range 1-20 seconds unless unlimitedServiceDelay has previously been defined (see Step 3).

Manually Start the License Server Using the Imtools Utility

A graphical user interface to the license server manager tools is provided called 1mtools. Some of the functions 1mtools performs include:

- Starting, stopping, and configuring license servers
- Retrieving system information, including hostids
- Retrieving server status

In order to control the operation of 1mgrd from the 1mtools user interface, you first must configure it as a license server manager service. Follow the procedure in [Configuring the License Server Manager as a Windows Service](#) before proceeding.

Once the license server manager service is configured, 1mgrd is started by starting the service from the 1mtools interface.

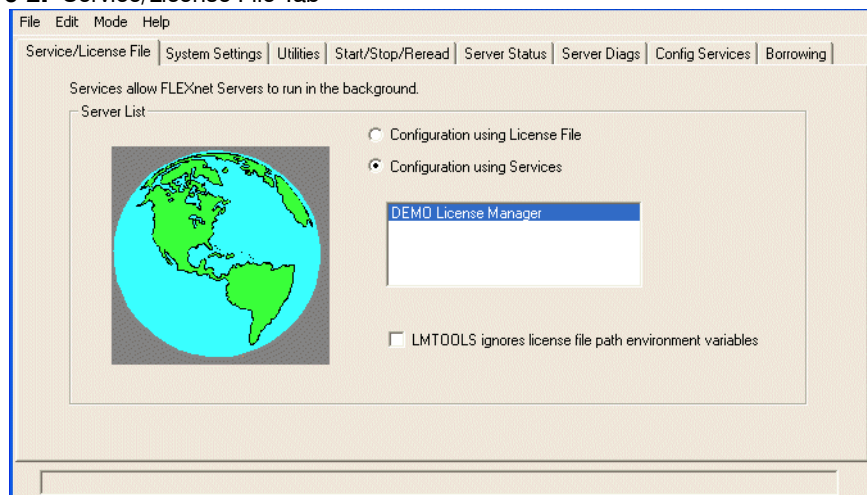


Task: *To start the service from the Imtools interface:*

1. Start 1mtools and display the **Service/License File** tab.
2. Click **Configuration using Services** button.

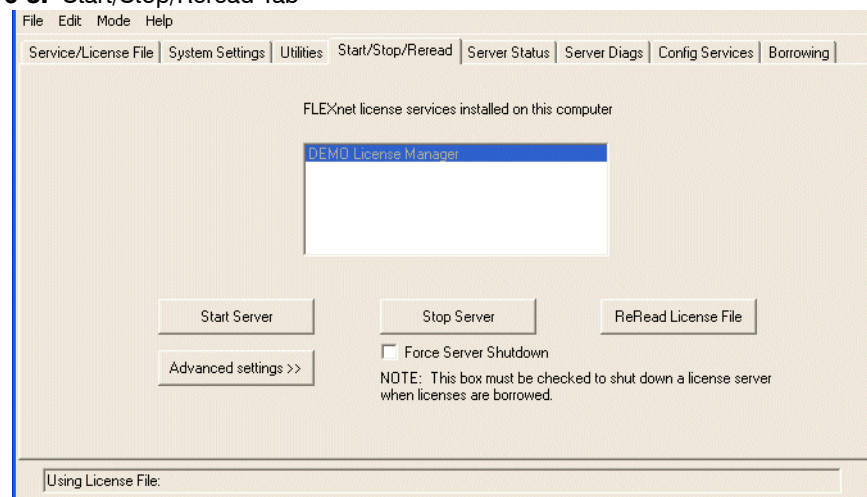
3. Select the service name from the list presented in the selection box. In this example, the service name is **DEMO License Manager**.

Figure 10-2: Service/License File Tab



4. Click the **Start/Stop/Reread** tab.
5. Start DEMO License Manager by clicking the **Start Server** button. DEMO License Manager license server starts and writes its debug log output to c:\prods\i86_n3\debuglog.

Figure 10-3: Start/Stop/Reread Tab



Automatically Start the License Server when System Starts

In order for Imgrd to start up automatically at system start-up time, you first must configure it as a service. Follow the procedure in [Configuring the License Server Manager as a Windows Service](#) before proceeding, and then continue with the steps below.



Task: To configure Imgrd as a service:

1. With Imtoo1s started and the desired service name selected, click the **Config Services** tab.

Figure 10-4: Config Services Tab

2. Make this license server manager a Windows service by selecting the **Use Services** check box.
3. Configure it to start at system startup time by selecting the **Start Server at Power Up** check box.

From now on, when the system is rebooted, this license server manager starts automatically as a Windows service.

Chapter 10: Imgrd - License Server Manager

Starting the License Server Manager on Windows

Migrating from lmgrd to lmadmin

A Fundamental Mode Change

The lmadmin license server manager combines all the functionality of the lmgrd license server manager with a Web-based, administrative interface. However, the lmadmin license server manager operates in some fundamentally different ways than the lmgrd license server manager.

The obvious change is that previous versions of the license server manager (lmgrd) used a command-line interface and the new license server manager (lmadmin) supports a browser-based client connection over HTTP. A more fundamental change in operation is that configuration options are now persistent—if you change settings and relaunch the tool, the previously set options stay in effect.

With lmgrd, the primary mode of operation is to run one instance of lmgrd for each vendor daemon where lmgrd obtains its configuration information from the command-line options used when the program is started, including the required specifying of a license file. To change settings you typically stop the license server, edit the license file and/or the script containing your command-line options, and relaunch the tool.

In contrast, the lmadmin license server manager is designed to:

- Support multiple vendor daemons with one lmadmin process.
- Launch without requiring any configuration options.
- Perform all server configuration and administration functions from the browser. (For special circumstances, the lmutl package provides additional functions.)
- Import existing license files (the new lmadmin license server manager is compatible with license files and vendor daemons produced using FlexNet Publisher 9.2 and later).
- Keep configuration options persistent.

Persistent configuration options is a significant change. Once set, settings remain in effect until changed. For example, if two vendor daemons are specified to use the same TCP port, only one will run. With `lmgrd`, this requires making changes to at least one of the license files as well as stopping and restarting the server. With `lmadmin`, you can change the TCP port for a vendor daemon while the license server is running. The manually specified port is then persistent and will remain as it was manually set the next time the license server is started, even if the license file is changed. The changes set in the license server manager override the license files.

Command Changes

Because of the changes in the fundamental operation of the system, many features have been redesigned. The following `lmgrd` command-line options are not supported by `lmadmin`.

Table 11-1 • Command-line options to `lmgrd` that are not supported by `lmadmin`.

Imgrd option	Imadmin notes
-2 -p	The replacement option is <code>-adminOnly yes</code> , which is the default for <code>lmadmin</code> .
-z	The replacement option is <code>-foreground</code> .
-c license_file_list	License files are now managed using either the license server management interface or the new <code>-import</code> option.
-v	Version information is now displayed in the license server management interface. The equivalent is <code>-version</code> option.
-l [+]<code>debug_log_path</code>	<p>The <code>-logDir</code> option defines the path to the debug log file (<code>lmadmin.log</code>) written by the <code>lmadmin</code> license server manager. The default location is <code><lmadmin_install_dir>/logs</code>.</p> <p>The default location for the vendor daemon debug log files is <code><lmadmin_install_dir>/logs/<vendor>.log</code>. The path to vendor daemon debug logs can be changed via either the <code>lmadmin</code> license management interface or the options file.</p>
-local	<p>The replacement is to use the following argument settings:</p> <p><code>-allowStopServer Yes -allowRemoteStopServer No</code></p>
-x lmdown	The replacement option is <code>-allowStopServer</code> . Note that the logical direction of this option has been reversed.
-x lmremove	The replacement option is <code>-allowLicenseReclaim</code> . Note that the logical direction of this option has been reversed.

lmadmin License Administration Functions

lmadmin provides some of the license administration functions previously provided by the command-line based license administration utilities or LMTOOLS on the Windows platform. The following table lists functions provided within lmadmin that replace those provided by the license administration utilities.

Table 11-2 • lmadmin License Administration Functions

lmadmin Function	Description	Replaces Utility
Dashboard - Licenses	Displays details of licenses rights available and in use.	lmstat
Vendor Daemon Configuration - Administer - Stop	Stops the vendor daemon.	lmdown (in some usage cases)
Vendor Daemon Configuration - Administer - Reread License Files	Rereads license rights from license files included in the lmadmin configuration. Required only when the content of a license file is updated.	lmreread (see also Changes in lmreread Behavior when Using lmadmin)
Vendor Daemon Configuration - Administer - Rotate Report Logs	Switches the report log to a new file name.	lmswitchr
Server Configuration - Stop Server	Stops the license server. Note that lmadmin's default setting enables this button. To disable the button, start lmadmin with the -allowStopServer No argument.	lmdown (in some usage cases)

The following table details which command-line utilities may no longer be required and which utilities are required when using lmadmin.

Table 11-3 • lmadmin Use of License Administration Utilities

Utility	Required when using lmadmin
lmborrow	Yes, if using license rights in license files and borrow capability.
lmdiag	Yes, to diagnose license checkout problems.
lmdown	Not normally required.
lmhostid	Not normally required for lmadmin as it displays information about the system it is running on that includes the various identities normally used as hostids. Required for determining the hostids of client systems.
lminstall	Yes, converts license files between different formats.

Table 11-3 • Imadmin Use of License Administration Utilities

Utility	Required when using Imadmin
Imnewlog	Yes, if you use this function instead of Imswitchr to change to a new report log because you do not want to edit the report log file name in the options file.
Impath	Yes, allows users direct control over license file path settings.
Imremove	Yes, releases a hung license to the pool of free licenses. Note that Imadmin's default setting disables the operation of Imremove. To enable Imremove, start Imadmin with the -allowLicenseReclaim argument.
Imreread	Not normally required. See also Changes in Imreread Behavior when Using Imadmin .
Imstat	Only required to show additional information (such as borrow or reservations).
Imswitch	Yes, controls debug log location and size.
Imswitchr	Not required.
Imver	Yes, reports the version of a library or binary file. Note that you can determine the version of Imadmin by starting it with the -version argument.

Changes in Imreread Behavior when Using Imadmin

Normally Imreread is not required when using Imadmin, however if you use Imreread with Imadmin the following use cases are not supported:

- **Using Imreread to restart a vendor daemon** - When using Imgrd you can shut down a vendor daemon using Imdown and then use the Imreread command to restart the vendor daemon. The following sequence of commands will result in an error when using Imadmin:


```
Imdown -vendor demo
Imreread -vendor demo
```
- **Using Imreread to load and start a new vendor daemon** - You can start Imgrd with a license file that specifies a vendor daemon and then replace this license file with one that includes information about a second vendor daemon. When Imreread is run, this second vendor daemon will be started. Using Imreread in this way with Imadmin will not load or start the vendor daemon. When using Imadmin, load and start a new vendor daemon as follows:
 1. To import a license file for the vendor daemon, go to the Administration page, open the Vendor Daemon Configuration tab, and click **Import License**.
 2. To start the vendor daemon, go to the Administration page, open the Vendor Daemon Configuration tab, and click **Administer** for the specific vendor daemon. Click **Start**.

Using License Administration Tools

License administration tools are available from the Flexera Software download site to help license administrators manage licenses and license servers. Always use the latest version of the utilities. If you are using `lmadmin` as your license server manager, then it provides functionality that replace some of these utilities. The table, [License Administration Utilities](#), lists these utilities and indicates when `lmadmin` provides an alternative.

Command-Line Utilities

All license server utilities are packaged as a single executable called `lmutil`. The `lmutil` is either installed as individual commands (either by creating links to the individual command names, or making copies of `lmutil` as the individual command names), or as a wrapper that runs the individual command as `lmutil` command. For example, `lmutil lmstat` or `lmutil lmdown`.

On Windows systems, the `lmutil` command form of the commands are available. There is also a graphical user interface available for these commands—see [lmtools \(Windows only\)](#).

Table 12-1 • License Administration Utilities

Utility	Description	lmadmin Function
lmborrow	Supports license borrowing.	None
lmdiag	Diagnoses license checkout problems.	None
lmdown	Gracefully shuts down selected vendor daemons on the license server (or on all three systems in the case of three-server redundancy).	Vendor Daemon Configuration - Administer - Stop
lmhostid	Reports the hostid of a system.	System Information displays hostids for the license server.

Table 12-1 • License Administration Utilities

Utility	Description	Imadmin Function
lminstall	Converts license files between different formats.	None
lmnewlog	Moves existing report log information to a new file name and starts a new report log file with existing file name.	None
lmpath	Allows users direct control over license file path settings.	None
lmremove	Releases a hung license to the pool of free licenses.	None. Note <code>lmadmin</code> default setting disables <code>lmremove</code> .
lmreread	Causes the license daemon to reread the license file and start any new vendor daemons.	Vendor Daemon Configuration - Administer - Reread License Files
lmstat	Displays the status of a license server.	Dashboard - Licenses
lmswitch	Controls debug log location and size.	None
lmswitchr	Switches the report log to a new file name.	Vendor Daemon Configuration - Administer - Rotate Report Logs
lmver	Reports the version of a library or binary file.	None

- The `lmpath` utility introduced in the version 7.0 utilities.
- The `lmborrow` utility introduced in the version 8.0 utilities.
- The `lmswitch` utility introduced in version 8.0 vendor daemon.
- The `lmswitchr` utility introduced in version 5.0 vendor daemon.

Common Arguments for Imutil

The following are valid arguments for most `lmutil` utilities:

Table 12-2 • Imutil Valid Arguments

Argument	Description
-c license_file_path	Most <code>lmutil</code> utilities need to know the path to the license file. This is specified with a <code>-c license_file_path</code> argument, or by setting the <code>LM_LICENSE_FILE</code> environment variable. Otherwise, the default location is used. The utilities also honor all <code>VENDOR_LICENSE_FILE</code> environment variables. Some utilities take more than one license file path in a license search path separated by colons on UNIX and semicolons on Windows. Pathnames that include spaces must be enclosed in double quotes.
-help	Displays usage information and exits.
-v	Displays the version of the utility and exits.
-verbose	Displays longer description for all errors found.



Note • The following information might be helpful:

- `VENDOR_LICENSE_FILE` environment variable is honored in utilities starting with version 7.0.
- The `-verbose` option was introduced in version 6.0 of the utilities.

Imborrow

The `lmborrow` utility supports the borrowing of those licenses that contain the `BORROW` attribute. This utility runs on the FlexEnabled client machine that borrows the licenses. The FlexEnabled application end users can use the utility to do the following:

- Initiate borrowing by setting the borrow period
- Clear the borrow period
- Purge expired licenses
- Determine borrow status
- Return a borrowed license early

Initiating Borrowing

To initiate borrowing, the end user of the FlexEnabled application sets the borrow period by running `lmborrow` from the command line or through `lmtools` on the FlexEnabled client machine.



Task: *To initiate borrowing*

From the FlexEnabled client machine, enter the following command:

```
lmborrow {vendor | all} enddate [time]
```

where:

Table 12-3 • lmborrow Arguments for Initiating Borrowing

Argument	Description
<i>vendor</i>	The vendor daemon name that serves the licenses to be borrowed, or <code>all</code> specifies all vendor daemons in that license server.
<i>enddate [time]</i>	Date the license is to be returned in <code>dd-mm-yy</code> format. <code>time</code> is optional and is specified in 24-hour format (<code>hh:mm</code>) in the FlexEnabled application's local time. If <code>time</code> is unspecified, the checkout lasts until the end of the given end date.

For example, you might enter the following:

```
lmborrow sampled 20-aug-2007 13:00
```

This has the effect of setting `LM_BORROW` with the borrow period in either the registry (Windows) or in `$HOME/.flexlmborrow` (UNIX).

To borrow licenses for the desired vendor name, *on the same day and the same system* that the user runs `lmborrow`, run the applications to check out the licenses. If you run the applications more than once that day, no duplicate licenses are borrowed. No licenses are borrowed if the application is run on a day different than the date borrowing is initiated.

Aside from the `lmborrow` utility, you can use these other methods to initiate borrowing:

- Use the borrowing interface included in the FlexEnabled application, if such an interface is provided.
- Set the `LM_BORROW` environment variable directly.

See [Initiating License Borrowing](#) for more information on these other ways.

Clearing the Borrowed License Setting

End users of the FlexEnabled application can clear the LM_BORROW setting to stop licenses from being borrowed until borrowing is initiated again. For example, users might run `lmborrow -clear` after they have borrowed licenses for features that are used offline if—before disconnecting from the network—they want to run an application that checks out additional features, served by that *vendor name*, that are not meant to be borrowed. Clearing LM_BORROW does *not* change the status for already borrowed licenses.



Task: *To clear the LM_BORROW setting in the Windows registry or in \$HOME/.flexlmborrow*

From the FlexEnabled client machine, enter the following command:

```
lmborrow -clear
```

Purging Expired Licenses

End users can remove expired borrowed licenses from their FlexEnabled client machine.



Task: *To remove expired borrowed licenses*

From the FlexEnabled client machine, enter the following command:

```
lmborrow -purge
```



Tip • Combine this option with the `-status` option both to purge expired borrowed licenses from the client machine and to display information about the still valid borrowed licenses. See the next section [Determining Borrowed-License Status](#).

Determining Borrowed-License Status

End users can issue the following commands to display the status of licenses (vendor, feature name, and expiration date) currently borrowed by their FlexEnabled application.



Note • The current status of borrowed licenses is read from information stored on the client machine itself. Therefore, the client machine does not need to be connected to the network to obtain this information.



Task: *To display the status of all currently borrowed features, expired or not*

From the FlexEnabled client machine, enter the following command:

```
lmborrow -status
```



Task: *To purge expired borrowed licenses and display the status of non-expired borrowed licenses*

From the FlexEnabled client machine, enter the following command:

```
lmborrow -purge -status
```



Note • You can specify the `-purge` and `-status` options in any order. The result is always the same--expired borrowed licenses are removed and the status of the remaining borrowed licenses is displayed.

Returning a Borrowed License Early



Task: *To return a borrowed license early*

1. Reconnect the FlexEnabled client to the network.
2. From the FlexEnabled client machine, issue the following command:

```
lmborrow -return [-fqdn][-c license_file_list] [-d display] feature
```

where:

Table 12-4 • lmborrow Arguments for Returning a Borrowed License Early

Argument	Description
-fqdn	Directs lmborrow to access the borrowing system using its fully qualified host name. Use this option if the license was borrowed based on the fully qualified host name, rather than the relative distinguished name. Use lmsstat to determine the format of the host name used when the license was borrowed.
-c <i>license_file_list</i>	Use the specified license files. In some configurations, the license file needs to be specified in order to return the license file early.
-d display	Used to specify the display from which the borrow was initiated. Required if your current display is different than what was used to initiate the borrow. On Windows, it is the system name or, in the case of a terminal server environment, the terminal server client name. On UNIX, it is in the form /dev/ttyxx or the X-Display name.
<i>feature</i>	The name of the borrowed feature to be returned early. Use lmborrow -status to get a list of borrowed feature names.

If the borrowing system is not placed back on the network before attempting the early return, the license is not returned and LM_BORROW is kept intact. Additionally, an error message is issued to the user with notification that the system needs to be connected to the network.



Note • Early borrowed license return was introduced in version 8.3 utilities.

lmdiag

lmdiag allows you to diagnose problems when you cannot check out a license.

Usage

```
lmdiag [-c license_file_list] [-n] [feature[:keyword=value]]
```

where:

Table 12-5 • lmdiag Argument Usage

Argument	Description
-c <i>license_file_list</i>	Diagnose the specified files.
-n	Run in non-interactive mode; lmdiag does not prompt for any input in this mode. In this mode, extended connection diagnostics are not available.
<i>feature</i>	Diagnose this feature only.
<i>keyword=value</i>	If a license file contains multiple lines for a particular feature, select a particular line for lmdiag to report on. For example: lmdiag f1:HOSTID=12345678 attempts a checkout on the line with the hostid "12345678." <i>keyword</i> is one of the following: VERSION, HOSTID, EXPDATE, KEY, VENDOR_STRING, ISSUER

If no feature is specified, lmdiag operates on all features in the license files in your list. lmdiag first prints information about the license, then attempts to check out each license. If the checkout succeeds, lmdiag indicates this. If the checkout fails, lmdiag gives you the reason for the failure. If the checkout fails because lmdiag cannot connect to the license server, then you have the option of running extended connection diagnostics.

These extended diagnostics attempt to connect to each TCP/IP port on the license server, and detects if the port number in the license file is incorrect. lmdiag indicates each TCP/IP port number that is listening, and if it is an lmadm or lmgrd process, lmdiag indicates this as well. If lmdiag finds the vendor daemon for the feature being tested, then it indicates the correct port number for the license file to correct the problem.

See Also

[FLEXLM_DIAGNOSTICS](#)

lmdown

The `lmdown` utility allows for the graceful shutdown of selected license daemons on all systems.

Usage

```
lmdown -c license_file_list [-vendor vendor_daemon] [-q] [-all] [-force]
```

where:

Table 12-6 • lmdown Argument Usage

Argument	Description
-c <i>license_file_list</i>	Use the specified license files. Note that specifying <code>-c license_file_list</code> is always recommended with <code>lmdown</code> .
-vendor <i>vendor_daemon</i>	Shut down only this vendor daemon. The license server continues running.
-q	Don't prompt. Otherwise, <code>lmdown</code> provides a confirmation prompt."
-all	If multiple servers are specified, automatically shuts down all of them. <code>-q</code> is implied with <code>-all</code> .
-force	If licenses are borrowed, <code>lmdown</code> runs only from the system where the license server is running, and then only if the user adds <code>-force</code> .

If `lmdown` encounters more than one server (for example if `-c` specifies a directory with many `*.lic` files) and `-all` is not specified, a choice of license servers to shut down is presented.



Note • On UNIX, do not use `kill -9` to shut down license servers. On Windows, if you must use the Task Manager to kill the FlexNet Publisher Licensing Service, be sure to end the `lmadmin` (or `lmgrd`) process first, then all the vendor daemon processes.

When using the `lmdown` utility to shut down license servers configured for three-server redundancy, there is a one-minute delay. The `lmdown` utility shuts down all three license servers. If you need to shut down only one of these license servers (this is not recommended because you are left with two points of failure), you must shut down both the `lmadmin` (or `lmgrd`) and vendor daemon processes on that license server.

You can protect the unauthorized execution of `lmdown` when you start up the license server manager. Shutting down the servers causes users to lose their licenses.

See Also

[Downloading and Installing lmadmin License Server](#)

[lmgrd Command-Line Syntax](#) for details about securing access to `lmdown`

[lmrread](#)

lmhostid

The `lmhostid` utility returns the hostid of the current platform. Invoked without any arguments, `lmhostid` displays the default hostid type for the current platform. Otherwise, the hostid corresponding to the requested *type* is displayed, if supported on the current platform.

Usage

```
lmhostid [-n] [-utf8] [-ptype argument] [hostid_type]
```

Where:

Table 12-7 • lmhostid Argument Usage

Argument	Description
-n	Only the hostid, itself, is returned as a string, which is appropriate to use with HOSTID= in the license file. Header text is suppressed.

Table 12-7 • Imhostid Argument Usage




Argument	Description
hostid_type	<p>One of the following hostid types. If not specified, the default hostid for the current platform is displayed. See Hostids for Supported Platforms for a list of the default types.</p> <p>PLATFORM-DEPENDENT HOSTIDS</p> <ul style="list-style-type: none"> • -ether—Ethernet address.  <p>Note • On Windows, Linux, and Mac OS X platforms, this command returns all available addresses (active and inactive). For Windows and Linux platforms, these addresses include both teamed and non-teamed Ethernet interfaces. In general for teamed interfaces, the unique address for the team-bonding virtual adaptor is returned. On Linux platforms, a separate (but same) virtual-adaptor address is returned for each interface in the team. On Windows platforms, a single instance of the virtual-adaptor address is returned for all teamed interfaces.</p> <ul style="list-style-type: none"> • -string—String id. • -vsn—Volume serial number (Windows platforms only). • -flexid—Parallel or USB FLEXID identification. This is applicable only for those platforms that support FlexNet ID dongles. See Obtaining System Hostids for a complete list. • -long—32-bit hostid. • -uuid—UUID binding value. Used with the -ptype command line option, shown under -ptype below. Only permitted with platform types (ptype) VM, VMW, or HPV. • -iid—AMI (Amazon Machine Image) Instance ID. Used with the -ptype AMZN command line option to capture this ID from an Amazon EC2 AMI instance containing the FlexEnabled application. The ID is used for node-locked licenses only. • -eip—Elastic IP address. Used with the -ptype AMZN command line option to capture this address from an Amazon EC2 AMI instance containing the license server. <p>PLATFORM-INDEPENDENT HOSTIDS</p> <ul style="list-style-type: none"> • -user—Current user name. Note that user names that contain spaces, for example 'test user' cannot be used in the Options file. Use the first word of the user name, for example 'test', in the Options file. • -display—Current display name. On Windows, it is the system name or, in the case of a terminal server environment, the terminal server client name. On UNIX, it is in the form /dev/ttyxx or the X-Display name. • -hostname—Current host name. • -hostdomain—Current host domain. • -internet—IP address of the machine in the format of the machine's protocol (IPv4 or IPv6). In a dual-stack environment, you can use the -v4 or -v6 switch to obtain the version-specific IP address (see the next bulleted items).

Table 12-7 • Imhostid Argument Usage

Argument	Description
hostid type <i>(continued)</i>	<ul style="list-style-type: none"> • -v4—Use with -internet to obtain the IPv4 address for a FlexEnabled application built with the IPv6 toolkit and running in a dual-stack environment. • -v6—Use with -internet to obtain the IPv6 address for a FlexEnabled application built with the IPv6 toolkit and running in a dual-stack environment.  <p>Tip • Both -v4 & -v6 are optional; using just -internet fetches the IP address based on the FlexNet Publisher toolkit type (IPv4 or IPv6) with which the FlexEnabled application is built.</p>  <p>Note • (Windows only) If a Windows machine is connected to a VPN, Imhostid -internet returns the virtual adapter IP address. To ensure that this command returns the physical adaptor IP address during checkouts, perform this workaround: Run regedit, navigate to HKEY_LOCAL_MACHINE\SYSTEM\CurrentControlSet\services\Tcpip\Linkage, locate the Bind parameter, and edit the adapter order so that the physical adapter is listed first. Run ipconfig/registerdns to put the edit into effect.</p>
-utf8	The hostid is output as a UTF-8 encoded string rather than an ASCII string. If your hostid contains characters other than ASCII A through Z, a through z, or 0 through 9, use this option with Imhostid . To view a correct representation of the resulting hostid, use a utility, such as Notepad, that can display UTF-8 encoded strings.
-ptype	<p>(License-server binding in virtual environments only) Indicates the platform type. This option must be used in conjunction with a valid hostid binding type (see hostid_type).</p> <p>-ptype requires one of the following arguments, which then prefixes the generated hostid appropriately (as described):</p> <ul style="list-style-type: none"> • PHY—Physical machine only (does not support Imbind). Prefixes hostid with PHY_. • VM—Xen, VMware, or Hyper-V virtual platform. Prefixes hostid with VM_. • VMW—VMware virtual platform. Prefixes hostid with VMW_. • HPV—Hyper-V virtual platform. Prefixes hostid with HPV_. • AMZN—Amazon EC2 cloud environment. Prefixes hostid with AMZN_. • LMB—Bare-metal binding for Amazon EC2, VMware, Hyper-V, or Xen platform. Prefixes hostid with LMB_. (Imbind is installed either directly on the hypervisor or on a remote physical machine that communicates with the virtual machine.)

The following are examples of output from `lmhostid`:

```
lmhostid
```

```
lmhostid - Copyright (c) 1989-2013 Flexera Software LLC. All Rights Reserved.
```

```
The FlexNet host ID of this machine is ""00ff5018c189 0019d244e9fc 0016cfdaf65d 001558809422  
005056c00001 005056c00008""
```

Only use ONE from the list of hostids.

```
lmhostid -ptype VMW -ether
```

```
lmhostid - Copyright (c) 1989-2013 Flexera Software LLC. All Rights Reserved.
```

```
The FlexNet host ID of this machine is "VMW_ETHER=0019d22f8672 VMW_ETHER=005056c00001  
VMW_ETHER=005056c00000  
"
```

Only use ONE from the list of hostids.

```
lmhostid -ptype VM -uuid
```

```
lmhostid - Copyright (c) 1989-2013 Flexera Software LLC. All Rights Reserved.
```

```
The FlexNet host ID of this machine is "VM_UUID=0011223344556677889911bbccddeeff"
```

```
lmhostid -ptype PHY -display
```

```
lmhostid - Copyright (c) 1989-2013 Flexera Software LLC. All Rights Reserved.
```

```
The FlexNet host ID of this machine is "PHY_DISPLAY=sc-EXAMPLE"
```



Note • Some limitations exist with `hostid` reporting on virtual devices:

- **Ethernet hostids on Windows platforms** - From `lmutil` version 11.6.1 onwards, only the hostids of physical ethernet adapters are reported. Devices identified as virtual ethernet adapters are not reported as these identities are not permanent.
- **Physical (bare metal) hostids on virtual machines** - When run from a virtual machine, `lmhostid` cannot return hostids for the physical machine that hosts the virtual machine. To obtain hostids for the physical machine, `lmhostid` must be run from the Console OS.

See Also

[Hostids for Supported Platforms](#)

lminstall

The `lminstall` utility is designed primarily for typing in decimal format licenses to generate a readable format license file.

Usage

```
lminstall [-i in_lic_file] [-maxlen n] [-e err_file] [-o out_lic_file] \  
          [-overfmt {2 | 3 | 4 | 5 | 5.1 | 6 | 7 | 7.1 | 8}] [-odecimal]
```

Normally, to convert from decimal to readable format, `lminstall` is used with no arguments; you are prompted for the name of the output license file. The default file name is today's date in `yyyymmdd.lic` format. Move this file to the application's default license file directory, if specified by the software publisher. Otherwise, use the `LM_LICENSE_FILE` or `VENDOR_LICENSE_FILE` environment variables to specify the directory where the *.lic files are located.

To finish entering, type **q** on a line by itself or enter two blank lines.

When an input file is specified with no output file specified, output goes to stdout; if neither input nor output file is specified, `lminstall` assumes that input comes from stdin and prompts the user for an output file name.

`lminstall` is also used to convert licenses from readable to decimal format and between different license versions.

To convert from readable to decimal:

```
lminstall -i in_lic_file -o out_lic_file -odecimal
```

To convert to v5.1 format:

```
lminstall -i in_lic_file -o out_lic_file -overfmt 5.1
```

To enforce a maximum line length of, for example, 50 characters:

```
lminstall -maxlen 50
```

Conversion errors are reported as necessary and can be written to a file by specifying `-e err_file`. `lminstall` has a limit of 1,000 lines of input.

lmnewlog

The `lmnewlog` utility switches the report log file by moving the existing report log information to a new file, then starting a new report log with the original report log file name. If you rotate report logs with `lmnewlog` instead of `lmswitr`, you do not have to change the file name in the `REPORTLOG` line of the vendor daemon's option file. Requires a version 7.1 or later vendor daemon.

Usage

```
lmnewlog [-c license_file_list] feature renamed_report_log
```

or:

```
lmnewlog [-c license_file_list] vendor renamed_report_log
```

where:

Table 12-8 • lmnewlog Argument Usage

Argument	Description
-c <i>license_file_list</i>	Use the specified license files.
<i>feature</i>	Any feature in this license file.

Table 12-8 • Imnewlog Argument Usage

Argument	Description
<i>vendor</i>	name of the vendor daemon in this license file.
<i>renamed_report_log</i>	New file path where existing report log information is to be moved.

Impath

The `lmpath` utility allows direct control over license path settings. It is used to add to, override, or get the current license path settings.

Usage

```
lmpath {-add | -override | -status} {vendor | all} license_file_list
```

where:

Table 12-9 • Impath Argument Usage

Argument	Description
-add	Prepends <code>license_file_list</code> to the current license search path or creates the license search path, if it doesn't exist, initializing it to <code>license_file_list</code> . Duplicates are discarded.
-override	Overrides the existing license search path with <code>license_file_list</code> . If <code>license_file_list</code> is the null string, "", the specified list is deleted. <ul style="list-style-type: none">• <code>lmpath -override all ""</code>—Deletes the value of <code>LM_LICENSE_FILE</code>.• <code>lmpath -override vendor ""</code>—Deletes the value of <code>VENDOR_LICENSE_FILE</code>.
-status	Displays current license path settings.
<i>vendor</i>	A vendor daemon name. Affects the value of <code>VENDOR_LICENSE_FILE</code> .
all	Refers to all vendor daemons. Affects the value of <code>LM_LICENSE_FILE</code> .
<i>license_file_list</i>	On UNIX, separate values with a colon. On Windows, separate values with a semicolon. If <code>license_file_list</code> is the null string, "", then the specified entry is deleted.



Note • *lmpath* works by setting the registry entry on Windows or `$HOME/.flexlmrc` on UNIX.

To display the current license path settings:

```
lmpath -status
```

The following is displayed:

```
lmpath - Copyright (c) 1989-2013 Flexera Software LLC.
```

Known Vendors:

```
demo: ./counted.lic:./uncounted.lic
```

Other Vendors:

```
/usr/local/flexlm/licenses/license.lic
```

Note that where the path is set to a directory, all the *.lic files are listed separately.

lmremove

The `lmremove` utility allows you to remove a single user's license for a specified feature. If the application is active, it rechecks out the license shortly after it is freed by `lmremove`. Note that `lmadmin`'s default setting disables `lmremove`. To enable `lmremove`, start `lmadmin` with the `-allowLicenseReclaim` argument.

Usage

```
lmremove [-c license_file_list] feature user user_host display
```

or

```
lmremove [-c license_file_list] -h feature server_host port handle
```

where:

Table 12-10 • lmremove Argument Usage

Argument	Description
-c <i>license_file_list</i>	Specify license files.
-h	Specify the license by its handle. Include <i>feature</i> , <i>server_host</i> , <i>port</i> , and <i>handle</i> with this argument.
<i>feature</i>	Name of the feature checked out by the user.
<i>user</i>	Name of the user whose license you are removing, as reported by <code>lmstat -a</code> .
<i>user_host</i>	Name of the host the user is logged into, as reported by <code>lmstat -a</code> .

Table 12-10 • lmremove Argument Usage

Argument	Description
<i>display</i>	Name of the display where the user is working, as reported by <code>lmstat -a</code> .
<i>server_host</i>	Name of the host on which the license server is running.
<i>port</i>	TCP/IP port number where the license server is running, as reported by <code>lmstat -a</code> .
<i>handle</i>	License handle, as reported by <code>lmstat -a</code> .

The *user*, *user_host*, *display*, *server_host*, *port*, and *handle* information must be obtained from the output of `lmstat -a`.

`lmremove` removes all instances of *user* on *user_host* and *display* from usage of feature. If the optional `-c license_file_list` is specified, the indicated files are used as the license file.

The `-h` variation uses the *server_host*, *port*, and license *handle*, as reported by `lmstat -a`. Consider this example `lmstat -a` output:

```
joe nirvana /dev/tty5 (v1.000) (cloud9/7654 102), start Fri 10/29 18:40
```

In this example, the user is **joe**, the user host is **nirvana**, the display is **/dev/tty5**, the server host is **cloud9**, the TCP/IP port is **7654**, and the license handle is **102**.

To remove this license, issue one of the following commands:

```
lmremove f1 joe nirvana /dev/tty5
```

or

```
lmremove -h f1 cloud9 7654 102
```

When removing by handle, if licenses are grouped as duplicates, all duplicate licenses are also removed. If license lingering is set and `lmremove` is used to reclaim the license, `lmremove` starts, but does not override, the license's linger time.

You can protect the unauthorized execution of `lmremove` when you start up `lmgrd`. The default for `lmadmin` is to disable `lmremove` because removing a user's license is disruptive.

See Also

[Downloading and Installing lmadmin License Server](#)

[lmgrd Command-Line Syntax](#) for details about securing access to `lmremove`

Imreread

The following description refers to the operation of `Imreread` with `Imgrd`.



Note • `Imadmin` includes functionality to read license files and start vendor daemons instead of using `Imreread`.

The `Imreread` utility causes the license server manager to reread the license file and start any new vendor daemons that have been added. In addition, all currently running vendor daemons are signaled to reread the license file and their options files for changes. If report logging is enabled, any report log data still in the vendor daemon's internal data buffer is flushed. `Imreread` recognizes changes to system host names, but cannot be used to change server TCP/IP port numbers.

If the optional vendor daemon name is specified, only the named daemon rereads the license file and its options file (in this case, `Imgrd` does not reread the license file).

Usage

```
Imreread [-c license_file_list] [-vendor vendor] [-all]
```

where:

Table 12-11 • `Imreread` Argument Usage

Argument	Description
-c <i>license_file_list</i>	Use the specified license files.
-vendor <i>vendor</i>	Only the vendor daemon, specified by the <i>vendor</i> option, rereads the license file and the options file. Additionally, <code>Imgrd</code> restarts <i>vendor</i> if necessary.
-all	If more than one <code>Imgrd</code> is specified, instructs all instances of <code>Imgrd</code> to reread.



Note • If you use the `-c license_file_list` option, the license files specified are read by `Imreread`, not by `Imgrd`; `Imgrd` rereads the file it read originally.

You can protect the unauthorized execution of `Imreread` when you start up the license server manager, `Imgrd`.



Note • Ability for vendor daemon to participate in rereading of its option file introduced in version 8.0 vendor daemon

See Also

[Downloading and Installing Imadmin License Server](#)

[Changes in Imreread Behavior when Using Imadmin](#)

[Imgrd Command-Line Syntax](#) for details about securing access to `Imreread`

lmstat

The `lmstat` utility helps you monitor the status of all network licensing activities, including:

- Daemons that are running
- License files
- Users of individual features
- Users of features served by a specific vendor daemon
- BORROW licenses borrowed

The `lmstat` utility prints information that it receives from the license server; therefore, it does not report on unserved licenses such as uncounted licenses. To report on an uncounted license, the license must be added to a served license file and the application must be directed to use the license server for that license file (via `@host`, `port@host`, or `USE_SERVER`). Queued users and licenses shared due to duplicate grouping are also not returned by `lmstat`.

Usage

```
lmstat [-a] [-c license_file_list] [-f [feature]] [-i [feature]] [-s[server]]  
      [-S [vendor]] [-t timeout_value]
```

where:

Table 12-12 • `lmstat` Argument Usage

Argument	Description
-a	Displays all information. This option is a potentially expensive command. With many active users, this command option generates a lot of network activity.
-c <i>license_file_list</i>	Uses the specified license files.
-f [<i>feature</i>]	Displays users of <i>feature</i> . If <i>feature</i> is not specified, usage information for all features is displayed.
-i [<i>feature</i>]	Displays information from the feature definition line for the specified <i>feature</i> , or all features if <i>feature</i> is not specified.
-s [<i>server</i>]	Displays status of all license files listed in <code>\$VENDOR_LICENSE_FILE</code> or <code>\$LM_LICENSE_FILE</code> on <i>server</i> ; or on all servers if <i>server</i> is not specified.
-S [<i>vendor</i>]	Lists all users of <i>vendor</i> 's features.
-t <i>timeout_value</i>	Sets connection timeout to <i>timeout_value</i> . This limits the amount of time <code>lmstat</code> spends attempting to connect to <i>server</i> .

The output of `lmstat -a` looks similar to the following:

```
lmstat - Copyright (c) 1989-2013 Flexera Software LLC. All Rights Reserved.
Flexible License Manager status on Wed 02/28/2013 14:49
[Detecting lmgrd processes...]
License server status: 40000@prod
    License file(s) on prod: C:\prod\i86_n3\counted.lic:

prod: license server UP v11.5
Feature usage info:
Users of f1: (Total of 4 licenses issued; Total of 1 license in use)
    "f1" v1.0, vendor: demo
    floating license
    daniel myhost2 19.36.18.26 (v1.0) (myhost1/40000 102), start Fri
    2/28 14:29
```

where:

Table 12-13 • lmstat Output

Output	Argument	Description
daniel	<i>user</i>	User name.
myhost2	<i>user_host</i>	Host where user is running.
19.36.18.26	<i>display</i>	Display where user is running.
v1.0	<i>version</i>	Version of feature.
myhost1	<i>server_host</i>	Host where license server is running.
40000	<i>port</i>	TCP/IP port on <i>server_host</i> where license server is running.
102	<i>handle</i>	License handle.
start Fri 5/3 7:29	<i>checkout_time</i>	Time that this license was checked out.

The *user*, *user_host*, *display*, *server_host*, *port*, and *handle* information is used when removing licenses with `lmremove`.

Imswitch

The `lmswitch` utility switches the debug log file written by a particular vendor daemon by closing the existing debug log for that vendor daemon and starting a new debug log for that vendor daemon with a new file name. It also starts a new debug log file written by that vendor daemon if one does not already exist.

Usage

`lmswitch [-c license_file_list] vendor new_debug_log`

where:

Table 12-14 • Imswitch Argument Usage

Argument	Description
<code>-c license_file_list</code>	Use the specified license files.
<code>vendor</code>	Vendor daemon in this license file.
<code>new_debug_log</code>	Path to new debug log file.

By default, debug log output from the license server and all vendor daemons started by the server get written into the same debug file. `lmswitch` allows companies to keep separate log files for different vendor daemons and control the size of their debug log file.

If debug log output is not already directed to a separate file for this vendor daemon, `lmswitch` tells the vendor daemon to start writing its debug log output to a file, `new_debug_log`. If this vendor daemon is already writing to its own debug log, `lmswitch` tells the vendor daemon to close its current debug log file and start writing its debug log output to `new_debug_log`.



Note • The effect of `lmswitch` continues only until the vendor daemon is shut down or its options file is reread via `lmreread`. When the vendor daemon is restarted or its options file is reread, it looks for a `DEBUGLOG` line in the options file to determine whether or not to write its debug log output into its own file and, if so, what file to write.

See Also:

- [Downloading and Installing Imadmin License Server](#) for information on Imadmin display
- [DEBUGLOG](#)
- [lmreread](#)
- [Debug Log File](#)

Imswitchr

The `lmswitchr` utility switches the report log file by closing the existing report log and starting a new report log with a new file name. It also starts a new report log file if one does not already exist.

Usage

```
lmswitchr [-c license_file_list] feature new_report_log
```

With version 5.0 or later vendor daemon, the command looks like this:

```
lmswitchr [-c license_file_list] vendor new_report_log
```

where:

Table 12-15 • lmswitchr Argument Usage

Argument	Description
-c <i>license_file_list</i>	Use the specified license files.
<i>feature</i>	Any feature in this license file.
<i>vendor</i>	Vendor daemon in this license file.
<i>new_report_log</i>	Path to new report log file.

If report logging is not enabled for the vendor daemon, `lmswitchr` tells it to start writing its report log output to *new_report_log*. If report logging is already enabled for the vendor daemon, `lmswitchr` tells the vendor daemon to close its report log file and start writing its new report log output to *new_report_log*.



Note • The effect of `lmswitchr` continues only until the vendor daemon is shut down or its options file is reread via `lmreread`. When the vendor daemon is restarted or its options file is reread, it looks for a `REPORTLOG` line in the options file to determine whether or not to write report log output to a file and, if so, what file to write.

See Also:

[REPORTLOG](#)

[lmnewlog](#)

[lmreread](#)

[Report Log File](#)

lmver

The `lmver` utility reports the version of a FlexNet Publisher library or binary file.

Usage

```
lmver filename
```

where *filename* is one of the following:

- The name of an executable file built with FlexNet Publisher
- The license server manager

- A license administration tool
- A vendor daemon

For example, if you have an application called **spell**, type `lmver spell`.

Imtools (Windows only)

The `lmtools` utility is a graphical user interface that allows you to administer the license server. This executable is available in the 32-bit and 64-bit Windows packages. Always use the newest version possible. You can get it from the software download site.

Some of the functions this utility performs include:

- Starting, stopping, and configuring license servers
- Getting system information, including hostids
- Getting server status

The `lmtools` utility has two modes in which to configure a license server:

- Configuration using a license file
- Configuration using services

On Windows Vista or later, you must run the `lmtools` utility as an administrator. If you do not run this executable as an administrator, the User Account Control (UAC) dialog will display as soon as it is started (as long as the UAC prompt is not disabled on the system).

Configuration Using License File

Operations are performed on a particular license file. The file can be either local or remote. In this mode, you cannot start the `lmadmin` or `lmgrd` process, but you can do everything else.



Task:

To configure this mode:

1. Run the `Imtools` utility.
2. Click the **Configuration using License File** button.
3. Enter one or more the license file names or `port@host` specifications.

Configuration Using Services

Operations are performed on a service, which allows starting `lmadmin` or `lmgrd` processes local to the system on which `lmtools` is running. For details on configuring services, see [Configuring the License Server Manager as a Windows Service](#).

Limitation on File Path Lengths

The following file paths, used when configuring Imtools, are limited to 255 characters:

- Path to the `lmadmin.exe` or `lmgrd.exe` file
- Path to the license file
- Path to the debug log file

Ethernet hostids on Windows platforms

From version 11.6.1 onwards Imtools reports only the hostids of physical ethernet adapters. Devices identified as virtual ethernet adapters are not reported as these identities are not permanent.

Physical (Bare Metal) hostids on Virtual Machines

When run from a virtual machine, Imtools cannot return hostids for the physical machine that hosts the virtual machine. To obtain hostids for the physical machine [lmhostid](#) must be run from the Console OS.

Japanese User Identities

Imtools, when running on a system where native Microsoft shift-jis user identities are used, does not correctly display the user identity using non-ASCII, multi-byte (such as Japanese) characters. To display user identities correctly in multi-byte characters, use [lmstat](#) instead.

Chapter 12: Using License Administration Tools

Imtools (Windows only)

Managing the Options File

The options file allows the license administrator to control various operating parameters within the constraints of the license model. Users are identified by their user name, host name, display, IP address, or PROJECT (which is set with the LM_PROJECT environment variable).

For concurrent (floating) licenses, the license administrator can:

- Allow the use of features
- Deny the use of features
- Reserve licenses

The concurrent licenses can be held either in license files or in fulfillment records within trusted storage.

For activatable licenses, the license administrator can:

- Allow activation of licenses in a specific fulfillment record
- Deny activation of licenses in a specific fulfillment record

For all licenses, the license administrator can:

- Restrict the number of licenses available
- Control the amount of information logged about license usage
- Enable a report log file
- Control the automatic rereading of licenses

Options files allow you, as the license administrator, to be as secure or open with licenses as you like.

Lines in the options file are limited to 4000 characters. The \ character is the line-continuation character.



Note • The following lists changes in the options file for FlexNet Publisher versions:

- PROJECT identification (set by LM_PROJECT) in options file was introduced in the version 7.0 vendor daemon.
- Option file control for licenses held in fulfillment records in trusted storage was introduced in the 11.3 vendor daemon.
- AUTOMATIC_REREAD keyword introduced in the version 11.7 vendor daemon.

Creating an Options File



Task: *To create an options file:*

1. Use the appropriate options listed in [Options File Syntax](#) to create the options file for a vendor daemon using any text editor.
2. Locate the options file anywhere; however, it is recommended that the options file be placed in the same directory as the license file.
3. Add the path to the options file in the license file as the fourth field on the VENDOR line for the application's vendor daemon. For example:

```
VENDOR sampled /etc/sampled \  
[options=]/sample_app/sampled/licenses/sampled.opt
```

enables the `sampled` vendor daemon to look at the specified options file.

If the path is omitted, the vendor daemon automatically looks for a file according to the following criteria:

- The name of the file is `vendor.opt`, where `vendor` is the vendor daemon name.
- The directory that contains the license file used by the license server manager.



Note • The default options file name, `vendor.opt`, was introduced in the version 6 vendor daemon.

Options File Syntax

The following is an overview of the available options. See [Options File Examples](#) for examples and additional information. Each line of the file controls one option.

Table 13-1 • Option Keywords

Option Keyword	Description
AUTOMATIC_REREAD	Turn off automatic reread of licenses at midnight.
BORROW_LOWWATER	Set the number of BORROW licenses that cannot be borrowed.
DAEMON_SELECT_TIMEOUT	Defines the vendor daemon's timeout limit.
DEBUGLOG	Writes debug log information for this vendor daemon to the specified file (version 8.0 or later vendor daemon).
EXCLUDE	Deny a user access to a feature.
EXCLUDE_BORROW	Deny a user the ability to borrow BORROW licenses.
EXCLUDE_ENTITLEMENT	Deny a user the ability to activate licenses held in a fulfillment record in trusted storage.
EXCLUDEALL	Deny a user access to <i>all</i> features served by this vendor daemon.
FQDN_MATCHING	Sets the level of host name matching.
GROUP	Define a group of users for use with any options.
GROUPCASEINSENSITIVE	Sets case sensitivity for user and host lists specified in GROUP and HOST_GROUP keywords.
HOST_GROUP	Define a group of hosts for use with any options (version 4.0 or later).
INCLUDE	Allow a user to use a feature.
INCLUDE_BORROW	Allow a user to borrow BORROW licenses.
INCLUDE_ENTITLEMENT	Allow a user to activate licenses held in a fulfillment record in trusted storage.
INCLUDEALL	Allow a user to use <i>all</i> features served by this vendor daemon.
LINGER	Allow a user to extend the linger time for a feature beyond its check in.
MAX	Limit usage for a particular feature/group—prioritizes usage among users.

Table 13-1 • Option Keywords

Option Keyword	Description
MAX_BORROW_HOURS	Changes the maximum borrow period for the specified feature.
MAX_OVERDRAFT	Limit overdraft usage to less than the amount specified in the license.
NOLOG	Turn off logging of certain items in the debug log file.
REPORTLOG	Specify that a report log file suitable for use by the FlexNet Manager license usage reporting tool be written.
RESERVE	Reserve licenses for a user or group of users/hosts.
TIMEOUT	Specify idle timeout for a feature, returning it to the free pool for use by another user.
TIMEOUTALL	Set timeout on all features.

Comments

Include comments in your options file by starting each comment line with the hash symbol, **#**.

Specifying Features

When used within an options file entry, the feature name can be modified with an optional keyword-value pair to fully qualify it. This notation is used for distinguishing a particular group of licenses when there are multiple FEATURE lines for a single feature. The following syntax is used:

feature: keyword=value

For example:

f1:VERSION=2.0

specifies the version 2.0 pool of licenses for feature f1.

The following option keywords are used as feature name modifiers to denote a specific group of licenses:

- VERSION=
- HOSTID=
- EXPDATE=
- KEY=
- SIGN=
- ISSUER=
- NOTICE=
- VENDOR_STRING= (if configured by the publisher as a pooling component)
- dist_info=

- user_info=
- asset_info=

If the USER_BASED or HOST_BASED keywords appear in a feature line, this feature specification syntax must be used to qualify the feature.

Using a package name in place of a feature name applies the option to all of the components in the package.



Note • A colon (:) is a valid feature name character. If colons are in your feature names, specify a group of licenses with the following alternative syntax using quotation marks and spaces:

`"feature keyword=value"`

Specifying License Restrictions Using Type

Some option keywords restrict who may use licenses or where licenses may be used. These options take a type argument that specifies what the restriction is based on.

When using the option keywords EXCLUDE, EXCLUDE_ENTITLEMENT, EXCLUDEALL, EXCLUDE_BORROW, INCLUDE, INCLUDE_ENTITLEMENT, INCLUDEALL, INCLUDE_BORROW, MAX, and RESERVE, the following values can be used for type:

- **USER**—User name of the user executing the FlexEnabled application. User names are case sensitive and cannot contain spaces.

For the MAX option, you can also specify ALL_USERS as a value for the USER type. See [MAX](#) for details.
- **GROUP**—Name of the group of users executing the FlexEnabled application. (Before you can restrict an option by a specific group, the options file must also include a [GROUP](#) option that defines the group.)

For the MAX option, you can also specify ALL_GROUPS as a value for the GROUP type. See [MAX](#) for details.
- **HOST**—System host name or IP address where the application is executing. Host names are case sensitive. The IP address can contain wildcard characters.

When using the option keywords EXCLUDE, EXCLUDEALL, EXCLUDE_BORROW, INCLUDE, INCLUDEALL, INCLUDE_BORROW, MAX, and RESERVE, the following values can be used for type:

- **DISPLAY**—Display where the application is displayed. On UNIX, DISPLAY is `/dev/ttyxx` (which is always `/dev/tty` when an application is run in the background) or the X-Display name. On Windows, it is the system name or, in the case of a terminal server environment, the terminal server client name. Display names are case sensitive.
- **INTERNET**—IP address of the system where the application is executing.
- **PROJECT**—LM_PROJECT environment variable set by the user who is executing the FlexEnabled application. Project names are case sensitive. See [Chapter 24, "Environment Variables,"](#) for more information about this variable.

On Windows (without terminal server), the HOST and DISPLAY names are both set to the system name. For licenses that allow checkouts from a terminal server (TS_OK keyword in the feature line), the USER, HOST, and DISPLAY names can be different from one another.

The types listed above take a single member. For example:

```
EXCLUDE coolsoft USER joe
```

To specify a list of users or hosts, first define the list using the `GROUP` or `HOST_GROUP` option lines, then use the `GROUP` or `HOST_GROUP` type to specify the group name. For example:

```
GROUP stars joe barbara susan
EXCLUDE coolsoft GROUP stars
```

- IP address as a `HOST` specification introduced in version 8 vendor daemon.
- Colons in feature names introduced in version 8 vendor daemon.

AUTOMATIC_REREAD

This option applies to all concurrent licenses held in license files or trusted storage.

```
AUTOMATIC_REREAD OFF|ON
```

Controls the automatic rereading of license files and trusted storage when any features are found to have expired. The default when this option is not set is that at midnight each day a check of each license is made to determine if it has expired. When any license is found to have expired, all license files and trusted storage are reread.

To turn off this automatic reread at midnight, enter `AUTOMATIC_REREAD OFF` in the options file.

BORROW_LOWWATER

This option is used for licenses held in license files. When licenses are available in trusted storage, activation is normally provided instead of `BORROW`.

```
BORROW_LOWWATER feature[:keyword=value] n
```

Sets the number of licenses for a `BORROW` feature that cannot be borrowed.

Table 13-2 • BORROW_LOWWATER Terms

Term	Description
feature	Name of feature being affected.
keyword=value	Feature name modifier to denote a group of licenses. See Specifying Features for details.
n	Number of licenses that cannot be borrowed via license borrowing.

For example, a feature f1 has a count of 10 and borrowing is enabled in the application and on the FEATURE line:

```
FEATURE f1 ... 10 ... BORROW SIGN=...
```

The following line in the options file allows only 7 licenses for this feature to be borrowed:

```
BORROW_LOWWATER f1 3
```

DAEMON_SELECT_TIMEOUT

DAEMON_SELECT_TIMEOUT *value_in_seconds*

Specifies the threshold for the amount of time (in seconds) that can elapse before a vendor-daemon connection experiences a timeout. The maximum value is **60**; the minimum is **1**.



Important • You can define the DAEMON_SELECT_TIMEOUT option only when the publisher has enabled it (that is, set the vendor variable `ls_support_custom_daemon_select_timeout` to **1**). Best practice is for publishers to enable DAEMON_SELECT_TIMEOUT only for environments that have limited bandwidth. If this option is not enabled, the timeout value for the vendor-daemon connection is 1 second, by default.

The following rules apply to DAEMON_SELECT_TIMEOUT:

- A value over 60 is always considered **60**.
- A value under 1 is always considered **1**.
- The default value is **1**.

DEBUGLOG

DEBUGLOG *[+]debug_log_path*

Specifies a location for the debug log output from the vendor daemon associated with this options file. Preceding the *debug_log_path* with a + character appends logging entries; otherwise, the file is overwritten each time the daemon is started. Note that this affects output from only the vendor daemon associated with this options file. The debug log output of the license server manager and any other vendor daemons in the same license file is not captured in this file.

On Windows, path names which include spaces have to be enclosed in double quotes. If `lmgrd` is started as a service, the default location for the report log file is the `c:\winnt\System32` folder unless a fully qualified path is specified.

See Also:

[Configuring the License Server Manager as a Windows Service](#)

[lmswitch](#)

[Debug Log File](#)—Debug log output restricted to that of just the vendor daemon introduced in version 8 vendor daemon.

EXCLUDE

This option applies to concurrent licenses held in license files and trusted storage.

```
EXCLUDE feature[:keyword=value] type {name | group_name}
```

Excludes a user or predefined group of users from the list of who is allowed to use the feature. EXCLUDE supersedes INCLUDE; conflicts between the EXCLUDE list and the INCLUDE list are resolved by the EXCLUDE taking precedence.

Table 13-3 • EXCLUDE Terms

Term	Description
<i>feature</i>	Name of the feature or package being affected.
<i>keyword=value</i>	Feature name modifier to denote a group of licenses. See “Specifying Features” for details.
<i>type</i>	One of USER, HOST, DISPLAY, INTERNET, PROJECT, GROUP, or HOST_GROUP. See “Specifying License Restrictions Using Type” for details.
<i>name</i>	Name of an item of type <i>type</i> for which license usage is excluded.
<i>group_name</i>	Name of the group to exclude. Group names are case sensitive.

For example, the following option syntax excludes the user hank from the list of users able to use feature f1:

```
EXCLUDE f1 USER hank
```

EXCLUDE_BORROW

This option is used for licenses held in license files. When licenses are available in trusted storage, activation is normally provided instead of BORROW.

```
EXCLUDE_BORROW feature[:keyword=value] type \  
                  {name | group_name}
```

Excludes a user or predefined group of users from the list of who is allowed to borrow licenses for this BORROW feature. EXCLUDE_BORROW supersedes INCLUDE_BORROW; conflicts between the EXCLUDE_BORROW list and the INCLUDE_BORROW list are resolved by the EXCLUDE_BORROW taking precedence.

Table 13-4 • EXCLUDE_BORROW Terms

Term	Description
<i>feature</i>	Name of the feature being affected.
<i>keyword=value</i>	Feature name modifier to denote a group of licenses. See Specifying Features for details.

Table 13-4 • EXCLUDE_BORROW Terms

Term	Description
<i>type</i>	One of USER, HOST, DISPLAY, INTERNET, PROJECT, GROUP, or HOST_GROUP. See Specifying License Restrictions Using Type for details.
<i>name</i>	Name of an item of type <i>type</i> for which license borrowing is excluded.
<i>group_name</i>	Name of the group to exclude from borrowing. Group names are case sensitive.

For example, the following option syntax excludes the user fred from the list of users able to borrow feature f1 (assuming the feature has the BORROW attribute):

```
EXCLUDE_BORROW f1 USER fred
```

EXCLUDE_ENTITLEMENT

This option only applies to licenses held in trusted storage and supplied using activation.

```
EXCLUDE_ENTITLEMENT entitlementId type {name | group_name}
```

Excludes a user or pre-defined group of users, etc., from the list of who is allowed to activate the licenses contained in a fulfillment record held in trusted storage. EXCLUDE_ENTITLEMENT supersedes INCLUDE_ENTITLEMENT; conflicts between the EXCLUDE_ENTITLEMENT list and the INCLUDE_ENTITLEMENT list are resolved by the EXCLUDE_ENTITLEMENT taking precedence.

Table 13-5 • EXCLUDE_ENTITLEMENT Terms

Term	Description
<i>entitlementId</i>	The entitlement Id used when requesting a license activation.
<i>type</i>	One of USER, HOST, GROUP, or HOST_GROUP. See Specifying License Restrictions Using Type for details.
<i>name</i>	Name of an item of type <i>type</i> for which license usage is excluded.
<i>group_name</i>	Name of the group to exclude. Group names are case sensitive.

For example, the following option syntax excludes the user pete from the list of users able to activate licenses provided in the fulfillment record specified by the entitlement ID AB456:

```
EXCLUDE_ENTITLEMENT AB456 USER pete
```

EXCLUDEALL

This option applies to concurrent licenses held in license files and trusted storage.

`EXCLUDEALL type {name | group_name}`

Excludes a user or predefined group of users from the list of who is allowed to use all features served by this vendor daemon.

Table 13-6 • EXCLUDEALL Terms

Term	Description
type	One of USER, HOST, DISPLAY, INTERNET, PROJECT, GROUP, or HOST_GROUP. See Specifying License Restrictions Using Type for details.
name	Name of an item of type <i>type</i> for which license usage is excluded.
group_name	Name of the group to exclude. Group names are case sensitive.

For example, the following option syntax excludes any user on the system called chaos using all features served by this vendor daemon:

```
EXCLUDEALL HOST chaos
```

FQDN_MATCHING

This option applies to all licenses held in license files or trusted storage.

`FQDN_MATCHING exact | lenient`

Sets the level to which host names used in HOST type-specifiers must match the host name sent by the FlexEnabled application. The application is configured to send either its host name or its fully qualified domain name (FQDN) to the vendor daemon for validation with HOST type-specifiers. Check with your software publisher to determine fully qualified domain name support.

Table 13-7 • FQDN_MATCHING Terms

Term	Description
exact	The host name in the HOST type specifier must match in content and format to that sent by the application. This is the default setting.
lenient	The host name sent by the application needs to match to the extent supplied in the HOST type specifier or by the application, which ever is less restrictive.

Only the last FQDN_MATCHING keyword in the options file has effect; all others are ignored.

Table 13-8 shows the outcome of matching attempts between HOST type-specifiers in the options file and host names sent by the application.

Table 13-8 • Host Name Matching Matrix

Options File Settings		Application configured for FQDN—sends myhost.abc.com	Application not configured for FQDN—sends myhost
FQDN_MATCHING exact	INCLUDE <i>feature</i> HOST myhost	no	yes
	INCLUDE <i>feature</i> HOST myhost.abc.com	yes	no
FQDN_MATCHING lenient	INCLUDE <i>feature</i> HOST myhost	yes	yes
	INCLUDE <i>feature</i> HOST myhost.abc.com	yes	yes

Examples

Consider the following example that demonstrates restrictive host name matching:

```
INCLUDE f1 HOST myhost.abc.com
FQDN_MATCHING exact
```

This includes myhost.abc.com on the list of hosts able to use feature f1. Furthermore, the host name sent by the application must be a fully qualified domain name that matches myhost.abc.com exactly.

In contrast, consider this example, which is less restrictive:

```
INCLUDE f2 HOST myhost.abc.com
FQDN_MATCHING lenient
```

This includes myhost.abc.com on the list of hosts able to use feature f2. The license rights are authenticated and a checkout allowed if any of the following match:

- The FQDN - myhost.abc.com
- The host name - myhost
- The domain name - .abc.com

The example below is even more lenient:

```
INCLUDE f2 HOST myhost
FQDN_MATCHING lenient
```

This includes the host name, myhost, on the list of hosts for feature f3. Since lenient matching is specified, host names such as myhost, myhost.abc.com, and myhost.xyz.com match, whereas yourhost or yourhost.abc.com do not match.

See Also
[“Specifying License Restrictions Using Type”](#)
FQDN_MATCHING introduced in version 9.3 client library and vendor daemon.

GROUP

GROUP *group_name user_list*

Defines a group of users for use in INCLUDE, INCLUDEALL, INCLUDE_ENTITLEMENT, EXCLUDE, EXCLUDEALL, EXCLUDE_ENTITLEMENT, and RESERVE option lines.

Table 13-9 • GROUP Terms

Term	Description
<i>group_name</i>	Name of the group being defined. Group names are case sensitive.
<i>user_list</i>	List of user names in that group. Names are case sensitive and cannot contain spaces. Set the GROUPCASEINSENSITIVE options file keyword to turn on case insensitivity. See GROUPCASEINSENSITIVE .

To create a large user group, define several GROUP lines each containing up to the maximum of 4,000 characters. All the users will be placed in a single group: Multiple GROUP lines for the same group name add all the specified users into the group.

For example, the following option syntax defines the group Hackers consisting of bob, howard, and james:

GROUP Hackers bob howard james



Note • USER_GROUP is an alias for GROUP

GROUPCASEINSENSITIVE

GROUPCASEINSENSITIVE OFF|ON

If set to **ON**, user names and host names specified with the options file GROUP and HOST_GROUP keywords, respectively, are treated as case-insensitive.

By default, GROUPCASEINSENSITIVE is **OFF**, and user and host names are treated as case-sensitive.

HOST_GROUP

`HOST_GROUP group_name host_list`

Defines a group of hosts for use in INCLUDE, INCLUDEALL, INCLUDE_ENTITLEMENT, EXCLUDE, EXCLUDEALL, EXCLUDE_ENTITLEMENT, and RESERVE option lines. Multiple HOST_GROUP lines add all the specified hosts into the group.

Table 13-10 • HOST_GROUP Terms

Term	Definition
group_name	Name of the group being defined. Host group names are case sensitive.
host_list	List of host names in that group. Names are case sensitive. Set the GROUPCASEINSENSITIVE options file keyword to turn on case insensitivity. See GROUPCASEINSENSITIVE .

For example, the following option syntax defines the host group Pacific consisting of tokyo, seattle, and auckland:

```
HOST_GROUP Pacific tokyo seattle auckland
```

Anywhere a host name can be used in an options file, an IP address can be used instead.

INCLUDE

This option applies to concurrent licenses held in license files and trusted storage.

`INCLUDE feature[:keyword=value] type {name | group_name}`

Includes a user or predefined group of users in the list of who is allowed to use licenses for this feature. Any user who is not in an INCLUDE or INCLUDEALL statement is not allowed to use that feature. EXCLUDE supersedes INCLUDE; conflicts between the EXCLUDE list and the INCLUDE list are resolved by the EXCLUDE taking precedence.

Table 13-11 • INCLUDE Terms

Term	Definition
feature	Name of the feature or package being affected.
keyword=value	Feature name modifier to denote a group of licenses. See Specifying Features for details.
type	One of USER, HOST, DISPLAY, INTERNET, PROJECT, GROUP, or HOST_GROUP. See Specifying License Restrictions Using Type for details.
name	Name of an item of type type for which license usage is included.

Table 13-11 • INCLUDE Terms

Term	Definition
group_name	Name of the group for which license usage is included. Group names are case sensitive.

To include user bob in the list of users able to use feature f1:

```
INCLUDE f1 USER bob
```

The include list is created from all the INCLUDEALL and INCLUDE lines in the options file.



Note • INCLUDE is required for USER_BASED or HOST_BASED features. The license administrator specifies which users are allowed to use the product, via INCLUDE, and the license limits the number of users that are INCLUDED. In a USER_BASED or HOST_BASED license model, users (or predefined groups of users) who are not listed with the INCLUDE keyword cannot check out a license.

INCLUDE_BORROW

This option is used for licenses held in license files. When licenses are available in trusted storage, normally activation is provided instead of BORROW.

```
INCLUDE_BORROW feature[:keyword=value] type {name | group_name}
```

Includes a user or predefined group of users in the list of who is allowed to borrow the BORROW feature. Anyone not in an INCLUDE_BORROW statement is not allowed to borrow licenses. EXCLUDE_BORROW supersedes INCLUDE_BORROW; conflicts between the EXCLUDE_BORROW list and the INCLUDE_BORROW list are resolved by the EXCLUDE_BORROW taking precedence.

Table 13-12 • INCLUDE_BORROW Terms

Term	Definition
feature	Name of the feature being affected.
keyword=value	Feature name modifier to denote a group of licenses. See Specifying Features for details.
type	One of USER, HOST, DISPLAY, INTERNET, PROJECT, GROUP, or HOST_GROUP. See Specifying License Restrictions Using Type for details.
name	Name of an item of type <i>type</i> for which license borrowing is included.
group_name	Name of the group for which license borrowing is included. Group names are case sensitive.

For example, the following option syntax includes user tom in the list of users able to borrow feature f1:

```
INCLUDE_BORROW f1 USER tom
```



Note • For USER_BASED or HOST_BASED features a user or predefined group of users must be on both an INCLUDE list and an INCLUDE_BORROW list to borrow a feature.

INCLUDE_ENTITLEMENT

This option only applies to licenses held in trusted storage.

```
INCLUDE_ENTITLEMENT entitlementId type {name | group_name}
```

Includes a user or predefined group of users in the list of who is allowed to activate the licenses contained in a fulfillment record held in trusted storage. EXCLUDE_ENTITLEMENT supersedes INCLUDE_ENTITLEMENT; conflicts between the EXCLUDE_ENTITLEMENT list and the INCLUDE_ENTITLEMENT list are resolved by the EXCLUDE_ENTITLEMENT taking precedence.

Table 13-13 • INCLUDE_ENTITLEMENT Terms

Term	Definition
entitlementId	The entitlement Id originally used when requesting a license activation.
type	One of USER, HOST, GROUP, or HOST_GROUP. See Specifying License Restrictions Using Type for details.
name	Name of an item of type <i>type</i> for which license usage is included.
group_name	Name of the group to include. Group names are case sensitive.

For example, the following option syntax includes the user c1aire in the list of users able to activate licenses provided in the fulfillment record specified by the entitlement Id AB456:

```
INCLUDE_ENTITLEMENT AB456 USER c1aire
```

INCLUDEALL

This option applies to concurrent licenses held in license files and trusted storage.

```
INCLUDEALL type {name | group_name}
```

Includes a user or predefined group of users in the list of who is allowed to use all features served by this vendor daemon.

Table 13-14 • INCLUDEALL Terms

Term	Definition
type	One of USER, HOST, DISPLAY, INTERNET, PROJECT, GROUP, or HOST_GROUP. See Specifying License Restrictions Using Type for details.
name	Name of an item of type <i>type</i> for which license usage is included.
group_name	Name of the group to include. Group names are case sensitive.

For example, the following option syntax allows the user jane to use all features served by this vendor daemon:

```
INCLUDEALL USER jane
```

The include list is created from all the INCLUDEALL and INCLUDE lines in the options file.

LINGER

This option applies to concurrent licenses held in license files and trusted storage.

```
LINGER feature[:keyword=value] seconds
```

A lingering license stays checked out for a specified period of time beyond its checkin or FlexEnabled application exit, whichever comes first. The linger time may have been configured by the software publisher in the FlexEnabled application. When this is the case, then the longer linger time is applied. Thus you can set a longer linger time than configured by the software publisher but not shorten the linger time.

Table 13-15 • LINGER Terms

Term	Definition
feature	Name of the feature.
keyword=value	Feature name modifier to denote a group of licenses. See Specifying Features for details.
seconds	Number of seconds the license lingers. The software publisher sets a minimum value. If you specify a value for <i>seconds</i> that is smaller than the minimum, the minimum is used.

For example, the following option syntax sets the linger value for feature f1 to one hour (3600 seconds):

```
LINGER f1 3600
```

The actual linger time varies somewhat since the vendor daemon checks all lingering licenses just once per minute. Also if a new license request is made that would otherwise be denied, a check of the lingering licenses is made immediately to attempt to satisfy the new request.

MAX

This option applies to concurrent licenses held in license files and trusted storage.

MAX *num_lic* *feature[:keyword=value]* *type* {*name* | *group_name*}

Limits usage for a group or user.

Table 13-16 • MAX Terms

Term	Description
<i>num_lic</i>	Usage limit for this user or group.
<i>feature</i>	Feature or package this limit applies to.
<i>keyword=value</i>	Feature name modifier to denote a group of licenses. See Specifying Features for details.
<i>type</i>	One of USER, HOST, DISPLAY, INTERNET, PROJECT, GROUP, or HOST_GROUP. See Specifying License Restrictions Using Type for details.
<i>name</i>	Name of an item of type <i>type</i> for which usage is limited. To avoid having to repeat the MAX line multiple times to restrict all users, you can use one MAX line that specifies ALL_USERS as the value for the type USER (for example, USER ALL_USERS). See for USER and GROUP Examples more information.
<i>group_name</i>	Name of the group to limit. Group names are case sensitive. (The options file must include a GROUP line that defines this group.) To avoid having to repeat the MAX line multiple times to restrict all groups defined in the options file, you can use one MAX line that specifies ALL_GROUPS as the value for the type GROUP (for example, GROUP ALL_GROUPS). See for USER and GROUP Examples more information.

USER and GROUP Examples

The following are examples of using the USER and GROUP types for the MAX option.



Note • Never position a MAX line that restricts USER *user_name* for a specific feature after a MAX line that restricts USER ALL_USERS for the same feature. Likewise, never position a MAX line that restricts GROUP *group_name* for a specific feature after a MAX line that restricts GROUP ALL_GROUPS for the same feature. The positioning invalidates the restriction in the later line.

- To limit the user jan to five licenses for feature f1, include the following line in the options file:

```
MAX 5 f1 USER jan
```

- To limit all users to five licenses for feature `f1`, include the following line:

```
MAX 5 f1 USER ALL_USERS
```

- To limit the user `jan` to five licenses for feature `f1` and all other users to four licenses for the same feature, include the following lines:

```
MAX 5 f1 USER jan
MAX 4 f1 USER ALL_USERS
```

- To limit group `DEV` to three license for feature `f2` and all other groups to one license for the same feature, include these lines:

```
MAX 3 f2 GROUP DEV
MAX 1 f2 GROUP ALL_GROUPS
```

- If you attempt to position a `MAX` line that specifies `ALL_USERS` (or `ALL_GROUPS`) before a `MAX` line that specifies a single user (or single group), FlexNet Publisher cannot enforce the restriction in the second line because the user or group in the second line (in this case, the `DEV` group) is a part of `ALL_USERS` or `ALL_GROUPS` in the first line.

For example, the following line positioning is *invalid*:

```
MAX 1 f2 GROUP ALL_GROUPS
MAX 3 f2 GROUP DEV
```

Queueing Behavior When Requested Licenses Exceed MAX Limit

For current version vendor daemons, if queueing is allowed by the application, requests for licenses that exceed the limit set by the `MAX` keyword will be denied. From the above example, if the user `jan` requests six licenses for feature `f1`, the request will be denied. Requests from users or groups within the `MAX` limit that exceed the number of available licenses will be queued. For example, if the license file includes ten licenses for feature `f1` and nine of those licenses are already checked out, a request from the user `jan` for two licenses will be queued.

MAX_BORROW_HOURS

This option is used for licenses held in license files. When licenses are available in trusted storage, normally activation is provided instead of `BORROW`.

```
MAX_BORROW_HOURS feature[:keyword=value] num_hours
```

Changes the maximum period a license can be borrowed from that specified in the license file for *feature*. The new period must be less than that in the license file. If multiple `MAX_BORROW_HOURS` keywords appear in the options file, only the last one is applied to *feature*.

Table 13-17 • MAX_BORROW_HOURS Terms

Term	Description
<i>feature</i>	Feature this borrow period applies to. The <i>feature</i> must have <code>BORROW</code> enabled.
<i>keyword=value</i>	Feature name modifier to denote a group of licenses. See Specifying Features for details.

Table 13-17 • MAX_BORROW_HOURS Terms

Term	Description
<i>num_hours</i>	Number of hours in the new borrow period. This value must be less than that specified in the license file for feature (the default, if not specified, is 168 hours).

MAX_OVERDRAFT

This option applies to concurrent licenses held in license files and trusted storage.

MAX_OVERDRAFT *feature[:keyword=value] num_lic*

Limits OVERDRAFT license usage below the OVERDRAFT allowed by the license file.

Table 13-18 • MAX_OVERDRAFT Terms

Term	Description
<i>feature</i>	Feature this limit applies to.
<i>keyword=value</i>	Feature name modifier to denote a group of licenses. See Specifying Features for details.
<i>num_lic</i>	Usage limit for this user or group.

NOLOG

NOLOG { IN | OUT | DENIED | QUEUED | UNSUPPORTED }

Suppresses logging the selected type of event in the debug log file.

Table 13-19 • NOLOG Terms

Entry	Description
NOLOG IN	Turns off logging of checkins. Two separate NOLOG lines are required to turn off logging of checkouts and queued requests.
NOLOG DENIED NOLOG QUEUED	Turns off logging of checkouts and queued requests. License administrators use this option to reduce the size of the debug log file. However, it can reduce the usefulness of the debug log when debugging license server problems.
NOLOG UNSUPPORTED	Suppresses UNSUPPORTED messages in the debug log. This suppresses error messages in the debug log that report a failure due to the feature being unsupported.

See Also
[lmswitch](#)

REPORTLOG

REPORTLOG *[+]* *report_log_path*

REPORTLOG specifies the report log file for this vendor daemon. It is recommended preceding the *report_log_path* with a + character to append logging entries; otherwise, the file is overwritten each time the daemon is started.

On Windows, path names that include spaces have to be enclosed in double quotes. If *lmgrd* is started as a service, the default location for the report log file is the *c:\winnt\System32* folder unless a fully qualified path is specified.



Note • *FlexNet Manager is a separate product available from Flexera Software, it is used to process report log files. FlexNet Manager processes only report log files, not debug log files.*

Reporting on Projects with LM_PROJECT

The FlexNet Manager report writer reports on projects. A project is set up by having all users working on the same project set their *LM_PROJECT* environment variable (or registry on Windows) to a string that describes the project. FlexNet Manager groups usage by project, as defined by what *LM_PROJECT* was set to when the application was run.

See Also
[Configuring the License Server Manager as a Windows Service](#)
[Environment Variables](#)
[Report Log File](#)

RESERVE

This option applies to concurrent licenses held in license files and trusted storage.

RESERVE *num_lic* *feature[:keyword=value]* *type {name | group_name}*

Reserves licenses for a specific user.

Table 13-20 • RESERVE Terms

Term	Description
<i>num_lic</i>	Number of licenses to reserve for this user or group.
<i>feature</i>	Feature or package this reservation applies to.

Table 13-20 • RESERVE Terms

Term	Description
keyword=value	Feature name modifier to denote a group of licenses. See Specifying Features for details.
type	One of USER, HOST, DISPLAY, INTERNET, PROJECT, GROUP, or HOST_GROUP. See Specifying License Restrictions Using Type for details.
name	Name of an item of type <i>type</i> for which license usage is reserved.
group_name	Name of group for which license usage is reserved. Group names are case sensitive.

For example, the following option syntax reserves one license of feature f1 for user me1:

```
RESERVE 1 f1 USER me1
```

If you want to reserve a license for *each* of several users or groups, you must use a separate RESERVE line for each user or group. If a package name is specified, all components that comprise the package are reserved.

The RESERVE keyword should not be used on packages and package suites that also use the SUITE_RESERVED option. The RESERVE keyword in the options file includes static information about the reservation policy. The SUITE_RESERVED option reserves a set of package components. Once one package component is checked out, all the other components are reserved for that same user. When the license keys are checked out by a user, the SUITE_RESERVED option within the Package will dictate additional reservation policy which can dynamically change depending on the product usage pattern. Because these options present conflicting reserve parameters, they can not be used together.



Note • Any licenses reserved for a user are dedicated to that user. Even when that user is not actively using the license, it is unavailable to other users. However, a RESERVED license does not cause usage to be reported by FlexNet Manager if the license is not actually in use.

TIMEOUT

This option applies to concurrent licenses held in license files and trusted storage.

```
TIMEOUT feature[:keyword=value] seconds
```

Sets the time after which an inactive license is freed and reclaimed by the vendor daemon.



Note • The software publisher must have enabled this feature in the FlexEnabled application for it to work. Contact your software publisher to find out if this feature is implemented.

Table 13-21 • TIMEOUT Terms

Term	Description
feature	Name of the feature.
keyword=value	Feature name modifier to denote a group of licenses. See Specifying Features for details.
seconds	Number of seconds after which inactive license is reclaimed. The software publisher sets a minimum value.If you specify a value for <i>seconds</i> that is smaller than the minimum, the minimum is used.

For example, the following option syntax sets the timeout for feature f1 to one hour (3600 seconds):

```
TIMEOUT f1 3600
```

TIMEOUT checks in the licenses if the FlexEnabled application has been inactive for a period longer than the specified time period. The daemon declares a process inactive when it has not received heartbeats from it whereas an active FlexEnabled application sends heartbeats. A TIMEOUT line must be present in the options file in order to take advantage of this feature.

TIMEOUTALL

This option applies to concurrent licenses held in license files and trusted storage.

```
TIMEOUTALL seconds
```

Same as TIMEOUT, but applies to all features.

How the Vendor Daemon Uses the Options File

When the vendor daemon is started by `lmadmin` or `lmgrd`, the vendor daemon reads its options file. There is only one options file per vendor daemon and each vendor daemon needs its own options file. For any changes in an options file to take effect, the vendor daemon must read its options file. The `lmreread` utility causes the vendor daemon to reread its options file.

The `lmreread` utility enhanced in version 8.0 vendor daemon so that it causes the vendor daemon to reread the options file. If you are using earlier versions, the vendor daemon must be stopped and restarted in order for the options file to be reread.

Rules of Precedence in Options Files

Rules of precedence take effect when INCLUDE and EXCLUDE statements are combined in the same options file and control access to the same feature (in license files) or fulfillment record (in trusted storage). The following define the precedence when both types of statements appear together:

- If there is only an EXCLUDE list, everyone who is not on the list is allowed to use the feature.
- If there is only an INCLUDE list, only those users on the list are allowed to use the feature.
- If neither list exists, everyone is allowed to use the feature.
- The EXCLUDE list is checked before the INCLUDE list; someone who is on both lists is not allowed to use the feature.

Once you create an INCLUDE or EXCLUDE list, everyone else is *implicitly* outside the group. This feature allows you, as a license administrator, the ability to control licenses without having to *explicitly* list each user that you wish to allow or deny access to. In other words, there are two approaches; you either:

- Give most users access and list only the exceptions, or
- Severely limit access and list only the those users that have access privileges

Options File Examples

The following information gives some examples of options files intended to illustrate ways to effectively control access to your licenses.

Simple Options File Example

```
RESERVE 1 compile USER robert  
RESERVE 3 compile HOST mainline  
EXCLUDE compile USER tori  
NOLOG QUEUED
```

This options file restricts the use of concurrent licenses as follows:

- Reserves one license for the feature `compile` for the user `robert`.
- Reserves three licenses for the feature `compile` for anyone on the system with the host name `mainline`.
- Prevents the user `tori` from using the `compile` feature on any system on the network.
- Causes `QUEUED` messages to be omitted from the debug log file.

The sum total of the licenses reserved must be less than or equal to the number of licenses specified in the FEATURE line. In the example above, there must be a minimum of four licenses on the `compile` FEATURE line. If fewer licenses are available, only the first set of reservations (up to the license limit) is used.

If this data were in file `/a/b/sampled/licenses/sampled.opt`, then modify the license file `VENDOR` line as follows:

```
VENDOR sampled /etc/sampled /sample_app/sampled/licenses/sampled.opt
```

Limiting Access for Multiple Users

Each `INCLUDE`, `INCLUDEALL`, `INCLUDE_BORROW`, `INCLUDE_ENTITLEMENT`, `EXCLUDE`, `EXCLUDEALL`, `EXCLUDE_BORROW`, `EXCLUDE_ENTITLEMENT`, `MAX`, and `RESERVE` line must have a single user name (or group) listed. To affect more than one user name create a `GROUP`. For example to exclude bob, howard, and james from using the feature called `toothbrush`, create the following options file:

```
EXCLUDE toothbrush USER bob
EXCLUDE toothbrush USER howard
EXCLUDE toothbrush USER james
```

However, there is an easier way. Create a `GROUP` and exclude the list of users from using the feature. Like the previous example, the following options file excludes bob, howard, and james from using the feature called `toothbrush`:

```
# First define the group "Hackers"
GROUP Hackers bob howard james
# Then exclude the group
EXCLUDE toothbrush GROUP Hackers
```

Now when you want to allow or deny access to any feature to that group, you have an alias list to make it simple.

Use `HOST_GROUP` to allow, deny, or reserve licenses for multiple hosts. For example, to exclude all users logged in on the hosts fred and barney from using a feature called `f1`, add these lines to your options file:

```
HOST_GROUP writers fred barney
EXCLUDE f1 HOST_GROUP writers
```

See Also

[HOST_GROUP](#) for more information about defining groups

EXCLUDE Example

```
#First Define the group "painters"
GROUP painters picasso mondrian klee
EXCLUDE spell GROUP painters
EXCLUDE spell USER bob
EXCLUDE spell INTERNET 123.123.123.*
```

This options file:

- Prevents the users `picasso`, `mondrian`, and `klee` from using the feature `spell` on any system on the network.
- Prevents the user `bob` from using the feature `spell` on any system on the network.
- Prevents any user logged into a host with an IP address in the range `123.123.123.0` through `123.123.123.255` from using the feature `spell`.

- Allows any other user, as long as they are not on the excluded IP addresses, *and* they are not a member of the painters GROUP, *and* they are not bob, to use feature spe11 (by implication).

Note that bob could have been added to the group painters. However, painters might be used for some other purpose in the future so the license administrator chose to handle bob as a special case here. In this case, the two EXCLUDE statements concatenate to create a list of four users.

EXCLUDE_ENTITLEMENT Example

```
#First Define the group "admin"
GROUP admin johns adrianp maryt
EXCLUDE_ENTITLEMENT qf573k GROUP admin
EXCLUDE_ENTITLEMENT qf573k USER bob
EXCLUDE_ENTITLEMENT qf573k HOST corde1ia
```

This options file:

- Prevents the users johns, adrianp, and maryt from activating any licenses contained in the fulfillment record obtained using the entitlement Id qf573k on any system on the network.
- Prevents the user bob from activating any licenses contained in the fulfillment record obtained using the entitlement Id qf573k on any system on the network.
- Prevents any user on the system called corde1ia from activating any licenses contained in the fulfillment record obtained using the entitlement Id qf573k.
- By implication allows any other users on any system other than corde1ia to activate the licenses contained in the fulfillment record obtained using the entitlement Id qf573k.

INCLUDE Example

```
INCLUDE paint USER picasso
INCLUDE paint USER mondrian
INCLUDE paint HOST bigbrush
```

This options file:

- Allows the user picasso to use the feature paint on any system on the network.
- Allows the user mondrian to use the feature paint on any system on the network.
- Allows any user, as long as they are on the host bigbrush, to use feature paint.
- Denies access to the feature paint to anyone except picasso, mondrian, or anyone from the host bigbrush (by implication).

INCLUDE_ENTITLEMENT Example

```
INCLUDE_ENTITLEMENT gy7210 USER tom
INCLUDE_ENTITLEMENT gy7210 USER anthony
INCLUDE_ENTITLEMENT gy7210 HOST jupiter
```

This options file does the following:

- Allows the user tom to activate any licenses contained in the fulfillment record obtained using the entitlement Id gy7210 on any system on the network.
- Allows the user anthony to activate any licenses contained in the fulfillment record obtained using the entitlement Id gy7210 on any system on the network.
- Allows any user, as long as they are on the host jupiter to activate any licenses contained in the fulfillment record obtained using the entitlement Id gy7210.
- By implication, denies the activation of any licenses contained in the fulfillment record obtained using the entitlement Id gy7210 to anyone except tom, anthony, or someone on the host jupiter.

Ensuring License Availability

You can configure multiple license servers to allow FlexEnabled applications to continue to check our licenses if one of the license servers goes down. This failover protection for license servers can be provided using either of the following methods:

- **Redundancy using the license search path:** Configure and maintain multiple independent license servers, each with a subset of the total licenses available to the enterprise. Configure the FlexEnabled client with the license servers in the license search path. This provides load balancing capabilities and limited failover protection. You must manage different versions of the license rights on each license server. This configuration option is available when licenses are held in license files and in trusted storage.
- **Three-server redundancy:** Configure and maintain a set of three license server systems configured specifically for three-server redundancy. This provides failover protection only. You manage only one version of the license file and vendor daemon on all three license servers. This configuration option is only available when licenses are held in license files.

Do not store your license files on a single network file server (separate from the license servers) if you are using either of these methods of failover protection: The failure of the file server will cause all the license servers to fail.

Redundancy Using the License Search Path

In this configuration you install multiple license servers that each use a subset of the available licenses. Network machines are configured with a license search path that contains details of each license server. A FlexEnabled application tries each license server on the license search path in order until it succeeds or gets to the end of the list.

Example of Redundancy Using the License Search Path

This example demonstrates the use of two license servers, **chicago** and **tokyo**, that serve five licenses each for the features **f1** and **f2**. The publisher supplies the following license files:

- **For chicago**

```
SERVER chicago 17007ea8 1700
VENDOR sampled /etc/mydaemon
FEATURE f1 sampled 1.000 01-jan-2013 5 SIGN=.....
FEATURE f2 sampled 1.000 01-jan-2013 5 SIGN=.....
```

- **For tokyo**

```
SERVER tokyo 17007ea8 1700
VENDOR sampled /etc/mydaemon
FEATURE f1 sampled 1.000 01-jan-2013 5 SIGN=.....
FEATURE f2 sampled 1.000 01-jan-2013 5 SIGN=.....
```

The license search path is set on the network machines using the `LM_LICENSE_FILE` environment variable so that machines in the US request licenses first from the license server **chicago** and machines in Japan request licenses first from the license server **tokyo**.

- **US machines** set `LM_LICENSE_FILE` to - 1700@chicago:1700@tokyo
- **Japanese machines** set `LM_LICENSE_FILE` to - 1700@tokyo:1700@chicago

This example uses UNIX syntax (:) for separating entries on the license search path. See [Setting the License Search Path Using an Environment Variable](#) for full details of the license search path syntax.

Limitations of Redundancy Using the License Search Path

The main limitation is that this method only provides limited protection: When a license server fails, the licenses it serves are no longer available.

All licenses must be checked out from a single server

By default, once a FlexEnabled application has successfully checked out a license from a license server, all subsequent license requests from that application must be served by the same license server. When an application makes subsequent license requests and no more licenses are available from that license server, the license request is denied even though licenses may exist on another server. However, this behavior is configurable by software publishers. Contact your software publisher to determine whether or not each new license request scans all the license servers.

Licenses are queued from a single server

If the application supports license queuing, all licenses are queued from the first license server on the list rather than the request moving to another license server.

Overview of Three-Server Redundancy

Using the three-server redundancy capability in FlexNet Publisher, all three license servers operate to form a triad. The license servers send periodic messages to each other to make sure that at least two servers are running and communicating. A quorum is formed when at least two of the three license servers are running and communicating with each other.

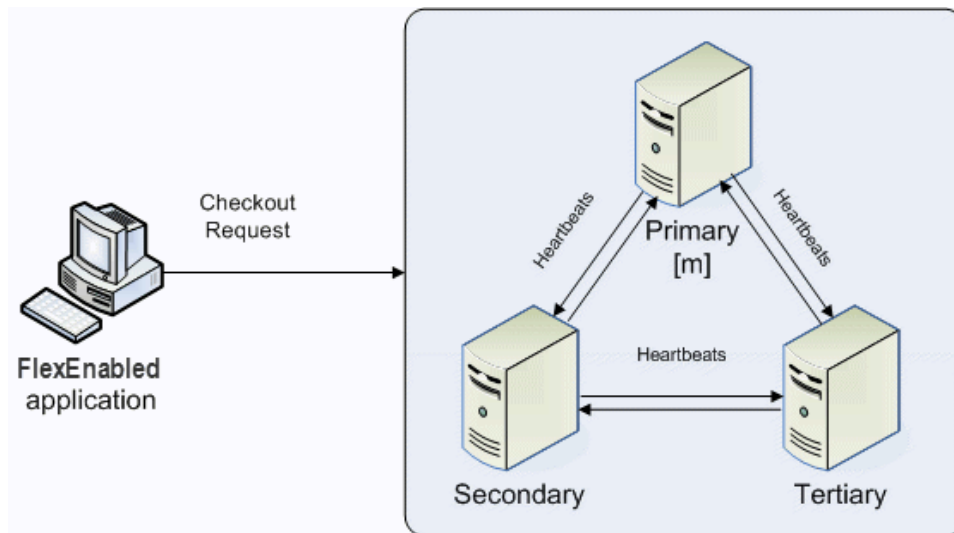
The license servers are identified as either primary, secondary, or tertiary. One license server is also designated as the master [m] and is responsible for:

- Serving licenses to FlexEnabled applications
- Recording information into the debug log.
- Recording information into the report log.

If the master fails, then another license server becomes the master.

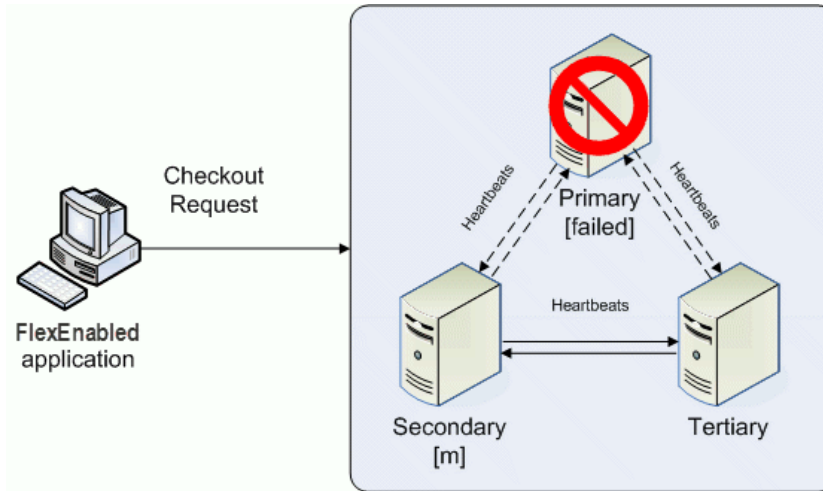
In the following figure, the primary license server is the master [m]. When a FlexEnabled application sends a checkout request for a license, the master responds and then serves the license to the FlexEnabled application.

Figure 14-1: Three-Server Redundancy Overview



If the master fails, then the secondary license server becomes the master (see the following figure) and will server licenses to FlexEnabled applications. The tertiary license server can never be the master. If both the primary and secondary license servers go down, licenses are no longer served to FlexEnabled applications. The master will not serve licenses unless there are at least two license servers in the triad running and communicating.

Figure 14-2: Three-Server Redundancy Backup Failover



Understanding How License Servers Communicate

When started, each license server reads the license file and checks that it can communicate with the other license servers. Until each license server establishes this first connection with the others, it will continue to send messages periodically.

Once the initial communication has been established, each license server periodically sends a heartbeat to the others. Heartbeats are messages sent over TCP/IP. Each license server sends a heartbeat and waits for a response from the other license servers. If a license server does not receive a response, it shuts down the vendor daemon so that it cannot serve licenses. A publisher or license administrator can configure the amount of time a license server waits to receive a heartbeat using the HEARTBEAT_INTERVAL property.

Poor network communication causes system performance to slow. Slow network communication can also cause a delay in the transmission of heartbeats between license servers.

Configuring License Servers for Three-Server Redundancy

Perform the following steps to configure three-server redundancy:

1. Before obtaining the license server software package from the publisher, identify and set up the three systems. When selecting systems, make sure they are stable. Do not use systems that are frequently rebooted or shut down.
2. Send the publisher the hostname and hostid values for these systems. Ask the publisher what system identifier they need for the hostid. This could be an Ethernet address, disk serial number, etc. The publisher will create license server components specifically for these systems.



Note • Best practice is to obtain a hostid of the same type for each of the three machines. Issues can arise if different hostid types are used in the configuration. If you plan to obtain the hostid using the default hostid type for a given machine, be aware that the default type can vary between operating-system platforms.

3. After receiving the license server package from the publisher, change the following SERVER line properties in the license file if necessary:
 - **port number** the license servers uses to listen for communication
 - **PRIMARY_IS_MASTER** keyword
 - **HEARTBEAT_INTERVAL** property

Do not change the hostid values. If the hostid changes at any time, the license administrator must work with the software publisher to obtain a new license file.

4. Perform any additional configuration as required by the software publisher.
5. Copy or install the license server software package to each of the three systems.
6. Start the license servers in the following order: primary, secondary, and then tertiary.

An Example License File

The following is an example of a license file that is configured for three-server redundancy.

```
SERVER pat 17003456 2837 PRIMARY_IS_MASTER
SERVER lee 17004355 2837
SERVER terry 17007ea8 2837
VENDOR demo
FEATURE f1 demo 1.0 1-jan-2013 10 SIGN="<...>"
FEATURE f2 demo 1.0 1-jan-2013 10 SIGN="<...>"
```

The following portions of the license file directly affect the three-server redundant configuration:

- **SERVER** lines—Each line contains this information for the given server:
 - The **host name** value: `pat`, `lee`, or `terry`.
 - The **hostid** value: `17003456`, `17004355`, or `17007ea8`. This example uses the value returned by the `lmhostid` utility default hostid type for each server.



Note • Keep in mind that the default hostid type can vary between operating-system platforms. Best practice is to use the same hostid type for all three servers.

- The TCP/IP **port**—In this example, `2837`. All servers use the same port to listen for communication.

The following properties of the license file do not affect the three-server redundant configuration directly, but are used to define license rights or configure the license server.

- **VENDOR** line—This required element references the publisher's vendor daemon.
- **FEATURE** lines—The two features, `f1` and `f2`, define the license rights. The **SIGN** value for each **FEATURE** line encodes the license server hostid values.

Managing License Servers in a Three-Server Redundant Configuration

Using the lmstat Utility

The output message generated by the `lmstat` utility identifies which license server is the master. In the following example `lmstat` output, the secondary license server is the master.

```
[Detecting lmgrd processes...]  
License server status: 30000@RMD-PRIMARY,30000@RMD-SECONDARY,  
30000@RMD-TERTIARY  
License file(s) on RMD-PRIMARY: C:\server\3.lic:  
RMD-PRIMARY: license server UP v11.4  
RMD-SECONDARY: license server UP (MASTER) v11.4  
RMD-TERTIARY: license server UP v11.4
```

Starting and Stopping License Servers

To start the entire system, you must start each license server manager (`lmadmin` or `lmgrd`). Generally, it is good practice to start the primary license server before the secondary or tertiary license server. This allows the primary license server to become the master before the others start. If you start the secondary and tertiary before the primary, then the secondary will establish itself as master.

If you do not set the `PRIMARY_IS_MASTER` keyword for the primary license server, then the order in which you start the license servers is important. If you do not set this property, when you start the primary license server after the secondary license server control will not transfer to the primary license server. By setting the `PRIMARY_IS_MASTER` keyword, you ensure that when the primary license server is running, it is always the master.

The `1mdown` utility will shut down all three license servers using a single command. You do not have to shut down each license server separately.

Running the License Server Manager as a Service on Windows

There are no dependencies or known issues related to running the license server manager as a service in this configuration.

Logging and the Debug Log

When using three-server redundancy, the master records information to its local debug log and report log (and the Windows event log if this is configured). If this system fails, another license server becomes the master and records information to its local debug log and report log. Subsequently, there may be different versions of the debug log and report log on the primary and secondary license server which each contains different information.

Using Other Capabilities with Three-Server Redundancy

The following section describe other capabilities available in FlexNet Publisher Licensing Toolkit and how they interact with three-server redundancy.

Configuring the License Search Path

This configuration can be performed by either the software publisher or the license administrator. Before a FlexEnabled application can check out a license, it must know where to locate the license rights. The license search path identifies the location of license rights.

When connecting to a license server configured for three-server redundancy, the FlexEnabled application must use the `<port>@<host>` convention (and not a license file location) in the license search path.

The license search path should list the license servers in the same order that they appear in the license file. This helps shorten the amount of time it takes to identify the master server and respond to the checkout request. Although the configuration will work if you include only one of the license servers in the license search path, this may lengthen the amount of time it takes for the license server to respond to the checkout request. This is because the license server must identify all other license servers and designate a master.

Separate each `<port>@<host>` entry with a comma. Using the previous license file as an example, the license search path should be the following:

`2837@pat,2837@lee,2837@terry`

The FlexEnabled application will try to connect to each of the license servers in the list, in the order listed, until it either successfully connects to a license server or reaches the end of the list. This helps ensure that the FlexEnabled application can connect to the quorum.

Specifying Three-Server Redundancy in the License Finder

When the license search path has not been configured, the FLEXlm License Finder dialog is displayed on Windows platforms when a FlexEnabled application is run.



Task: *To specify a triad of license servers in the License Finder dialog:*

1. Select **Specify the License File**.
2. Click **Next**.
3. Type the path name or use the browse button to specify your three-server redundant license file. [An Example License File](#) shows a typical three-server redundant license file.
4. Click **Next**.

Note that the License Finder dialog option, **Specify the License Server System**, allows you to only specify a single license server and not a triad of license servers.

Using License File Keywords

The following keywords and properties for the **SERVER** line allow you to modify the configuration.

- **Host:** this is the hostname of the system. The publisher should know this information when generating the license file. This value can be changed after the license file has been signed.
- **Port:** the port number that the license server uses to listen for communication. Unlike single license servers, each SERVER line must include a port number. This can be any number between 1024 and 64000 that is not used by another process running on the system. This value can be changed after the license file has been signed. If you are using `lmadmin`, you do not need to edit the license file: you can configure the port number using the interface. See on-line help for more details.

To make it easier to administer the license server, we strongly recommended that you define the same port number for each SERVER line. This value can be changed after the license file has been signed.

- **PRIMARY_IS_MASTER:** this keyword ensures that the primary server is the master whenever it is running and communicating with one of the other license servers.
 - If this is set and the primary server goes down, when the primary server comes back up again, it will always become the master.
 - If this is not set and the primary server goes down, the secondary server becomes the master and remains the master even when the primary server comes back up. The primary can only become the master again when the secondary license server fails.

This parameter is optional and should be placed on the first SERVER line. This value can be changed after the license file has been signed. The license server must be running a version 10.8 or later vendor daemon to use this keyword.

- **HEARTBEAT_INTERVAL=seconds:** this indicates how long the license servers wait to receive a heartbeat from another license server before shutting down the vendor daemon. This value is used in the following equation to calculate the actual timeout value:

$$\text{timeout} = (3 * \text{seconds}) + (\text{seconds} - 1)$$

The default value is 20, which equates to an actual timeout of 79 seconds. Valid values are 0 through 120. This parameter is optional and should be placed on the first SERVER line in the license file. This value can be changed after the license file has been signed. The license server must be running a version 10.8 or later vendor daemon to use this keyword.

Using Options File Keywords

None of the keywords in the options file affect three-server redundancy.

Troubleshooting Tips and Limitations for Three-Server Redundancy



Important • Three-server redundancy configurations require all three servers use the same platform type. You can use any of the following platform types in the configuration, but each server must use the same platform type: HPV_*, VMW_*, or PHY_*.

Separating the Contents of a License File

Because the hostid values in the SERVER lines are computed into the signature of each feature definition line, make sure you keep SERVER lines together with any feature definition lines as they were generated. This means that if you move a feature definition line to another file, you must also move the respective SERVER lines and VENDOR line.

Putting the License File on a Network File Server

Do not put the license file on a network file server. If you do this, you lose the advantages of having failover protection because the file server becomes a possible single point of failure.

Using License Servers in Heavy Network Traffic

On a network with excessive traffic, the license servers may miss heartbeats which causes them to shut down the vendor daemon. The master may then stop serving licenses. If you find that heavy network traffic causes this to occur, you should set the HEARTBEAT_INTERVAL to a larger value. Enterprises can experience a performance issue when there is slow network communication or if FlexEnabled clients are using a dialup link to connect to the network.

Using Multiple Vendor Daemons

The license server manager (lmadmin or lmgrd) can not start vendor daemons from multiple software publishers when configured for three-server redundancy. The license server manager can only manage one vendor daemon. If one of the systems runs more than one vendor daemon, then the license administrator must run separate instances of the license server on that system to support the other vendor daemons. Make sure that the port numbers do not clash.

Switching Between Three-Server Redundancy and Single-Server Configuration

While running, the license server manager (ladmin or lmgrd) is not designed for switching from three-server redundancy to a single-server configuration (and vice-versa). To switch configurations, you need to do the following:

1. Shut down the license server manager in the single-server configuration or, in a three-server redundancy, all the license server managers currently running.
2. Do one of the following:

- For ladmin:

- a. From the ladmin installation directory on a given machine, import the required license files for the new configuration to which you are switching (either the three-server-redundant or single-server configuration):

```
ladmin -import <new_license_file_list> -force
```

- b. Restart ladmin.

- For lmgrd:

To restart lmgrd on a given machine in the configuration to which you are switching (either the three-server-redundant or single-server configuration), enter the following from the directory in which lmgrd is located:

```
lmgrd -c <new_license_file_list>
```

Avoiding Undefined lmdown Behavior

If any two license servers in a three-server redundancy group are started with the `-allowStopServer no` option (ladmin) or the `-x lmdown` option (lmgrd), then the behavior of lmdown is undefined for that system.

Managing Virtualized License Servers for File-Based Licensing

Virtualization software allows you to run multiple instances of a license server on a single machine. You can use virtualized license servers to take advantage of the high availability and fault tolerance that virtual machines offer.



Note • This chapter deals with managing license servers configured for license-file-based licensing in a virtual environment. For information about trusted-storage-based licensing in a virtual environment, see [Chapter 2, “Trusted Storage.”](#)

Binding Solutions in a Virtual Environment

For license-file-based licensing, a license server can be bound to either the virtual machine itself or to a *bare-metal* element of a physical system--either the hypervisor hosting the virtual machine or a remote physical machine that communicates with the virtual machine--to prevent duplicate license servers and license overuse. A bare-metal binding element for a license server could be the MAC address, IP address, or other identifying element of this physical system.

FlexNet Publisher supports *local* bare-metal binding (to the hypervisor itself) and *remote* bare-metal binding (to a remote physical machine) for the following virtualization platforms:

- VMware ESX and Hyper-V (local and remote bare-metal binding).
- VMware ESXi and Citrix XenServer (remote bare-metal binding only)

Binding Agent Imbind

To support bare-metal binding, FlexNet Publisher provides the binding agent, `Imbind`. This agent enforces a mutex lock on a host so that only a single instance of a vendor daemon can run at any given time across all virtual machines hosted on the hypervisor.

The `lmbind` agent performs these services when the license server connects to it:

- Provides the requested physical binding information (for example, the Ethernet address of the physical system)
- Verifies that no other license server (of the same publisher) with the same binding information is currently connected
- Maintains a heartbeat contact with the license server

The `lmbind` agent runs on one of the following physical systems:

- The hypervisor hosting the virtual machine that runs the license server
- A remote physical Linux or Windows machine connected to the virtual machine via the `lmbind` communications protocol (defined using the `LM_BINDING_AGENT` environment variable)

Setting Up a Virtual License Server on VMware ESX

The process of setting up a license server on a virtual machine hosted by a VMware ESX hypervisor depends on the `hostid` chosen to bind the license file to the license server. This `hostid` can be either the virtual machine's UUID (Universally Unique ID) or a `hostid` of a physical system—either the hypervisor or a remote physical machine that communicates with the virtual machine. The following sections demonstrate these two binding methods.

If your license-server virtual machine is being hosted by a VMware ESXi hypervisor, see [Setting Up a Virtual License Server on VMware ESXi or XenServer](#) for details.

Using the UUID Hostid

In general, the process for binding to the UUID of the virtual machine hosting the license server follows this outline.



Task:

To bind to the UUID of the virtual machine hosting the license server

1. Identify the virtual machine on which the license server will be run, and download the platform-specific `lmhostid` utility from the Flexera Software website onto this virtual machine.
2. Run the following command from the command line of the virtual machine:

`lmhostid -ptype VM -uuid`
3. Send the output of this command to the software publisher. The software publisher sends back a license certificate in which the license server is bound to the UUID value.
4. Modify the license certificate to configure server parameters (like TCP port number, options file, or other parameters).
5. Launch the license server on the virtual machine by pointing to the license certificate.



Note • If the license server has to be moved to another physical machine, simply copy the virtual-machine image and move it to the new physical host machine.

Using a Bare-Metal Hostid

In this scenario, you have made a request to the software publisher to run the license server on a virtual machine instance. In response, the publisher has mandated a bare-metal binding to the Ethernet address of either the VMware ESX hypervisor or to a remote physical system that communicates with the virtual machine.

Note About Binding in This Scenario

If the license-server virtual machine is being hosted on a VMware ESX hypervisor, `lmbind` can operate either on the hypervisor or on a remote physical machine that communicates with the virtual machine (through the `LM_BINDING_AGENT` environment variable). Best practice is to use an `LMB_*` hostid, which can identify the hypervisor itself or a remote physical machine. (See [Chapter 6, “Hostids for Supported Platforms”](#) for details.)

The scenario outlined in the next section uses the `LMB_ETHER` hostid.

Binding With the `LMB_ETHER` hostid

The bare-metal-binding process for a license server on a virtual machine follows this general outline.



Task: *To bind the license server to the Ethernet address of the physical system*

1. Identify the virtual machine on which the license server will be run.
2. Identify the physical machine--either the VMware ESX hypervisor hosting this virtual machine or a remote physical machine; and download the Linux `lmhostid` utility from the Flexera Software website to this physical system.



Note • If you download `lmbind` to the VMware ESX hypervisor, see [Installing lmbind for VMware ESX \(with Linux Console OS\)](#) for additional details.

3. Do either:
 - If `lmbind` is installed on the VMware ESX hypervisor, log in to the Console OS (COS), and run the following from the command line of the COS:

`lmhostid -ptype LMB -ether`
 - If `lmbind` is installed on a remote physical machine, log on to this physical machine, and enter the same command.

4. Send the output of this command to the software publisher. The software publisher sends back a license certificate in which the license server is bound to the Ethernet address of the physical system.
5. Modify the license certificate to configure server parameters (like TCP port number, options file, and other parameters).
6. If `lmbind` is installed on the VMware ESX hypervisor, log in to hypervisor as root, and then open the `lmbind` port on the COS firewall for both incoming and outgoing traffic, as follows:

```
#usr/sbin/esxcfg-firewall -o 27010,tcp,in,lmbind
```

```
#usr/sbin/esxcfg-firewall -o 27010,tcp,out,lmbind
```

7. From where `lmbind` is installed, enter the following command to launch the binding agent at port 27010:

```
lmbind -port 27010 -l lmbind.log
```
8. On the virtual machine that hosts the license server, configure the environment variable `LM_BINDING_AGENT` `<port>@<host>`, where
 - `<port>` is the TCP port number at which the binding agent is listening (**27010** in the above example)
 - `<host>` is the fully qualified host name or IP address of the physical system on which `lmbind` is running
9. Launch the license server on the virtual machine by pointing to the license certificate.



Note • If the license server has to be moved to another physical machine, make a re-host request to the software publisher. However, if the license server has to be moved to another virtual machine on the same physical host, you do not need to contact the software publisher. The license server can simply be run on a different instance of the virtual machine hosted on the same physical host, after shutting down the license server running on the first virtual machine.

Setting Up a Virtual License Server on Microsoft Hyper-V

The process of setting up a license server on a virtual machine hosted by a Microsoft Hyper-V hypervisor depends on the hostid chosen to bind the license file to the license server. This hostid can be either the virtual machine's UUID (Universally Unique ID) or the hostid of a physical machine—either the hypervisor or a remote physical machine that communicates with the virtual machine. The following sections demonstrate these two binding methods.

Using the UUID Hostid

In general, the process for binding to the UUID of the virtual machine hosting the license server follows this outline.



Task: *To bind to the UUID of the virtual machine hosting the license server*

1. Identify the virtual machine on which the license server will be run.
2. Run the following command from the command line of the virtual machine:

```
lmhostid -ptype VM -uuid
```
3. Send the output of this command to the software publisher. The software publisher sends back a license certificate in which the license server is bound to the UUID value.
4. Modify the license certificate to configure server parameters (like TCP port number, options file, or other parameters).
5. Launch the license server on the virtual machine by pointing to the license certificate.



Note • If the license server has to be moved to another physical machine, simply copy the virtual-machine image and move it to the new physical host machine.

Using a Bare-Metal Hostid

In this scenario, you have made a request to the software publisher to run the license server on a virtual machine instance. In response, the publisher has mandated a bare-metal binding to the Ethernet address of either the VMware hypervisor or to a remote physical system that communicates with the virtual machine.

Note About Binding in This Scenario

If the license-server virtual machine is being hosted on a Microsoft Hyper-V hypervisor, `lmbind` can operate either on the physical hypervisor or on a remote physical machine that communicates with the virtual machine (through the `LM_BINDING_AGENT` environment variable). Best practice is to use an `LMB_*` hostid, which can identify either the hypervisor itself or a remote physical machine. (See [Chapter 6, “Hostids for Supported Platforms”](#) for details.)

The scenario outlined in the next section uses the `LMB_ETHER` hostid.

Binding With the `LMB_ETHER` hostid

The bare-metal-binding process for a license server on a virtual machine follows this general outline.



Task: *To bind the license server to the Ethernet address of the physical system*

1. Identify the virtual machine on which the license server will be run.
2. Identify the physical machine--either the Microsoft Hyper-V hypervisor hosting this virtual machine or a remote physical machine; and download the platform-specific `lmhostid` utility from the Flexera Software website to this physical system.



Note • If you download `lmbind` to the Hyper-V hypervisor, see [Installing lmbind for Microsoft Hyper-V](#) for additional details.

3. Do either:
 - If `lmbind` is installed on the Microsoft Hyper-V hypervisor, log in to the Windows Console OS (COS), and run the following from the command line of the COS:

`lmhostid -ptype LMB -ether`
 - If `lmbind` is installed on a remote physical machine, log on to this physical machine, and enter the same command.
4. Send the output of this command to the software publisher. The software publisher sends back a license certificate in which the license server is bound to the Ethernet address of the host machine.
5. Modify the license certificate to configure server parameters (like TCP port number, options file, and other parameters).
6. From where `lmbind` is installed, enter the following command to launch the binding agent at port 27010:

`lmbind -port 27010 -l lmbind.log`
7. On the virtual machine that hosts the license server, configure the environment variable `LM_BINDING_AGENT` `<port>@<host>`, where
 - `<port>` is the TCP port number at which the binding agent is listening (**27010** in the above example)
 - `<host>` is the fully qualified host name or IP address of the physical system on which `lmbind` is running
8. Launch the license server on the virtual machine by pointing to the license certificate.



Note • If the license server has to be moved to another physical machine, make a re-host request to the software publisher. However, if the license server has to be moved to another virtual machine on the same physical host, you do not need to contact the software publisher. The license server can simply be run on a different instance of the virtual machine hosted on the same physical host, after shutting down the license server running on the first virtual machine.

Setting Up a Virtual License Server on VMware ESXi or XenServer

The process of setting up a license server on a virtual machine hosted by a VMware ESXi or XenServer hypervisor depends on the hostid chosen to bind the license file to the license server. This hostid can be either the virtual machine's UUID (Universally Unique ID) or the hostid of a remote physical machine that communicates with the virtual machine. The following sections demonstrate these two binding methods.

If your license-server virtual machine is being hosted by a VMware ESX hypervisor, see [Setting Up a Virtual License Server on VMware ESX](#) for details.

Using the UUID Hostid

In general, the process for binding to the UUID of the virtual machine hosting the license server follows this outline.



Task: *To bind to the UUID of the virtual machine hosting the license server*

1. Identify the virtual machine on which the license server will be run, and download the platform-specific `lmhostid` utility from the Flexera Software website onto this virtual machine.
2. Run the following command from the command line of the virtual machine:

`lmhostid -ptype VM -uuid`
3. Send the output of this command to the software publisher. The software publisher sends back a license certificate in which the license server is bound to the UUID value.
4. Modify the license certificate to configure server parameters (like TCP port number, options file, or other parameters).
5. Launch the license server on the virtual machine by pointing to the license certificate.



Note • If the license server has to be moved to another physical machine, simply copy the virtual-machine image and move it to the new physical host machine.

Using a Bare-Metal Hostid

In this scenario, you have made a request to the software publisher to run the license server on a virtual machine instance. In response, the publisher has mandated a bare-metal binding that uses an Ethernet address.

Note About Binding in This Scenario

When the license-server virtual machine is being hosted on a VMware ESXi or XenServer hypervisor, `lmbind` can operate only on a remote physical machine that communicates with the virtual machine (through the `LM_BINDING_AGENT` environment variable). You must use an `LMB_*` hostid to identify this machine. (See [Chapter 6](#), “Hostids for Supported Platforms” for details.)

Binding With the LMB_ETHER hostid

The bare-metal-binding process for a license server on a virtual machine follows this general outline.



Task: *To bind the license server to the Ethernet address of the physical system*

1. Identify the virtual machine on which the license server will be run.
2. Identify the remote physical machine on which to run `lmbind`; and download the Linux `lmhostid` utility from the Flexera Software website to this machine.
3. Log on to the physical machine, and enter this command:

`lmhostid -ptype LMB -ether`
4. Send the output of this command to the software publisher. The software publisher sends back a license certificate in which the license server is bound to the Ethernet address of the physical system.
5. Modify the license certificate to configure server parameters (like TCP port number, options file, and other parameters).
6. From where `lmbind` is installed, enter the following command to launch the binding agent at port 27010:

`lmbind -port 27010 -l lmbind.log`
7. On the virtual machine that hosts the license server, configure the environment variable `LM_BINDING_AGENT` `<port>@<host>`, where
 - `<port>` is the TCP port number at which the binding agent is listening to (**27010** in the above example)
 - `<host>` is the fully qualified host name or IP address of the physical system on which `lmbind` is running
8. Launch the license server on the virtual machine by pointing to the license certificate.



Note • If the license server has to be moved to another physical machine, make a re-host request to the software publisher. However, if the license server has to be moved to another virtual machine on the same physical host, you do not need to contact the software publisher. The license server can simply be run on a different instance of the virtual machine hosted on the same physical host, after shutting down the license server running on the first virtual machine.

Installing Imbind on the Hypervisor

The specific procedure for installing the binding agent depends on your choice of platforms.

Installing Imbind for VMware ESX (with Linux Console OS)

As a 32-bit Linux application, `lmbind` runs on the console OS of VMware ESX. The binding agent only supports IPv4 connections.



Note • For VMware ESXi, `lmbind` can run only on a physical machine connected to the VMware ESXi hypervisor.



Task: *To install Imbind for Linux*

1. Select a VMware ESX host, and download `lmbind` to this machine.
2. Select a port number for the Agent to listen to. The default port number range is from 27010 through 27019, if no port is specified while starting `lmbind`. (Any port is permitted as long as incoming and outgoing communication is enabled for that port.)
3. To start `lmbind`, enter `lmbind --port <port>`, where `<port>` is the TCP port number you selected in Step 2. (See [Imbind Command Line Options](#) for more information.). Only a single instance of `lmbind` can run on a given host.

Installing Imbind for Microsoft Hyper-V

As a 64-bit Windows application, `lmbind` runs on Windows Console OS of Microsoft Hyper-V and supports only IPv4 connections.

The Windows Management Instrumentation (WMI) service is required for virtualization support of Hyper-V.



Task: *To install Imbind using the Windows command line*

1. Select a Hyper-V host, and download `lmbind` to this machine.
2. Start the Windows Management Instrumentation (WMI) service on the host.
3. Select a port number for the `lmbind` to listen to. The default port number range is from 27010 through 27019, if no port is specified while starting `lmbind`. (Any port is permitted as long as incoming and outgoing communication is enabled for that port.)

4. To start `lmbind`, enter `lmbind --port <port>`, where `<port>` is the TCP port number you selected in Step 3. (See [Imbind Command Line Options](#) for more information.) Only a single instance of `lmbind` can run on a given host. In addition, the WMI service should be in running mode whenever `lmbind` is started.

Imbind Command Line Options

Table 15-1 lists the command line options supported by all versions of `lmbind`.



Note • Command line options can optionally be specified by a single dash and the first letter of the option. For example, `--port portNumber` can be specified instead by `-p portNumber`.

Table 15-1 • `lmbind` Command Line Options

Imbind option	Description
<code>--help</code>	Display the copyright and version information and command-line options.
<code>--port <port></code>	Specify the TCP port number at which the binding agent will be listening at. If the specified port number is not available, the program will exit with an error. If this option is not specified, the first available port in the range from 27010 through 27019 is chosen.
<code>--log <logfile></code>	Write the log information that includes the following information: <ul style="list-style-type: none"> • Copyright information • Version number • Listening port • (For each license server that is connected) Vendor daemon name, binding hostid, and port at which vendor daemon is communicating
<code>--verbosity <level></code>	Specify the verbosity level. This controls how much information gets written to the log file. Verbosity levels include: <ul style="list-style-type: none"> • 0--All logging turned off • 1--Default level • 2--Default messaging, plus messages showing when the vendor daemon connects and disconnects • 3--Messages from level 2, plus vendor-daemon heartbeat messages • 4--Verbose information that helps in debugging connectivity problems

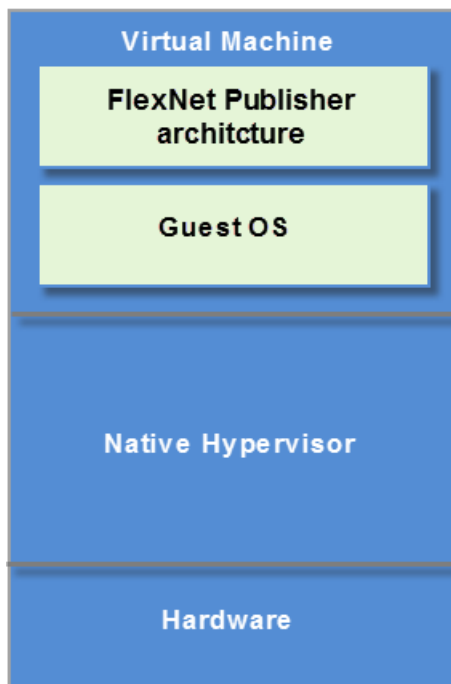
Additional Considerations

Consider the following when configuring the binding agent:

- **3-server redundancy**--When using the license server in a 3-server redundant configuration using hostid types that require connection to the binding agent, each license server that is part of the quorum must connect to a unique instance of the `lmbind` process. The hostids for all three servers must use the same platform type (`VM_UUID` or `PHY_*`). It is recommended that only `PHY_*` hostid types be used for a 3-server redundant configuration.
- **CVD support**--If you desire a combined vendor daemon (CVD) to support the virtualization hostid types (such as `VM_UUID` or `PHY_*`), both the primary and all the secondary vendor daemons that constitute the CVD must have the appropriate vendor keys that support virtualization. If only some of the secondary vendor daemons have the requisite vendor keys that support virtualization, the behavior of the CVD is unpredictable with respect to the support for virtualization hostid types.
- **Hypervisor COS use**--Running a license server or a FlexEnabled client application on the COS of the hypervisor is not supported. The license server and FlexEnabled client application must run either on a physical machine or on a virtual machine.

Virtualization Support

The following picture illustrates how the FlexNet licensing server or a FlexEnabled application operates within a virtualization stack. The table below the picture lists the virtualization stacks that FlexNet Publisher supports.



Use this table to determine the supported virtualization stacks:

FlexNet Publisher Architecture	Guest OS	Hypervisor	Host ID (virtual)	Host ID (native)
i86_n	<ul style="list-style-type: none"> Windows 8 Windows Server 2012 Windows Server 2008, including SP1 and SP2 Windows Server 2003, including SP2 and R2 Windows 7 (Professional, Enterprise, Ultimate) Windows Vista, including SP1 (Ultimate) and SP2 (Business, Enterprise, Ultimate) 	VMware ESX 4.1/ ESXi 4.1 and 5.0	<ul style="list-style-type: none"> VM_UUID VMW_UUID* 	<ul style="list-style-type: none"> LMB_HOSTNAME LMB_ETHER LMB_INTERNET LMB_FLEXID VMW_HOSTNAME VMW_ETHER VMW_INTERNET
i86_n	<ul style="list-style-type: none"> Windows 8 Windows Server 2012 Windows Server 2008, including SP1 and SP2 Windows Server 2003, including SP2 and R2 Windows 7 (Professional, Enterprise, Ultimate) Windows Vista, including SP1 (Ultimate) and SP2 (Business, Enterprise, Ultimate) 	Microsoft Hyper-V	<ul style="list-style-type: none"> VM_UUID HPV_UUID* 	<ul style="list-style-type: none"> LMB_HOSTNAME LMB_ETHER LMB_INTERNET LMB_FLEXID HPV_HOSTNAME HPV_ETHER HPV_INTERNET HPV_VSN
		<ul style="list-style-type: none"> Windows Server 2008 R2 (including SP1) Windows Server 2012 		

FlexNet Publisher Architecture	Guest OS	Hypervisor	Host ID (virtual)	Host ID (native)
i86_n	<ul style="list-style-type: none"> Windows 8 Windows Server 2012 Windows Server 2008, including SP1 and SP2 Windows Server 2003, including SP2 and R2 Windows 7 (Professional, Enterprise, Ultimate) Windows Vista, including SP1 (Ultimate) and SP2 (Business, Enterprise, Ultimate) 	Citrix XenServer 6.0	VM_UUID	<ul style="list-style-type: none"> LMB_HOSTNAME LMB_ETHER LMB_INTERNET LMB_FLEXID
i86_n	<ul style="list-style-type: none"> Windows 8 Windows 7 (Starter, Home Basic, Home Premium, Professional, Enterprise, Ultimate) and SP1 Windows Vista, including SP1 (Ultimate) and SP2 (Starter, Home Basic, Home Premium, Business, Enterprise, Ultimate) Windows XP, including SP 	VMware Workstation 8	VM_UUID	Not applicable

Chapter 15: Managing Virtualized License Servers for File-Based Licensing

Virtualization Support

FlexNet Publisher Architecture	Guest OS	Hypervisor	Host ID (virtual)	Host ID (native)
x64_n	• Windows 8	VMware ESX 4.1/ ESXi 4.1 and 5.0	• VM_UUID • VMW_UUID*	• LMB_HOSTNAME
	• Windows Server 2012			• LMB_ETHER
	• Windows Server 2008, including SP1 and SP2			• LMB_INTERNET
	• Windows Server 2003, including SP2 and R2			• LMB_FLEXID
	• Windows 7 (Ultimate and Enterprise)			• VMW_HOSTNAME
	• Windows Vista, including SP1 and SP2 (Ultimate)			• VMW_ETHER • VMW_INTERNET
x64_n	• Windows 8	Microsoft Hyper-V	• VM_UUID • HPV_UUID*	• LMB_HOSTNAME
	• Windows Server 2012			• LMB_ETHER
	• Windows Server 2008, including SP1 and SP2			• LMB_INTERNET
	• Windows Server 2003, including SP2 and R2			• LMB_FLEXID
	• Windows 7 (Ultimate and Enterprise)			• HPV_HOSTNAME
	• Windows Vista, including SP1 and SP2 (Ultimate)			• HPV_ETHER • HPV_INTERNET • HPV_VSN
x64_n	• Windows 8	Citrix XenServer 6.0	VM_UUID	• LMB_HOSTNAME
	• Windows Server 2012			• LMB_ETHER
	• Windows Server 2008, including SP1 and SP2			• LMB_INTERNET
	• Windows Server 2003, including SP2 and R2			• LMB_FLEXID
	• Windows 7 (Ultimate and Enterprise)			
	• Windows Vista, including SP1 and SP2 (Ultimate)			

FlexNet Publisher Architecture	Guest OS	Hypervisor	Host ID (virtual)	Host ID (native)
x64_n	<ul style="list-style-type: none"> Windows 8 Windows 7 (Starter, Home Premium, Professional, Enterprise, Ultimate) Windows Vista, including SP1 and SP2 (Ultimate) Windows XP Professional x64 Edition 	VMware Workstation 8	VM_UUID	Not applicable
i86_Isb (on x86)	<ul style="list-style-type: none"> RedHat Enterprise Linux 5 and 6 SUSE Linux Enterprise 9, 10, 11 	VMware ESX 4.1/ ESXi 4.1 and 5.0	<ul style="list-style-type: none"> VM_UUID VMW_UUID* 	<ul style="list-style-type: none"> LMB_HOSTNAME LMB_ETHER LMB_INTERNET LMB_FLEXID VMW_HOSTNAME VMW_ETHER VMW_INTERNET
i86_Isb (on x86)	<ul style="list-style-type: none"> RedHat Enterprise Linux 5 and 6 SUSE Linux Enterprise 9, 10, 11 	Microsoft Hyper-V <ul style="list-style-type: none"> Windows Server 2008 R2 (including SP1) Windows Server 2012 	<ul style="list-style-type: none"> VM_UUID HPV_UUID* 	<ul style="list-style-type: none"> LMB_HOSTNAME LMB_ETHER LMB_INTERNET LMB_FLEXID HPV_HOSTNAME HPV_ETHER HPV_INTERNET HPV_VSN
i86_Isb (on x86)	<ul style="list-style-type: none"> RedHat Enterprise Linux 5 and 6 SUSE Linux Enterprise 9, 10, 11 	Citrix XenServer 6.0	VM_UUID	<ul style="list-style-type: none"> LMB_HOSTNAME LMB_ETHER LMB_INTERNET LMB_FLEXID
i86_Isb (on x86)	<ul style="list-style-type: none"> RedHat Enterprise Linux 5 and 6 SUSE Linux Enterprise 9, 10, 11 	VMware Workstation 8	VM_UUID	Not applicable

Chapter 15: Managing Virtualized License Servers for File-Based Licensing

Virtualization Support

FlexNet Publisher Architecture	Guest OS	Hypervisor	Host ID (virtual)	Host ID (native)
x64_Isb (on x64)	<ul style="list-style-type: none"> RedHat Enterprise Linux 5 and 6 	VMware ESX 4.1/ ESXi 4.1 and 5.0	<ul style="list-style-type: none"> VM_UUID 	<ul style="list-style-type: none"> LMB_HOSTNAME
	<ul style="list-style-type: none"> SUSE Linux Enterprise 9, 10, 11 		<ul style="list-style-type: none"> VMW_UUID* 	<ul style="list-style-type: none"> LMB_ETHER LMB_INTERNET LMB_FLEXID VMW_HOSTNAME VMW_ETHER VMW_INTERNET
x64_Isb (on x64)	<ul style="list-style-type: none"> RedHat Enterprise Linux 5 and 6 	Microsoft Hyper-V	<ul style="list-style-type: none"> VM_UUID 	<ul style="list-style-type: none"> LMB_HOSTNAME
	<ul style="list-style-type: none"> SUSE Linux Enterprise 9, 10, 11 		<ul style="list-style-type: none"> HPV_UUID* 	<ul style="list-style-type: none"> LMB_ETHER LMB_INTERNET LMB_FLEXID HPV_HOSTNAME HPV_ETHER HPV_INTERNET HPV_VSN
x64_Isb (on x64)	<ul style="list-style-type: none"> RedHat Enterprise Linux 5 and 6 SUSE Linux Enterprise 9, 10, 11 	Citrix XenServer 6.0	VM_UUID	<ul style="list-style-type: none"> LMB_HOSTNAME LMB_ETHER LMB_INTERNET LMB_FLEXID
x64_Isb (on x64)	<ul style="list-style-type: none"> RedHat Enterprise Linux 5 and 6 SUSE Linux Enterprise 9, 10, 11 	VMware Workstation 8	VM_UUID	Not applicable

* FlexNet Publisher is in the process of deprecating VMW_UUID and HPV_UUID in favor of VM_UUID.

Licensing in a Cloud-Computing Environment

This chapter provides the following information to help the license administrator implement secure software licensing in a cloud-computing:

- [Licensing Challenges in a Cloud Environment](#)
- [Scope of Support for Cloud Licensing](#)
- [Use Cases for Licensing Software in the Cloud](#)
- [Hostids for Binding](#)



Note • For simplification, the remainder of this chapter refers to the cloud-computing environment as the cloud environment.

Licensing Challenges in a Cloud Environment

The fundamental concept of software licensing involves binding the license to characteristics of the physical machine on which the software resides and, for served licenses, on which the license server resides. These characteristics, called *binding elements*, include machine identities such as the Ethernet address or the host name. However, a cloud environment runs on virtual machines that are instantiated and brought down frequently. Consequently, the traditional hardware-based binding elements are not reliable in a cloud environment. Additionally, the FlexNet Publisher bare-metal-bindings (BMB) feature available in prior releases for on-premises virtual machines is unusable in a cloud environment; the license administrator does not have access to the physical hardware on which the virtual instances are running. This access is a prerequisite for the BMB feature.

A public cloud provider charges the customer based on the number of hours a machine instance is used. To optimize billing charges, a user typically stops or terminates an instance when it is not in use. This type of stop-restart usage is contrary to the on-premises machine usage, which is typically continuous. Therefore, the ideal binding element in the cloud environment is one that has these attributes:

- Globally unique within the cloud infrastructure to prevent over-licensing by cloned images

- Unchanging between normal start/stop, suspend/resume, live-process migration, and reboots of machine instances
- Not easily changed by the user
- Not usable when the license is outside the cloud

FlexNet Publisher provides licensing solutions that meet these binding-element requirements. These solutions are based on typical licensing use cases in a cloud environment and are within the scope of cloud-licensing support for this release.

Scope of Support for Cloud Licensing

In this release, FlexNet Publisher limits its initial support for cloud licensing to the following:

- Licensing in the Amazon EC2 environment only
- Certificate-based licensing only
- 32-bit Windows, 64-bit Windows, 32-bit Linux, or 64-bit Linux machine instances (all in IPv4 format) for running FlexEnabled applications and license servers

Additionally, FlexNet Publisher does *not* support the following for cloud licensing:

- Cross-version signatures on served, node-locked license clients
- Composite hostids using Amazon machine bindings
- Three-server redundancy



Note • *Cloud environments have other methods that compensate for three-server redundancy to ensure high availability of the license server.*

Use Cases for Licensing Software in the Cloud

The following use cases describe typical licensing scenarios in a cloud environment. For each case, FlexNet Publisher provides a binding-element solution specific to the Amazon EC2 environment.



Note • *The machine instance referenced in these use cases is known as the AMI (Amazon Machine Image) instance in the Amazon EC2 environment.*

Case 1: Traditional Served and Unserved Licensing in a Public Cloud

This use case involves software users (end-users or license administrators) deploying FlexEnabled applications in a public cloud much like deploying these applications on user premises. In the case of served licenses, the user can deploy and bind the FlexNet Publisher license server to a machine instance in the cloud. The user then deploys the FlexEnabled application as a license client to machines instances in the cloud, to machines in the enterprise network, or to both, with all clients pointing to the license server in the cloud. In the case of unserved licenses, the user simply deploys the node-locked FlexEnabled application to one or more machine instances in the cloud.

Binding Elements Required for Case 1

In the Amazon EC2 environment, this use case involves binding licenses to the AMI instance on which the license server resides or, for any node-locked licenses, to the AMI instance on which the specific license client resides. The required binding elements include the following:

- For served licenses, the **elastic IP (EIP) address** for the AMI instance on which the server resides
- For node-locked licenses (served or unserved), the **AMI instance ID** for the AMI instance containing the license client

For a description of these binding elements and how to obtain them, see the [Hostids for Binding](#) section.

License Administrator Tasks for Case 1

Perform the following basic tasks for traditional served and unserved licensing in the cloud:

1. Open an Amazon Web Services account to use Amazon EC2.
2. Depending on the use case, set up a separate AMI instance for each license client and for the license server.



Note • A large-sized AMI instance is recommended for the license server.

3. On the AMI instance for the license server, perform the following additional tasks:
 - Ensure that the ports for the license server, vendor daemon, and the webport (for the license server manager user interface) allow incoming connections.
 - Set the appropriate EC2 security group to control access to the license server port.
 - Associate an Elastic IP (EIP) address with the AMI instance.
4. Download the platform-specific `lmhostid` utility from the Flexera Software website to these locations:
 - For served licenses, the AMI instance hosting the license server
 - For node-locked licenses, each license-client AMI instance to which you intend to bind licenses

5. To obtain the required hostids listed in [Binding Elements Required for Case 1](#), run the appropriate `lmhostid` command on the AMI instances.

See [Hostids for Binding](#) for more information about the different `lmhostid` commands.
6. Send the hostids to the software publisher, who then uses this information to generate the license certificate.
7. When you receive the license file from the publisher, modify the license certificate to configure server parameters (like TCP port number, options file, or other parameters.)
8. Install the required FlexEnabled components on the AMI instances, using methods similar to on-premises deployment.

Case 2: Virtual Appliance Licensing in a Public Cloud

In this use case, the software publisher sets up a virtual appliance (VA)—that is, a machine instance on which the publisher pre-installs and pre-configures their FlexEnabled software product and supporting software stack. The publisher then makes the complete software setup available to customers in the public cloud. For example, if Flexera Software were to set up a VA for their product, FlexNet Operations, a machine image containing these software components is made available to customers:

- Red Hat Enterprise Linux 5.0
- FlexNet Operations
- Oracle database

Because the software is already installed and configured to use all these components, the time that the software user requires to get started is significantly reduced.

Basic VA Licensing Scenario

The software publisher advertises the availability of the VA on a pay-as-you-go basis, while the cloud provider handles the metering and billing of the VA (as it does for any machine instance in the cloud).

1. The publisher advertises the availability and the cost of the VA to the customer base and provides a hostid that allows the customer access to the appliance.
2. The customer opens an Amazon account, instantiates the VA, and is billed by Amazon. Except for product support, no interaction needs to exist between the customer and the publisher.
3. Amazon tracks the usage of the VA and pays the publisher their share of the usage.

Binding Element Required for Case 2

In this use case, the software publisher handles retrieving the binding element and setting up the licensing on the VA.

License Administrator Tasks for Case 2

Generally, license administration for virtual appliances is handled by the software publisher. Contact the software publisher for any tasks you might have to perform.

Case 3: Traditional Served and Unserved Licensing in a Virtual Private Cloud

A virtual private cloud (VPC) is a portion of the public cloud that forms the private cloud for a specific corporate enterprise. The enterprise deploys all of its network security policies on this VPC by establishing a secure tunneling mechanism (a virtual private network, or VPN) between the corporate network and the cloud components. This model is popular with enterprises who are concerned about security issues associated with the public cloud. Cloud providers, such as Amazon EC2, typically charge for both VPC machine-instance usage and for data crossing the VPN tunnel.

Basic VPC Licensing Scenario

A secure and cost-effective scenario for this use case is to run the license server in the cloud, deploy the FlexEnabled application as one or more license clients in the cloud, and run the license-server binding agent (`lmbind`) on a physical machine in the enterprise data center. Advantages to this setup include the following:

- License enforcement is based on the bare-metal binding (BMB) method, which FlexNet Publisher introduced for non-cloud virtual environments in a previous release. Binding the license file to a physical machine provides more license protection than binding the file to a virtual machine instance.
- In a non-cloud virtual environment, the BMB method requires that you run `lmbind` on the physical machine hosting the virtual machine instance on which the license server runs. This requirement limits BMB support to Hyper-V and VMware virtual environments, which have the console operating systems necessary for running `lmbind`. However, in the VPC environment, this setup is virtual-machine-vendor independent. That is, you can run `lmbind` separately on any physical Windows or Linux machine in the enterprise; and the license server can run on any machine instance whose operating system is by the FlexNet Publisher license servers.
- While you can always run the license server on a physical machine in the enterprise data center, the server has higher availability inside the cloud environment. By contrast, the `lmbind` agent requires less availability and is better suited for a physical machine in the data center; it is needed only at license-server startup and for heartbeat connections with the server, which are set at configurable intervals.
- The data transferred between `lmbind` and the license server is a fraction of the data that is transferred between the license server and the application. Because VPC providers typically charge by the amount of data that crosses the VPN gateway, the more cost-effective option is to host `lmbind`, but not the server, inside the enterprise data center.

Binding Elements Required for Case 3

In the Amazon EC2 environment, this use case involves binding licenses to the machine on which the `lmbind` component of the license server resides and, for any served node-locked licenses, to the AMI instance on which the specific license client resides. The required binding elements include the following:

- The **lmbind binding identity** for the physical enterprise machine where you intend `lmbind` to run. The software publisher specifies the type of `lmbind` `hostid` needed.
- For any served node-locked licenses, the **AMI instance ID** for the AMI instance containing the license client.

For a description of these binding elements and how to obtain them, see the [Hostids for Binding](#) section.

License Administrator Tasks for Case 3

Perform the following basic tasks for traditional served and unserved licensing in a virtual private cloud:

1. Set up a separate AMI instance for each license client and for the license server.



Note • A large-sized AMI instance is recommended for the license server.

2. On the AMI instance for the license server, perform the following additional tasks:
 - Ensure that the ports for the license server, vendor daemon, and the webport (for the license server manager user interface) allow incoming connections.
 - Set the appropriate EC2 security group to control access to the license server port.
3. Download the platform-specific `lmbind` utility from the Flexera Software website to these locations:
 - The physical machine in your enterprise on which you intend to run `lmbind`
 - For any served node-locked licenses, each license-client AMI instance to which you intend to bind licenses
4. To obtain the hostids listed in [Binding Elements Required for Case 3](#), run the appropriate `lmbind` command on the AMI instances and on the physical machine running `lmbind`.
See [Hostids for Binding](#) for information about the different `lmbind` commands.
5. Send the hostids to the software publisher, who then uses this information to generate the license certificate.
6. When you receive the license file from the publisher, modify the license certificate to configure server parameters (like TCP port number, options file, or other parameters.)
7. Install the required FlexEnabled components on the AMI instances, using methods similar to on-premises deployment.

For served licenses, continue with these steps:

8. Install `lmbind` on the physical enterprise machine, and launch it on port 27010. (Enter `lmbind -port 27010 -l lmbind.log`).



Note • Download *lmbind* from the Flexera Software website.

9. On the virtual machine that hosts the license server, configure the environment variable `LM_BINDING_AGENT port@host`, where *port* is the TCP port number at which the binding agent is listening to (27010 in the above example), and *host* is the fully qualified host name or IP address of the physical machine hosting *lmbind*.
10. Launch the license server on the virtual machine by pointing to the license certificate.

Hostids for Binding

The binding element used to bind a license to the specific AMI instance on which the license client or the licence server resides is called the *hostid* of the AMI instance. This section discusses the types of hostids that FlexNet Publisher supports for licensing in the Amazon EC2 environment.

Supported Hostid Types

The following table describes the hostids that FlexNet Publisher supports in the Amazon EC2 environment. For instructions on how to retrieve each hostid, see the next section, [Retrieving and Specifying Hostids](#).

Table 16-1 • Hostid Types Supported in Amazon EC2

Hostid Type	Binding Applicability	Characteristics
Elastic IP (EIP) address	Licence server only	<ul style="list-style-type: none"> • IPv4 format only. • For use only on the SERVER line in the license file. • Manually assigned to any running AMI instance. • Static identity--that is, can be reassigned to another AMI instance if the current instance crashes. For example, if the instance containing the license server crashes, the license administrator can copy the server to another instance and reassign the EIP. • Cross-version signatures not required. • Specific to Case 1: Traditional Served and Unserved Licensing in a Public Cloud.

Table 16-1 • Hostid Types Supported in Amazon EC2

Hostid Type	Binding Applicability	Characteristics
AMI instance ID	License client only (node-locked)	<ul style="list-style-type: none"> • Unique ID automatically assigned to an AMI instance. • For use only on the INCREMENT or FEATURE line in the license file. • Remains in tact when the instance is suspended, resumed, or rebooted, but disappears if the instance terminates accidentally or crashes. • Cross-version signatures not supported. Therefore, legacy FlexEnabled applications cannot obtain licenses that are bound to this hostid. • Specific to Case 1: Traditional Served and Unserved Licensing in a Public Cloud and Case 3: Traditional Served and Unserved Licensing in a Virtual Private Cloud.
Imbind binding identity	License server only	<ul style="list-style-type: none"> • For use only on the SERVER line in the license file. • Cross-version signatures not required. • Specific to Case 3: Traditional Served and Unserved Licensing in a Virtual Private Cloud.

Retrieving and Specifying Hostids

The following table lists the methods used by the software user or publisher (depending on the use case) to retrieve hostids in the Amazon EC2 environment. The table also shows how a given hostid is used in the license file.



Note • The System Info page in the Imadmin user interface does not show these hostids specific to the Amazon EC2 environment. To obtain these hostids, you must use the methods described the following table.

Table 16-2 • Retrieving and Specifying Hostids



Hostid Type	Method to Obtain ID	License File Syntax
Elastic IP (EIP) address	<p>Use either method:</p> <ul style="list-style-type: none"> On the AMI instance containing the server, run the following command: <code>lmhostid -ptype AMZN -eip</code> Obtain the EIP from the Amazon infrastructure.  <p>Note • This lmhostid command actually returns the public IP address for the AMI instance, and this value might not always be the EIP address. Consider the following:</p> <ul style="list-style-type: none"> If the AMI instance is associated with an EIP address, the EIP address is the public IP address. Consequently, lmhostid returns the EIP address. If the AMI instance has no EIP address associated with it, EC2 assigns a default public IP address, which is the value that lmhostid returns. <p>FlexNet Publisher strongly recommends obtaining the EIP address. To ensure lmhostid returns this value, associate the instance with an EIP address before running the command. If necessary, consult Amazon for help with this process.</p>	<p>Syntax:</p> <p>AMZN_EIP=IPv4 address</p> <p>Example:</p> <p>SERVER this_host AMZN_EIP=184.72.45.35</p>

Table 16-2 • Retrieving and Specifying Hostids

Hostid Type	Method to Obtain ID	License File Syntax
AMI instance ID	<p>Use either method:</p> <ul style="list-style-type: none"> On the AMI instance containing the license client, run the following command: <code>lmhostid -ptype AMZN -iid</code> Obtain the instance ID from the Amazon infrastructure. 	<p>Syntax:</p> <p><code>AMZN_IID=AMI instance ID</code></p> <p>Example:</p> <p>INCREMENT F1 demo... HOSTID=AMZN_IID=i51e04315...SIGN=xxx</p>
Imbind binding identity	<p>On the physical machine hosting <code>lmbind</code>, run the appropriate command:</p> <ul style="list-style-type: none"> <code>lmhostid -ptype LMB -ether</code> (to obtain ethernet address) <code>lmhostid -ptype LMB -internet</code> (to obtain IP address) <code>hostid -ptype LMB -hostname</code> (to obtain hostname) <code>hostid -ptype LMB -flexid</code> (to obtain dongle FLEXID)  <p>Note • For dongles, only <code>LMB_FLEXID=9</code> and <code>LMB_FLEXID=10</code> are currently supported. The dongle driver must be installed on the <code>lmbind</code> machine before you can obtain the hostid.</p>	<p>Syntax:</p> <p><code>LMB_ETHER=ethernet address</code> <code>LMB_FLEXID=9</code></p> <p>Examples:</p> <p>SERVER this_host LMB_ETHER=0019d22f8672</p> <p>SERVER this_host LMB_FLEXID=9-19dD22f86</p>

IPv6 Support

Internet Protocol version 6 (IPv6) is the next generation IP protocol. This section contains information for license administrators who have networks that support IPv6 addresses. The information in this section assumes the reader has a familiarity with the IPv6 networking protocols. The following sections of this chapter describe the FlexNet Publisher support for IPv6.

- [Capabilities that Support IPv6](#)
- [Deploying License Servers in Mixed Protocol Environments](#)

Capabilities that Support IPv6

This section describes the capabilities in the FlexNet Publisher Licensing toolkit configurable by license administrators that support IPv6. This section describes components used with both license file-based licensing and trusted storage-based licensing.

When working with a software publisher to obtain a software package that supports IPv6, you should collect and provide the IP addresses of systems (FlexEnabled clients and license servers) that will be used in the license file.

License File

In a license file, the SERVER line can define an IPv6 address as the host value.

Options File

An options file can contain an IPv6 address to specify host restrictions when using the:

- INTERNET type in these keywords - EXCLUDE, EXCLUDEALL, EXCLUDE_BORROW, INCLUDE, INCLUDEALL, INCLUDE_BORROW, MAX, and RESERVE.
- HOST type in these keywords - EXCLUDE, EXCLUDE_ENTITLEMENT, EXCLUDEALL, EXCLUDE_BORROW, INCLUDE, INCLUDE_ENTITLEMENT, INCLUDEALL, INCLUDE_BORROW, MAX, and RESERVE
- HOST_GROUP keyword (it takes IP addresses).

License Search Path

Entries in the license search path that use the 'port@host' convention to identify the license server, can specify an IPv6 address as the 'host' value.

Deploying License Servers in Mixed Protocol Environments

For FlexNet Publisher components to work properly using IPv6 addresses, all systems in an enterprise (including the network hardware and software) must be configured properly to support communication using IPv6 addresses. Before testing or deploying a FlexEnabled application that supports IPv6 or IPv4/IPv6 dual communication, make sure that all systems on the network can communicate successfully.

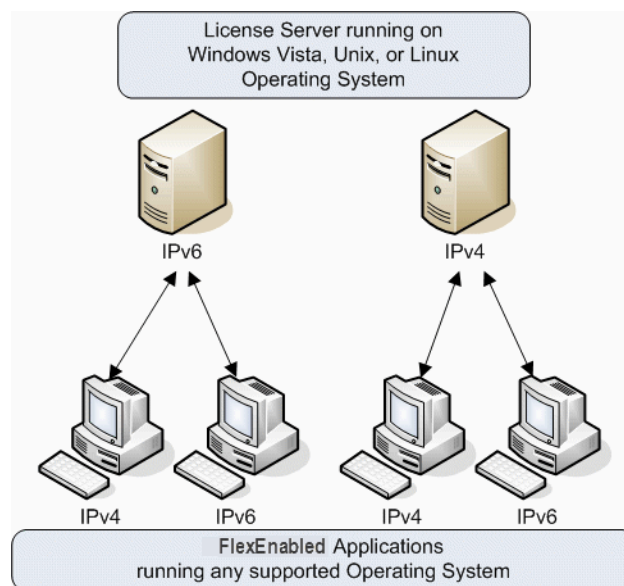
If the license server will run under any of the following operating systems, it can communicate with FlexEnabled clients using either IPv4 or IPv6 (as long as the network is configured properly).

- Any supported edition of Windows
- Any supported Linux platform
- Any supported UNIX platform

Because these operating systems support dual-layer communication, both IPv4 and IPv6 FlexEnabled clients can communicate with an IPv6 license server. In addition, IPv6 clients can communicate with an IPv4 license server using the IPv4 address. [Figure 17-1](#) illustrates this behavior.

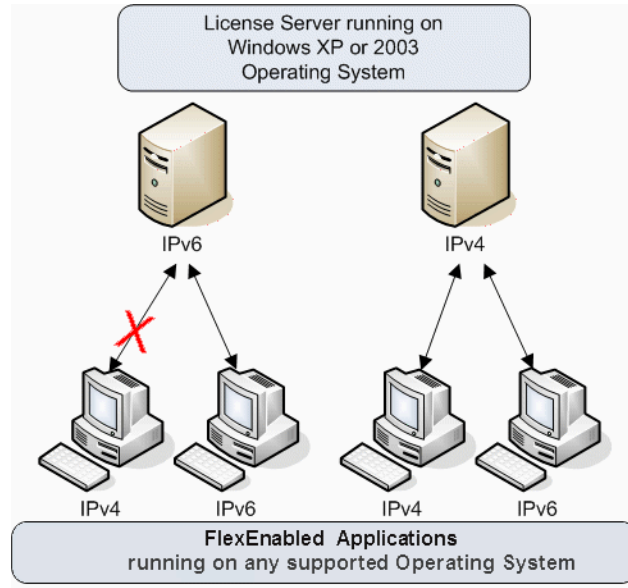
If you are using `lmadmin` as your license server, it supports both IPv4 and IPv6 clients. You must rename one of your vendor daemon executable files, because separate IPv4 and IPv6 vendor daemons are required.

Figure 17-1: License Server Running on Windows Vista or later, UNIX, or Linux



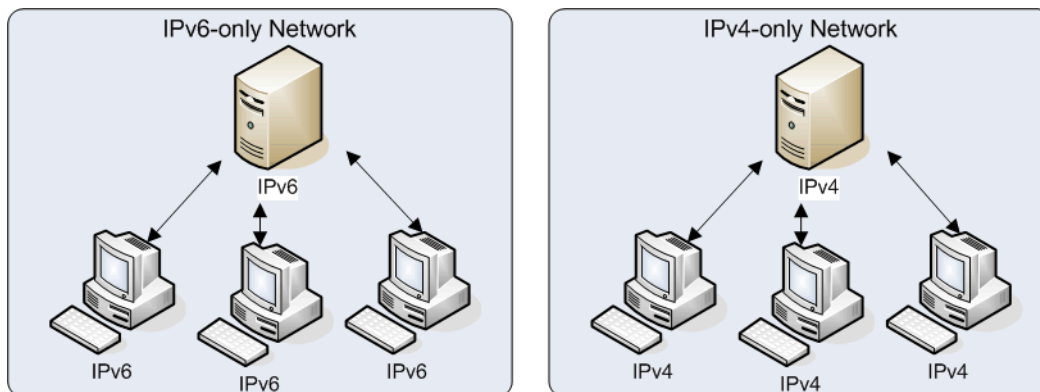
If the license server runs on Windows XP or Windows Server 2003, there are certain limitations because of the limited dual-layer support on these operating systems. IPv4 FlexEnabled clients **cannot** communicate with a IPv6 license server running on these operating systems. However, IPv6 FlexEnabled clients **can** communicate with an IPv4 license server running on these operating systems. Figure 17-2 illustrates this behavior.

Figure 17-2: License Server running on Windows 2003 or XP



If an enterprise runs license servers on Windows 2003 or Windows XP the license administrators should create and maintain two separate networks - one for IPv6 FlexEnabled clients (that will use the IPv6 license server) and the other for IPv4 FlexEnabled clients (that uses the IPv4 license server). The following figure illustrates this configuration.

Figure 17-3: Separate IPv4 and IPv6 Environments



Using Wildcards in an IPv6 Address

The wildcard character, “*,” may be used in place of an entire field or on a byte-by-byte basis to specify a range of addresses without having to list them all. For example, this example feature definition line is locked to four specific addresses:

```
FEATURE f1 myvendor 1.0 1-jan-2013 uncounted \  
  HOSTID="INTERNET=127.17.0.1,\  
    INTERNET=2001:0db8:0000:0000:ff8f:effa:13da:0001,\  
    INTERNET=127.17.0.4,\  
    INTERNET=2001:0db8:0000:0000:ff8f:effa:13da:0004" \  
  SIGN="<...>"
```

The following example feature definition line specifies an entire range of addresses, including the four specific ones from the line above:

```
FEATURE f1 myvendor 1.0 1-jan-2013 uncounted \  
  HOSTID="INTERNET=127.17.0.*,\  
    INTERNET=2001:0db8:0000:0000:*:*:*:000*" \  
  SIGN="<...>"
```

Managing Licenses from Multiple Software Publishers

Overview of Multiple License Management Strategies

When you are running FlexEnabled applications from multiple software publishers, you might need to take steps to prevent conflicts during installation. There are several strategies to accomplish this, three of which are presented here:

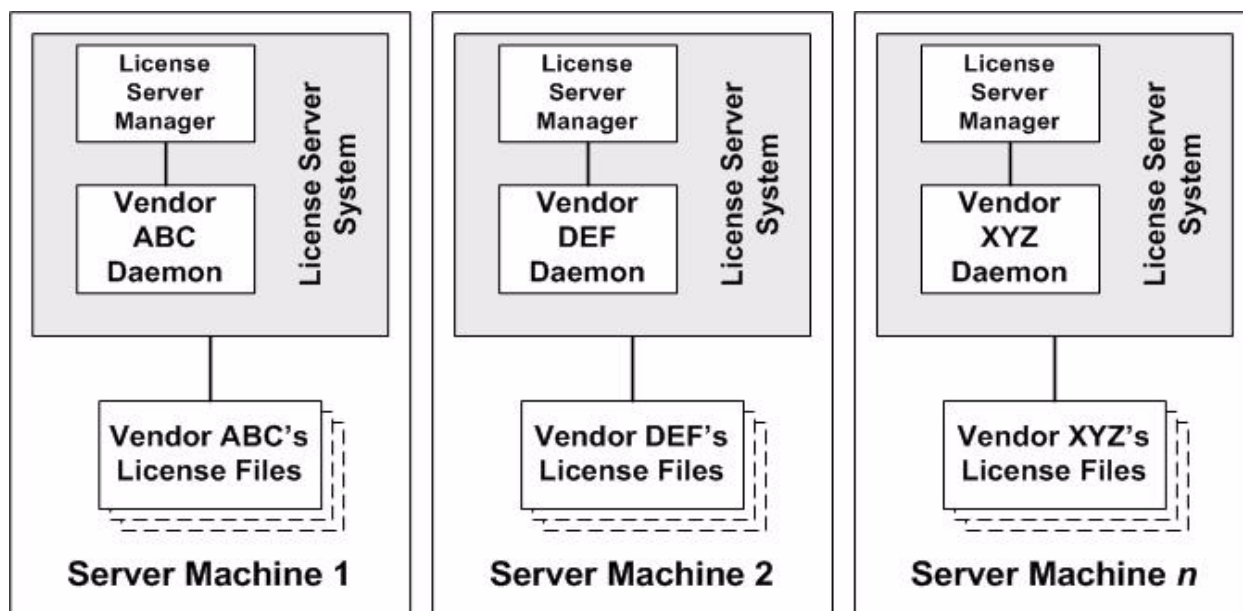
- Multiple systems, each running one license server manager, one vendor daemon, and using one or more license files.
- One system running multiple license server managers, each managing one vendor daemon and one or more license files.
- One system running one license server manager, that manages multiple vendor daemons, each using its own license files. License files share a common directory.

Each of these three strategies is described in detail in the following sections. Variations are mentioned in [Additional Considerations](#).

Multiple Systems

In this scenario, each license server instance (lmadmin or lmgrd, vendor daemon, license file, and other files) is located on a separate system. Each system serves licenses just for its vendor daemon and runs its own local copy of the license server manager. [Figure 18-1](#) shows this arrangement.

Figure 18-1: Multiple License Server Systems



Advantages

- The license files for each software publisher are independent from one another.
- Systems are maintained separately. If one system goes down, the other systems continue to serve licenses for their software publishers.
- Each server has its own debug log.
- The license requests are distributed.

Disadvantages

- Administrative overhead is the highest.

Starting the License Servers

In this configuration, you start the license server on each machine separately. Each server runs a single vendor daemon. Use `lmadmin` or `lmgrd` as the license server manager.

Using lmadmin

When using `lmadmin`, you can start each license server using the `lmadmin` user interface or a command line. Repeat the procedure on each machine to start the license server on that machine.

Starting the License Servers Using the User Interface



Task: *To use the lmadmin user interface to start the license servers*

1. At a command prompt from the `lmadmin` installation directory on the machine, enter `lmadmin`. No special command-line options are required.
2. Open the `lmadmin` user interface. For instructions, see [Accessing the License Server Management Interface](#) in Chapter 9, "lmadmin License Server Manager."
3. From the `lmadmin` user interface's main window, click **Administration** to open the Administration page, and sign in with your administrator credentials.
4. Go to the Vendor Daemon Configuration tab.
5. Click **Import License File**.
6. Select and import the license file.



Note • A status message displayed on the `lmadmin` user interface lists any follow-up steps you need to perform after the import. If the message requests that you start (or restart) the vendor daemon, click **Administer** for the specific vendor daemon on the Vendor Daemon Configuration tab; and then click **Stop** or **Start**.

7. Repeat the import process for each license file you want to import for this server.
8. Close down the `lmadmin` user interface.
9. Repeat the previous steps to start the license server on the next machine.

Starting the License Servers Using the Command Line



Task: *To use the command line to start the license servers*

1. Open a command window on the machine.
2. At a command prompt from the `lmadmin` installation directory, enter the following to import the license files:

```
lmadmin -import <server_system_n_license_list>
```

where `<server_system_n_license_list>` is the list of license files for the specific vendor daemon on the license server, as described in [Managing Multiple License Files](#).



Note • Use the `-force` option along with `-import` if you wish to reset configuration in `server.conf` to the current vendor daemon being imported.

3. Enter `lmadmin` (and any `lmadmin` options you might need) to start the license server. For a description of options, see [lmadmin Command-line Arguments](#) in [Chapter 9, “lmadmin License Server Manager.”](#)
4. Repeat the previous steps to start the license server on the next machine.

Using lmgrd



Task: *To start the license server on each machine*

On each machine, enter the following command:

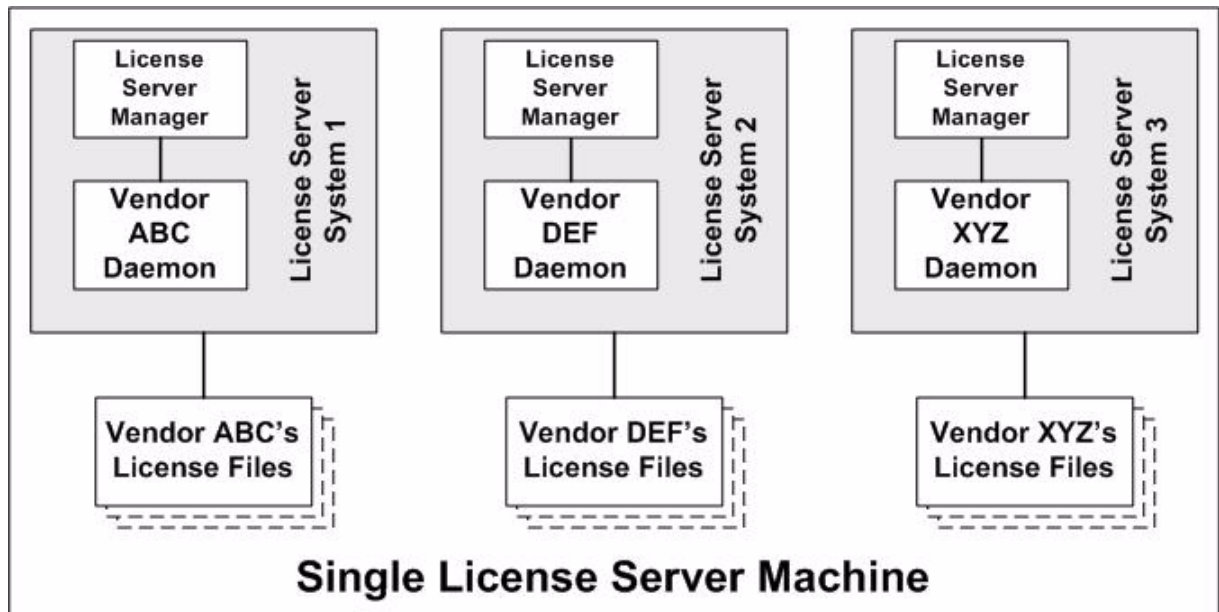
```
lmgrd -c <server_system_n_license_list>
```

where `<server_system_n_license_list>` is the list of license files for the specific vendor daemon on the license server, as described in [Managing Multiple License Files](#). In turn, the `lmgrd` instance on the machine starts the vendor daemon referred to in its license files.

One System with Multiple License Server Instances

In this model, each vendor daemon and its associated license file or files is served by its own license server manager, and everything is contained in one system. [Figure 18-2](#) depicts this scheme.

Figure 18-2: Multiple license server managers, Multiple License Files



When maintaining separate license servers on the same system, keep in mind:

- If the TCP/IP port number is specified on the SERVER line, it must be different for each license server instance. Use a standard text editor to change the TCP/IP port number in each license file so that they are all different. If you are running 10 instances or less, you can omit all port numbers to let `lmadmin` (or `lmgrd`) assign unique ones for you within the default range of 27000–27009.



Note • For security purposes, best practice is not to let the license server manager assign a default port for each license server. Instead, for each server, specify a unique port number outside of the range 27000 through 27009.

- You must make sure that you are using a compatible version of `lmadmin` (or `lmgrd`) for each particular license file. This is done by using an explicit path. See [Version Component Compatibility](#).
- The number of license server instances is limited only by the CPU, available memory, and networking of the system.

Advantages

- The license files for each software publisher are independent from one another.
- License servers are maintained separately. If one server goes down, the other servers continue to serve licenses.
- Each server has its own debug log.

Disadvantages

- Administrative overhead is high.
- If the system goes down, all licenses are disabled.
- License request load is concentrated to one system.

Starting the License Servers

In this configuration, you start multiple license servers on one machine, each server running a single vendor daemon. Use `lmadmin` or `lmgrd` as the license server manager.

Using lmadmin

To start multiple `lmadmin` instances on the same machine, use the command line.



Important • While you can run multiple `lmadmin` instances on a single machine, best practice is to run multiple vendor daemons with a single instance of `lmadmin`. See [One System with One License Server and Multiple License Files](#).



Task: To start the license server instances on one machine

1. Open a command window on the machine.
2. At a command prompt from the directory where the first `lmadmin` is installed, enter the following to import the license files:

```
lmadmin -import <server_system_n_license_list>
```

where `<server_system_n_license_list>` is the list of license files for the specific vendor daemon on the license server, as described in [Managing Multiple License Files](#).

3. To start the `lmadmin` instance, enter the following:

```
lmadmin -webPort <httpPort> -webSecurePort <httpsPort>
```

where:

- <httpPort> is the TCP/IP port number that the web server uses to listen for communication with clients connecting to the `lmadmin` user interface. While 8090 is the default port number for the web server, you must provide a different port number for each `lmadmin` instance you are configuring.
- <httpsPort> is the TCP/IP port number for the Secure Web Server. You must provide a different port number for each `lmadmin` instance you are configuring.



Important • Specify the `-webSecurePort` option only if you are configuring an HTTP-over-SSL (HTTPS) communication with the `lmadmin` web server interface. To define additional certificate information for the Secure Web Server, access the `lmadmin` user interface using the correct URL based on <httpPort>. (On the Administration page, go to the **Secure Web Server** section of the Server Configuration tab.) For more instructions, see [Accessing the License Server Management Interface](#) in Chapter 9, “`lmadmin` License Server Manager.”

You can also specify any other `lmadmin` options you might need to start the license server. For a description of options, see [lmadmin Command-line Arguments](#) in Chapter 9, “`lmadmin` License Server Manager.”

4. Repeat the previous steps to start each `lmadmin` instance on the machine.

Using lmgrd



Task: To start the license servers

On the machine, invoke each license server:

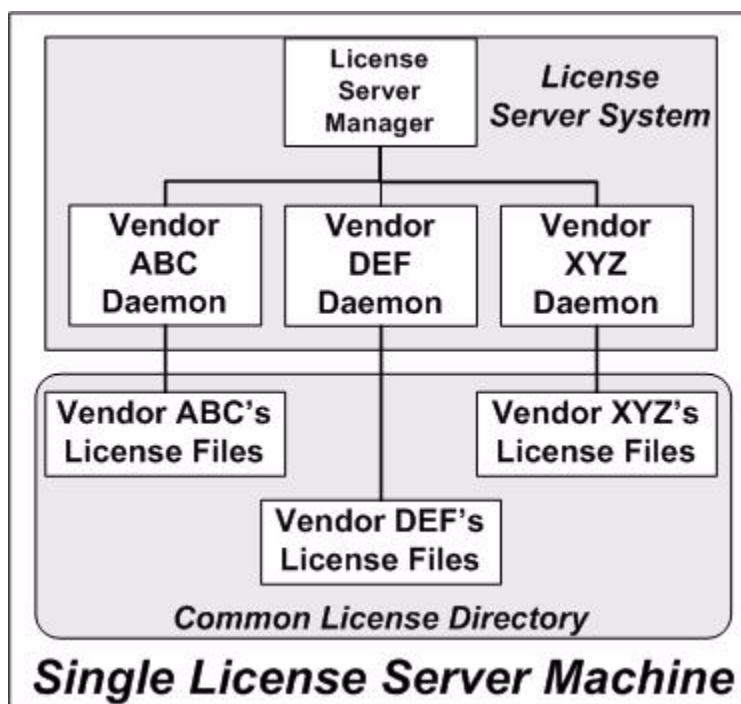
- For Server 1: `lmgrd -c vendor_ABC_license_dir_list`
- For Server 2: `lmgrd -c vendor_DEF_license_dir_list`
- For Server 3: `lmgrd -c vendor_XYZ_license_dir_list`

where `vendor_nnn_license_list` is a list of license files as described in [Managing Multiple License Files](#). Each `lmgrd` starts the vendor daemon referred to in its license files.

One System with One License Server and Multiple License Files

In this scenario, one license server manager runs on the system and serves one or more vendor daemons, each with one or more license files. If you are using `lmadmin`, you can maintain license files from different publishers in separate directories. If you are using `lmgrd`, all the license files are usually held in the same directory. The standard filename extension for license files is `.lic`. The number of vendor daemons is not limited by FlexNet Publisher. [Figure 18-3](#) illustrates this scenario.

Figure 18-3: One license server manager, Multiple License Files



Advantages

- The license files can be maintained separately.
- Reduced administrative overhead.

Disadvantages

- One license server manager serves all vendor daemons. If the license server manager goes down, all licenses are unavailable.
- If the system goes down, all licenses are unavailable.

- Output from all vendor daemons goes into one common debug log unless separate debug logs are specified with `DEBUGLOG` in each vendor daemon's options file. Having one common debug log makes it harder to debug a single vendor daemon's problem.
- Maximizes licensing load to one system and one license server manager.

Starting the License Server

In this configuration, you start one license server on a single machine. The license server uses multiple license files (and hence possibly multiple vendor daemons). Use `lmadmin` or `lmgrd` as the license server manager.

Using lmadmin

When using `lmadmin`, you can start the license server using the `lmadmin` user interface or a command line.

Starting the License Server Using the User Interface



Task:

To use the lmadmin user interface to start the license server

1. At a command prompt from the `lmadmin` installation directory on the machine, enter `lmadmin`. No special command-line options are required.
2. Open the `lmadmin` user interface. For instructions, see [Accessing the License Server Management Interface](#) in Chapter 9, "lmadmin License Server Manager."
3. From the `lmadmin` user interface's main window, click **Administration** to open the Administration page, and sign in with your administrator credentials.
4. Go to the Vendor Daemon Configuration tab.
5. Click **Import License File**.
6. Select and import the license file.



Note • A status message displayed on the `lmadmin` user interface lists any follow-up steps you need to perform after the import. If the message requests that you start (or restart) the vendor daemon, click **Administer** for the specific vendor daemon on the Vendor Daemon Configuration tab; and then click **Stop** or **Start**.

7. Repeat the import process for each license file you want to import.
8. Close down the `lmadmin` user interface.

Starting the License Server Using the Command Line



Task: *To use the command line to start the license server*

1. Open a command window on the machine.
2. At a command prompt from the `lmadmin` installation directory, enter the following to import the license files:

```
lmadmin -import <license_file_list>
```

where `<license_file_list>` is the list of license files to import, as described in [Managing Multiple License Files](#).



Note • Use the `-force` option with `-import` only if you want to overwrite `server.xml` settings previously defined for the vendor daemons specified in the license files.

3. Enter `lmadmin` (and any `lmadmin` options you might need) to start the license server. For a description of options, see [lmadmin Command-line Arguments](#) in [Chapter 9, “lmadmin License Server Manager.”](#)

Using lmgrd



Task: *To start the license server*

Enter the following command:

```
lmgrd -c <common_license_directory>
```

where `<common_license_directory>` is the directory containing the license files, as described in [Managing Multiple License Files](#). (By specifying the directory, you do not need to enumerate each license file name on the `lmgrd` command line.)

`lmgrd` processes all files with the `.lic` extension in the directory and then starts all vendor daemons to which the files refer.

See Also

[Managing Multiple License Files](#)

[Capturing Debug Log Output for a Particular Vendor Daemon](#)

Managing Multiple License Files

As described in the previous sections, both `lmadmin` and `lmgrd` handle multiple license files. This section briefly describes how the license server managers handle multiple files and how you set up a multiple-license-file list.

Managing Multiple File in Imadmin

When using Imadmin as your license server manager, you can use the Imadmin user interface to import the license files one at a time or use the command-line `-import` option (and the `license_file_list`) to specify the files. See the previous sections for details.

Managing Multiple Files in Imgrd

When using Imgrd as the license server manager, you can manage multiple license files that are on the same system via a license search path. A license search path is specified two ways:

- By using the `-c` option to Imgrd:

```
Imgrd -c license_file_list [other Imgrd options]
```
- By defining the `LM_LICENSE_FILE` environment variable within the scope of the Imgrd process's environment.

Imgrd builds up an internal license search path when it starts up by parsing each entry in the order listed.

Defining the License File List

Install the license files in convenient locations on the system, and then define the `license_file_list`.

Wherever `license_file_list` is specified, it consists of a list of one or more of the following components. (Use a colon `:` to separate the license file names on UNIX; on Windows, use a semicolon `;`.)

- The full path to the license file
- A directory containing one or more license files with a `.lic` extension
- The license server port. Use one of the following:
 - A `port@host` setting, where `port` and `host` are the TCP/IP port number and host name from the `SERVER` line in the license file.
 - The shortcut specification, `@host`, if the license file `SERVER` line uses a default TCP/IP port or specifies a port in the default port range (27000–27009).
 - A comma separated list of three `port@host` specifiers denoting a license servers configured for three-server redundancy (for example, `port1@host1,port2@host2,port3@host3`).

Some scenarios where a license search path is used include those described in [Multiple Systems, One System with Multiple License Server Instances](#), or [One System with One License Server and Multiple License Files](#).

See Also

[Setting the License Search Path Using an Environment Variable](#)
[Ensuring License Availability](#)
[Environment Variables](#)

Additional Considerations

Combining License Files

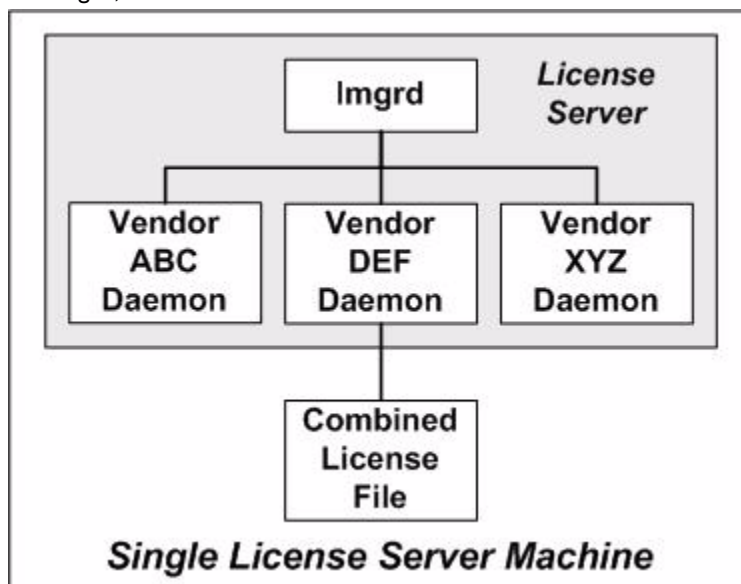
If you have two or more products whose licenses are intended for the same system, as specified by their SERVER lines, you may be able to combine the license files into a single license file. This has advantages if you are using `lmgrd` as your license server manager.



Note • `lmadmin` supports the use of a combined license file. However, use of such a file is redundant when you can simply use the `lmadmin` user interface to add (import) any number of license files. Once a license file is imported, `lmadmin` manages it.

The license files for the models described in [One System with Multiple License Server Instances](#) and [One System with One License Server and Multiple License Files](#) could be combined if they met certain criteria. See [Criteria for Combining License Files](#). Figure 18-4 shows one possible scenario using a combined license file.

Figure 18-4: One `lmgrd`, One License File



Advantages

- A single license file to administer.
- Once the files are combined, there is low administrative overhead.

Disadvantage

- Careful planning must be given in combining license lines from multiple software publishers into one file, initially and over time.

Starting the License Server



Task: *To start the license server*

Invoke the license server manager once on the system.

```
lmgrd -c combined_license_file
```

Criteria for Combining License Files

Your product's license files define the license server systems by host name and hostid in the SERVER lines in the license file. License files are candidates for combining under the following conditions:

- The number of SERVER lines in each file is the same.
- The hostid field of each SERVER line in one file *exactly* matches the hostid field of each SERVER line in the other file.

Some possible reasons license files may not be compatible are:

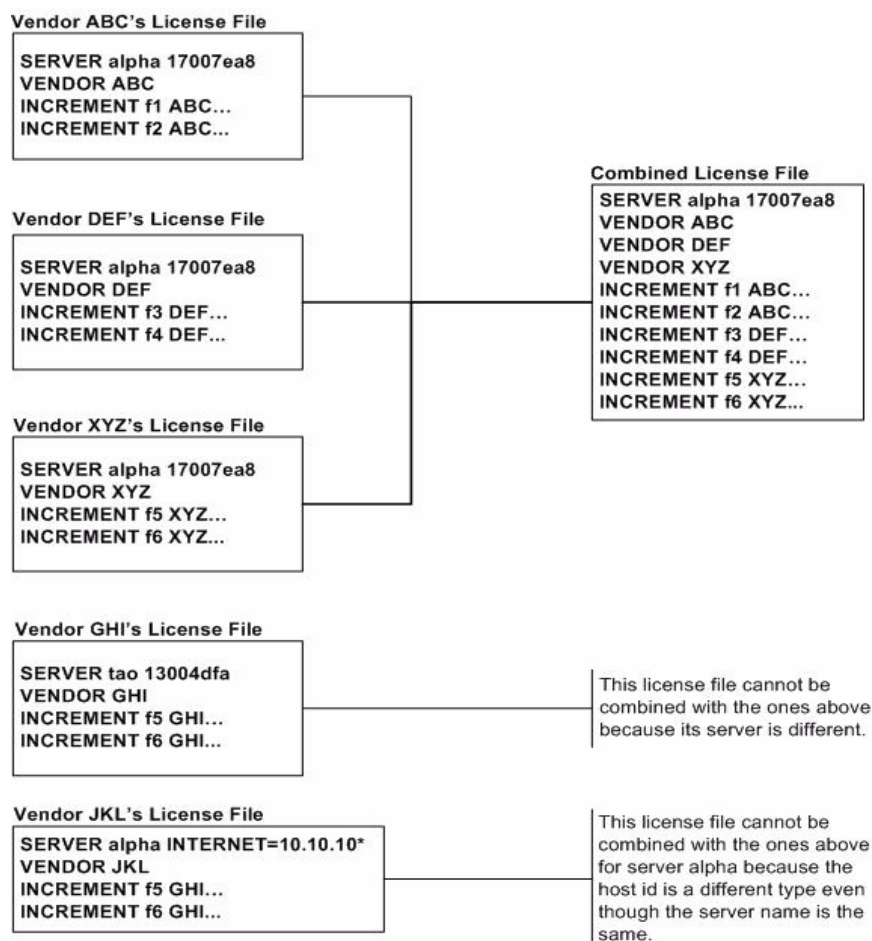
- License files are set up to run on different server systems, so hostids are different.
- One file is set up for a single license server (has only one SERVER line), the other is set up for a three-server redundancy (has three SERVER lines).
- Hostids for the same system use different hostid types. For example, the SERVER line in one license file uses INTERNET= for its hostid type and the other file uses the ethernet MAC address for its hostid type.

If your license files are compatible as described above, then you have the option of combining license files as summarized in [Figure 18-4](#) and below in [How to Combine License Files](#). Note that you are not required to combine compatible license files. There is no performance or system-load penalty for not combining the files.

How to Combine License Files

If your license files are compatible, use any text editor to combine them. To combine license files, read all of the compatible license files into one file, then edit out the extra SERVER lines so that only one set of SERVER lines remains. Save the resulting data, and you have your combined license file. [Figure 18-5](#) shows an example of combining license files.

Figure 18-5: Combining License Files



Version Component Compatibility

When one license server manager manages multiple vendor daemons, it may be the case that those vendor daemons do not use the same version of FlexNet Publisher. By observing the FlexNet Publisher version compatibility rules described in [Version Compatibility Between Components](#) you are assured that all of your FlexNet Publisher components are compatible.

You can maintain multiple versions of FlexEnabled applications in the enterprise. The vendor daemon for an application must be at least the same version as the FlexNet Publisher version used in the FlexEnabled application.

Troubleshooting

This section documents areas of the license server that have given customers difficulty in the past.

General Troubleshooting Hints

This list provides some general debugging information:

- When you start the license server be sure that you direct the output into a local log file where you can examine it. The log file often contains useful information. Examine it when you have a problem, and be prepared to answer questions about it when you talk to a support person.
- If the license server appears to have started correctly (which you can determine from the log file), try running `lmstat -a` and `lmdiag` to see if that program has the same problem as your application.
- If your application is version 4.1 or later (version 5 or later on Windows), you can use the `FLEXLM_DIAGNOSTICS` environment variable. Set `FLEXLM_DIAGNOSTICS` to 1, 2, or 3. A setting of 3 gives more information than 2, 2 gives more information than 1 (in particular, the feature name that was denied). See [FLEXLM_DIAGNOSTICS](#) for more information.
- When you talk to a support person, be prepared with answers to the following questions:
 - What kind of system is your license server running on?
 - What version of the operating system?
 - What system and operating system is the application running on?
 - What version of FlexNet Publisher does the FlexEnabled application use?

Use the `lmver` script, or, on UNIX, execute the following command on your license server manager, vendor daemon, and application:

```
strings binary_name | grep Copy
```

Alternatives are: for `lmadmin`, use the command `lmadmin -version`; for `lmgrd` and the vendor daemon use the `-v` argument, for example `lmgrd -v`.

- What error or warning messages appear in the log file?
- Did the server start correctly? Look for a message such as:
server xyz started for: feature1 feature2.
- What is the output from running `lmstat -a`?
- Are you running other FlexEnabled products?
- Are you using a combined license file or separate license files?
- Are you using three-server redundancy (i.e. there are multiple SERVER lines in your license file)?

FLEXLM_DIAGNOSTICS



Note • The ability for FlexNet Publisher to produce diagnostic output is controlled by your software publisher.

FLEXLM_DIAGNOSTICS is an environment variable that causes the application to produce diagnostic information when a checkout is denied. The format of the diagnostic information may change over time.

On UNIX, the diagnostic output goes to stderr.

On Windows, the output is a file called `flexpid.log` (where `pid` is the application's process ID). The file is found in the FlexNet Publisher toolkit's `<install_dir>\<platform_dir>` directory.

Level 1 Content

If FLEXLM_DIAGNOSTICS is set to 1, then the standard FlexNet Publisher error message is be presented, plus a complete list of license files that the application tried to use. For example:

```
setenv FLEXLM_DIAGNOSTICS 1
FlexNet checkout error: No such file or directory
license file(s): /usr/myproduct/licenses/testing.lic license.lic
```

Level 2 Content

If FLEXLM_DIAGNOSTICS is set to 2, then, in addition to level 1 output, the checkout arguments are presented. For example:

```
setenv FLEXLM_DIAGNOSTICS 2
FlexNet checkout error: No such feature exists (-5,116:2) No such file or directory
license file(s): /usr/myproduct/licenses/testing.lic license.lic
lm_checkout("f1", 1.0, 1, 0x0, ..., 0x4000)
```

Note that the error message actually contains two separate problems, which both occurred during the checkout:

- There is no such feature in the license it did find.
- It was unable to find the other license file, which is what produces the message [No such file or directory](#).

This is a description of the arguments to **lm_checkout**:

```
lm_checkout(feature, version, num_lic, queue_flag, ..., dupgroup_mask)
```

where:

Table 19-1 • lm_checkout Arguments

Argument	Description
feature	The requested feature.
version	The requested version. The license file must contain a version \geq the requested version.
num_lic	Number of licenses requested. Usually 1.
queue_flag	If 0, no queueing If 1, queue for license ("blocking" queue) If 2, queue for licenses, but return to application ("non-blocking" queue)
dupgroup_mask	Indicates duplicate grouping, also called license sharing. User, host, and display are as shown by <code>lmstat -a</code> .

Level 3 Content (Version 6.0 or Later Only)

If FLEXLM_DIAGNOSTICS is set to 3, then, in addition to level 1 and 2 output, if a checkout is successful, information is printed explaining how the license was granted:

```
setenv FLEXLM_DIAGNOSTICS 3
app
Checkout succeeded: f0/14263EAEA8E0
License file: ./servtest.lic
No server used
app2
Checkout succeeded: f1/BC64A7B120AE
License file: @localhost
License Server Machine: @localhost
app3
Checkout succeeded: f1/BC64A7B120AE
License file: servtest.lic
License Server Machine: @speedy
```

Note that the feature name and license key are printed, along with the license file location (or host name if *@host* were used) and host name of the server, where applicable.




Error Codes

This section documents FlexNet Publisher error messages, including general format and error message descriptions.

Error Message Format

FlexNet Publisher error messages presented by applications have the multiple components, which are described in the following table. An error message may also contain other optional supporting information.

Table 20-1 • FlexNet Publisher Error Message Components

Component	Description	Required
Error Number	A positive or negative integer that identifies the error.	
Error Text	Sentence that summarizes the issue.	
Error Explanation	Paragraph that explains the problem and provides possible solutions or workarounds.	
Minor Error Number	A positive integer. These numbers are unique error identifiers and are used by software publishers for more advanced support assistance. Their meaning is not documented.	
System Error Number	Error code last set by the operating system.	
System Error Explanation	Sentence that explains the system error.	

These error messages may occur in two formats available with FlexNet Publisher, or they may appear in a format customized by the application.

Format 1 (short)

FlexNet error text (*lm_errno*, *minor_num*[:*sys_errno*]) [*sys_error_text*]

The error information may be missing.

Example

Can't connect to license server machine (-15,12:61) Connection refused

Format 2 (long)

FlexNet error text
FlexNet error explanation
[Optional Supporting information]
FlexNet error: *lm_errno*, *minor_num*. [System Error: *sys_errno*] [*system_error_text*"]

Example

Cannot connect to license server system
The server (lmgrd) has not been started yet, or
the wrong port@host or license file is being used, or the
port or hostname in the license file has been changed.
Feature: f1
Server name: localhost
License path: @localhost:license.dat:./*.lic
FlexNet error: -15,12. System Error: 61 "Connection refused"

Error Code Descriptions

The following table lists the most common errors produced by FlexEnabled applications.

Table 20-2 • Error Codes

Error Code	Description
21	lc_flexinit failed because there were insufficient rights to start the FlexNet Publisher Licensing Service. Resolve this by setting the service to start automatically.
20	FlexNet Publisher Licensing Service is not installed.
13	Computed path to required file is too long for Mac OS X operating system.
12	Invalid bundle ID on Mac OS X operating system.

Table 20-2 • Error Codes

Error Code	Description
11	Framework specified by bundle ID was not loaded.
10	Error creating path from URL.
9	Error creating URL.
8	Path string not specified in UTF-8 format.
7	A call to <code>lc_flexinit</code> is not allowed after a call to <code>lc_flexinit_cleanup</code> .
6	Activation utility has not been processed using the <code>preptool</code> , or the activation library for the activation utility cannot be found.
5	Unable to allocate resources.
4	Initialization failed.
3	Unsupported version of the operating system.
2	Unable to load activation library.
1	Unable to find activation library.
-1	Cannot find license file.
-2	Invalid license file syntax.
-3	No license server system for this feature.
-4	Licensed number of users already reached.
-5	No such feature exists.
-6	No TCP/IP port number in license file, and FlexNet Publisher Licensing Service does not exist. (pre-v6 only)
-7	No socket connection to license server manager service.
-8	Invalid (inconsistent) license key or signature. The license key/signature and data for the feature do not match. This usually happens when a license file has been altered.
-9	Invalid host. The <code>hostid</code> of this system does not match the <code>hostid</code> specified in the license file.

Table 20-2 • Error Codes

Error Code	Description
-10	Feature has expired.
-11	Invalid date format in license file.
-12	Invalid returned data from license server system.
-13	No SERVER lines in license file.
-14	Cannot find SERVER host name in network database. The lookup for the host name on the SERVER line in the license file failed. This often happens when NIS or DNS or the hosts file is incorrect. Work around: Use IP address (for example, 123.456.789.123) instead of host name.
-15	Cannot connect to license server system. The server (lmadmin or lmgrd) has not been started yet, or the wrong <i>port@host</i> or license file is being used, or the TCP/IP port or host name in the license file has been changed. Windows XP SP2 platforms have a limit on the number of TCP/IP connection attempts per second that can be made, which your application may have exceeded. Refer to the manufacturer's documentation on how to change this limit.
-16	Cannot read data from license server system.
-17	Cannot write data to license server system.
-18	License server system does not support this feature.
-19	Error in select system call.
-20	License server system busy (no majority).
-21	License file does not support this version.
-22	Feature checkin failure detected at license server system.
-23	License server system temporarily busy (new server connecting).
-24	Users are queued for this feature.
-25	License server system does not support this version of this feature.
-26	Request for more licenses than this feature supports.
-29	Cannot find ethernet device.

Table 20-2 • Error Codes

Error Code	Description
-30	Cannot read license file.
-31	Feature start date is in the future.
-32	No such attribute.
-33	Bad encryption handshake with vendor daemon.
-34	Clock difference too large between client and license server system.
-35	In the queue for this feature.
-36	Feature database corrupted in vendor daemon.
-37	Duplicate selection mismatch for this feature. Obsolete with version 8.0 or later vendor daemon.
-38	User/host on EXCLUDE list for feature.
-39	User/host not on INCLUDE list for feature.
-40	Cannot allocate dynamic memory.
-41	Feature was never checked out.
-42	Invalid parameter.
-47	Clock setting check not available in vendor daemon.
-52	Vendor daemon did not respond within timeout interval.
-53	Checkout request rejected by vendor-defined checkout filter.
-54	No FEATURESET line in license file.
-55	Incorrect FEATURESET line in license file.
-56	Cannot compute FEATURESET data from license file.
-57	socket call failed.
-59	Message checksum failure.
-60	License server system message checksum failure.
-61	Cannot read license file data from license server system.

Table 20-2 • Error Codes

Error Code	Description
-62	Network software (TCP/IP) not available.
-63	You are not a license administrator.
-64	Imremove request before the minimum Imremove interval.
-67	No licenses available to borrow.
-68	License BORROW support not enabled.
-69	FLOAT_OK can't run standalone on license server system.
-71	Invalid TZ environment variable.
-73	Local checkout filter rejected request.
-74	Attempt to read beyond end of license file path.
-75	SYS\$SETIMR call failed (VMS). Indicates an error due to an operating system failure.
-76	Internal FlexNet Licensing error. Please report error to Flexera Software.
-77	Bad version number must be floating-point number with no letters.
-82	Invalid PACKAGE line in license file.
-83	FlexNet Licensing version of client newer than server.
-84	USER_BASED license has no specified users; see license server system log.
-85	License server system doesn't support this request.
-87	Checkout exceeds MAX specified in options file.
-88	System clock has been set back.
-89	This platform not authorized by license.
-90	Future license file format or misspelling in license file. The file was issued for a later version of FlexNet Licensing than this program understands.
-91	Encryption seeds are non-unique.
-92	Feature removed during Imreread, or wrong SERVER line hostid.

Table 20-2 • Error Codes

Error Code	Description
-93	This feature is available in a different license pool. This is a warning condition. The server has pooled one or more INCREMENT lines into a single pool, and the request was made on an INCREMENT line that has been pooled.
-94	Attempt to generate license with incompatible attributes.
-95	Network connect to THIS_HOST failed. Change this_host on the SERVER line in the license file to the actual host name.
-96	License server machine is down or not responding. See the system administrator about starting the server, or make sure that you're referring to the right host (see LM_LICENSE_FILE environment variable).
-97	The desired vendor daemon is down. 1) Check the lmadmin or lmgrd log file, or 2) Try lmread.
-98	This FEATURE line can't be converted to decimal format.
-99	The decimal format license is typed incorrectly.
-100	Cannot remove a linger license.
-101	All licenses are reserved for others. The system administrator has reserved all the licenses for others. Reservations are made in the options file. The server must be restarted for options file changes to take effect.
-102	A FLEXid borrow error occurred.
-103	Terminal Server remote client not allowed.
-104	Cannot borrow that long.
-105	Feature already returned to license server.
-106	License server system out of network connections. The vendor daemon can't handle any more users. See the debug log for further information.
-110	Cannot read dongle: check dongle or driver. Either the dongle is unattached, or the necessary software driver for this dongle type is not installed.

Table 20-2 • Error Codes

Error Code	Description
-112	Missing dongle driver. In order to read the FLEXID hostid, the correct driver must be installed. These drivers are available from your software publisher.
-114	SIGN= keyword required, but missing from license certificate. You need to obtain a SIGN= version of this license from your publisher.
-115	Error in Public Key package.
-116	TRL not supported for this platform.
-117	BORROW failed.
-118	BORROW period expired.
-119	Imdown and Imreread must be run on license server.
-120	Cannot Imdown the server when licenses are borrowed.
-121	FLOAT_OK requires exactly one FLEXid hostid.
-122	Unable to delete local borrow info.
-123	Returning a borrowed license early is not supported. Contact the publisher for further details.
-124	Error returning borrowed license.
-125	A PACKAGE component must be specified.
-126	Composite hostid not initialized.
-127	A item needed for the composite hostid is missing or invalid.
-128	Error, borrowed license doesn't match any known server license.
-135	Error enabling the event log.
-136	Event logging is disabled.
-137	Error writing to the event log.
-139	Communications timeout.

Table 20-2 • Error Codes

Error Code	Description
-140	Bad message command.
-141	Error writing to socket. Peer has closed socket.
-142	Error, cannot generate version specific license tied to a single hostid, which is composite.
-143	Version-specific signatures are not supported for uncounted licenses.
-144	License template contains redundant signature specifiers.
-145	Bad V71_LK signature.
-146	Bad V71_SIGN signature.
-147	Bad V80_LK signature.
-148	Bad V80_SIGN signature.
-149	Bad V81_LK signature.
-150	Bad V81_SIGN signature.
-151	Bad V81_SIGN2 signature.
-152	Bad V84_LK signature.
-153	Bad V84_SIGN signature.
-154	Bad V84_SIGN2 signature.
-155	License key required but missing from the license certificate. The application requires a license key in the license certificate. You need to obtain a license key version of this certificate from your publisher.
-156	Invalid signature specified with the AUTH= keyword.
-157	Trusted storage has been compromised; repair needed. Contact your publisher for repair instructions.
-158	Trusted storage open failure. Contact your publisher for further information.
-159	Invalid fulfillment record. Contact your publisher for further information.
-160	Invalid activation request received. Contact your publisher for further information.

Table 20-2 • Error Codes

Error Code	Description
-161	No fulfillment exists in trusted storage which matches the request. Contact your publisher for further information.
-162	Invalid activation response received. Contact your publisher for further information.
-163	Cannot return the specified activation. Contact your publisher for further information.
-164	Return count(s) would exceed the maximum for the fulfillment. Contact your publisher for further information.
-165	No repair count left. Contact your publisher for further repair authorization.
-166	Specified operation not allowed. Contact your publisher for further information.
-167	The requested activation has been denied because the user or host is excluded from activating this entitlement by a specification in the options file.
-168	The options file contains include specifications for the entitlement, and this user or host is not included in these specifications.
-169	Activation error. Contact your publisher for further information.
-170	Invalid date format in trusted storage. Can be caused by setting your system clock to an earlier date. Check that your system clock is set to the current date and time.
-171	Message encryption failed. Internal error. Report issue to Flexera Software.
-172	Message decryption failed. Internal error. Report issue to Flexera Software.
-173	Bad filter context. Internal error. Report issue to Flexera Software.
-174	SUPERSEDE feature conflict. Contact your publisher for further information.
-175	Invalid SUPERSEDE_SIGN syntax. Contact your publisher for further information.
-176	SUPERSEDE_SIGN does not contain a feature name and license signature. Contact your publisher for further information.
-177	ONE_TS_OK is not supported in this Windows Platform.
-178	Internal error. Report issue to Flexera Software.
-179	Only one terminal server remote client checkout is allowed for this feature.
-180	Internal error. Report issue to Flexera Software.

Table 20-2 • Error Codes

Error Code	Description
-181	Internal error. Report issue to Flexera Software.
-182	Internal error. Report issue to Flexera Software.
-183	More than one ethernet hostid not supported in composite hostid definition. Contact your publisher for further information.
-184	<p>The number of characters in the license file paths exceeds the permissible limit.</p> <p>There is a limit on the number of license files that can be used by a license server manager. This limit is on the number of characters in the combined license file paths to the license files:</p> <ul style="list-style-type: none"> • UNIX—40,960 characters • Windows—20,400 characters <p>Reduce the number of license files, or relocate them so that the paths are shorter.</p>
-187	<p>The time zone information could not be obtained.</p> <p>A license that is time zone limited could not be checked out because time zone information could not be obtained for the machine on which the license is required. Contact your publisher for further information.</p>
-188	<p>License client time zone not authorized for license rights.</p> <p>A license that is time zone limited could not be checked out because the time zone of the machine on which the license is required does not match the time zone specified in the license.</p>
-190	<p>Feature can be checked out from Physical machine only.</p> <p>The license specifies that it cannot be used on a virtual machine: The FlexEnabled application is installed on a virtual machine so checkout has been denied. Install the FlexEnabled application on a physical machine.</p>
-191	<p>FEATURE can be checked out from Virtual machine only.</p> <p>The license specifies that it cannot be used on a physical machine. The FlexEnabled application is installed on a physical machine so checkout has been denied. Install the FlexEnabled application on a virtual machine.</p>
-192	VM platform not authorized by license.
-193	FNP vendor keys do not support Virtualization feature.
-194	Checkout request denied as it exceeds the MAX limit specified in the options file.
-195	Binding agent API - Internal error.

Table 20-2 • Error Codes

Error Code	Description
-196	Binding agent communication error
-197	Invalid Binding agent version.
-201	Invalid IP address used while overriding. The IP address specified for the LM_A_INTERNET_OVERRIDE attribute, used to override the existing IP address, is invalid.

Report Log File

The license server produces both report log files and debug log files. The focus of this section is report log files. For information on debug log files see [Debug Log File](#).

The report log file contains feature usage information and is generated by the vendor daemon. However, a vendor daemon does not write report logs by default; this action must be enabled. The data in report logs is compressed, authenticated, and organized into a repository.

Use Flexera Software's software license administration solution, FlexNet Manager, to gain exceptional visibility into license usage data and to create insightful reports on critical information like license availability and usage. FlexNet Manager can be fully automated to run these reports on schedule and can be used to track license servers and usage across a heterogeneous network of server including Windows NT, Linux and UNIX. Contact Flexera Software at www.flexerasoftware.com for more details on how to obtain an evaluation copy of FlexNet Manager for your enterprise.

Managing Report Log Output

As a vendor daemon runs for a period of time, the volume of report log output increases. If you have a lot of license activity, these log files grow very large. You need to consider where to put these files and how often to rotate and archive them. Therefore, it may be necessary to rotate or switch report log output into different files over time, each file containing license activity over a particular period of time.

Report log data is collected by the vendor daemon into an internal data buffer area before being flushed to the output file. The daemon's internal buffer is flushed once a minute or whenever it gets full, whichever occurs first. To ensure the freshest data possible in the report log file, flush the buffer on demand with the `Immread` command. Use standard file compression tools to reduce the size of a report log file when it is no longer being written.

To avoid corruption and for performance, it is suggested that the vendor daemon write its report log to a file on a disk local to the system running the vendor daemon. Each vendor daemon must write to its own report log file.

Enabling Report Log Output for a Vendor Daemon

There are two ways to enable report logging for a particular vendor daemon either before or after starting the license server.

- Add the `REPORTLOG` line to the options file for that vendor daemon. See [REPORTLOG](#) for more details.
- Invoke `lmswitchr` on the vendor daemon. See [lmswitchr](#) for more details.

Redirecting Report Log Output for a Vendor Daemon

The report log output for a particular vendor daemon can be moved into separate files, each file representing activity over a different period of time. There are three ways in which to do this whether the vendor daemon is running or not:

- Change the `REPORTLOG` line in the vendor daemon's options file and reread its options file by invoking `lmreread` (version 8.0 or later vendor daemon) or restart.
- Invoke `lmswitchr` on the vendor daemon. See [lmswitchr](#) for more details.
- Invoke `lmnewlog` on the vendor daemon. Requires a version 7.1 or later vendor daemon. See [lmnewlog](#) for more details.

Debug Log File

The license server produces both debug log files and report log files. For information on report log files, see [Report Log File](#).

A debug log file contains status and error messages useful for debugging the license server. A license server always generates debug log output. Some of the debug log output describes events specific to `lmadmin` or `lmgrd` and some of the debug log output describes events specific to each vendor daemon.

Managing Debug Log Output

As the license server manager and its vendor daemons run for a period of time, the volume of this output increases. As it gets older, the value of the debug log output decreases; therefore, it may be necessary for you to separate old debug log output from current output; either archive or delete the old output.

For performance, it is suggested that each debug log file be on a disk that is local to the system that is running the license server manager and its vendor daemons. However, if the debug log file must be on a remotely-mounted disk and you find that the license server is too slow, start `lmgrd` with the `-nfs_log` option to improve performance.

See [Debug Log Messages](#) for a description of the debug log output format.

Capturing Debug Log Output for a License Server

If you are using `lmadmin` as your license server manager, separate log files are created for `lmadmin` and each vendor daemon that it manages. The log files are written to the `logs` directory within the `lmadmin` install directory; however, you can use the `-logDir` option on the command line to change the location to which `lmadmin` writes `lmadmin.log`. See [lmadmin Command-line Arguments](#) for details.

By default, `lmgrd` and the vendor daemons it manages write debug log output to standard out. To put this debug log output in a file, either redirect the output of the license server to a file or start `lmgrd` with the `-l debug_log_path` option. See [lmgrd Command-Line Syntax](#) for more information.

Capturing Debug Log Output for a Particular Vendor Daemon

The debug log output from different vendor daemons controlled by the same license server can be written to their own files (version 8.0 and later vendor daemon). There are three ways to do this:

- If you are using `lmadmin` as your license server manager, you configure the location and file name from the Vendor Daemon Configuration screen. See on-line help for information on Vendor Daemon Log.
- Add the `DEBUGLOG` line to the options file for each vendor daemon. See [DEBUGLOG](#) for more details.
- Invoke `lmswitch` on the vendor daemon. See [lmswitch](#) for more details.

Note that `lmgrd` writes its own debug log output to standard out.

Redirecting Debug Log Output for a Running Vendor Daemon

It is possible to redirect the debug log output for a particular vendor daemon to a different file. There are two ways to do this:

- Change the `DEBUGLOG` line to the options file for the vendor daemon and reread its options file by invoking `lmreread`. See [DEBUGLOG](#) for more details.
- Invoke `lmswitch` on the vendor daemon. See [lmswitch](#) for more details.

Limiting Debug Log Output for a Vendor Daemon

By default, debug log output contains all events. To limit the events that are logged for a particular vendor daemon, add a `NOLOG` line to the options file of that vendor daemon. One of the reasons you may want to limit the events that are logged is to reduce the size of the debug log output.

See Also
[NOLOG](#)

Debug Log Messages

FlexNet Publisher processes generate debug log files in the following format:

hh:mm:ss (daemon) message

where:

Table 22-1 • Debug Log Messages

Message	Description
<i>hh:mm:ss</i>	Time that the message was logged.
daemon	Either <code>ladmin</code> , <code>lgrd</code> or the vendor daemon name. In the case where a single copy of the daemon cannot handle all of the requested licenses, an optional “_” followed by a number indicates that this message comes from a forked daemon.
message	The text of the message.

The debug log files can be used to diagnose configuration problems and vendor-daemon software errors.



Note • A debug log file cannot be used for usage reporting with FlexNet Manager.

Informational Messages

Table 22-2 lists the various informational messages used within FlexNet Publisher.

Table 22-2 • Information Messages

Message	Description
Connected to host	This daemon is connected to its peer on host.
CONNECTED, master is host	The license daemons log this message when a quorum is up and everyone has selected a master.
DENIED: num_lic feature to user	user was denied access to num_lic licenses of feature.
EXITING DUE TO SIGNAL nnn EXITING with code nnn	All daemons list the reason that the daemon has exited.
EXPIRED: feature	feature has passed its expiration date.
IN: “feature” user (num_lic licenses)	user has checked in num_lic licenses of feature.
Lost connection to host	A daemon can no longer communicate with its peer on node host, which can cause the clients to have to reconnect, or cause the number of daemons to go below the minimum number, in which case clients may start exiting. If the license daemons lose the connection to the master, they kill all the vendor daemons; vendor daemons shut themselves down.

Table 22-2 • Information Messages

Message	Description
Lost quorum	The daemon lost quorum, so it processes only connection requests from other daemons.
MULTIPLE vendor servers running. Kill and restart license daemon.	The license server manager has detected that multiple vendor daemons with the same vendor name are running. Shutdown <code>lmadmin</code> or <code>lmgrd</code> and all vendor daemons and then restart <code>lmadmin</code> or <code>lmgrd</code> .
OUT: feature user (num_lic licenses)	user has checked out num_lic licenses of feature.
RESERVE feature for USER user RESERVE feature for HOST host	A license of feature is reserved for either user or host.
REStarted vendor (internet port nnn)	Vendor daemon vendor was restarted at TCP/IP port nnn.
Retrying socket bind (address in use)	The license servers try to bind their sockets for approximately six minutes if they detect “address in use” errors.
Selected (EXISTING) master host.	This license daemon has selected an existing master <i>host</i> as the master.
SERVER shutdown requested.	A daemon was requested to shut down via a user-generated <code>kill</code> command.
Server started on host for: feature_list	A (possibly new) server was started for the features listed.
Shutting down vendor	The license server manager is shutting down the vendor daemon vendor.
SIGCHLD received. Killing child servers.	A vendor daemon logs this message when a shutdown was requested by the license daemon.
Started vendor	The license server manager logs this message whenever it starts a new vendor daemon.
TIMESTAMP	A vendor daemon logs this message at regular intervals. The default interval between vendor daemon timestamps is 6 hours 5 minutes. A license server manager (<code>lmadmin</code> or <code>lmgrd</code>) logs this message at regular intervals. The default interval between license server manager timestamps is 6 hours.
Trying to connect to host	The daemon is attempting a connection to host.

Table 22-2 • Information Messages

Message	Description
UPGRADE: “<feature>”(x->y licenses)	Identical checkout requests (using the LM_A_CHECKOUT_DATA attribute) has incremented the number of licenses checked out for a given feature within the same license job. The previous request checked out x licenses, while latest request has checked out y licenses, for a total of x +y licenses checked out for the feature.

Configuration Problem Messages

Table 22-3 lists configuration problem messages found in FlexNet Publisher.

Table 22-3 • Configuration Problem Messages

Message	Description
host: Not a valid server host, exiting	This daemon was run on an invalid host name.
host: Wrong hostid, exiting	The hostid is wrong for host.
BAD CODE for feature	The specified feature name has a bad license key or signature. It was probably typed in wrong, or modified by the end user.
CANNOT OPEN options file	The options file specified in the license file could not be opened.
Couldn't find a master	The daemons could not agree on a master.
License daemon: lost all connections	This message is logged when all the connections to a server are lost, which often indicates a network problem.
Lost lock, exiting Error closing lock file Unable to re-open lock file	The vendor daemon has a problem with its lock file, usually because of an attempt to run more than one copy of the daemon on a single node. Locate the other daemon that is running via a <code>ps</code> command, and kill it with <code>kill -9</code> .
No DAEMON line for vendor	The license file does not contain a DAEMON or VENDOR line for vendor.
No DAEMON lines, exiting	The license daemon logs this message if there are no DAEMON or VENDOR lines in the license file. Because there are no vendor daemons to start, there is nothing for the license daemon to do.
No features to serve!	A vendor daemon found no features to serve. This could be caused by a corrupted or incorrectly entered license file.

Table 22-3 • Configuration Problem Messages

Message	Description
UNSUPPORTED FEATURE request: feature by user	The user has requested a feature that this vendor daemon does not support. This can happen for a number of reasons: the license file is bad, the feature has expired, or the daemon is accessing the wrong license file.
Unknown host: host	The host name specified on a SERVER line in the license file does not exist in the network database (probably /etc/hosts).

Daemon Software Error Messages

Table 22-4 lists various daemon software error messages:

Table 22-4 • Daemon Software Error Messages

Message	Description
accept: message	An error was detected in the accept system call.
Can't allocate server table space	A malloc error. Check swap space.
Connection to <i>host</i> TIMED OUT	The daemon could not connect to host.
Illegal connection request to <i>vendor</i>	A connection request was made to vendor, but this vendor daemon is not vendor.
read: error message	An error in a “read” system call was detected.
select: message	An error in a “select” system call was detected. This is usually a sign of a system networking failure.
Server exiting	The server is exiting. This is normally due to an error.

Identifying FlexNet Publisher Versions

Version Compatibility Between Components

In general, always use the latest version of `lmadmin`, `lmgrd`, `lmutil`, and `lmtools`, all of which are available from www.flexerasoftware.com, to exploit the enhancements available in the most recent versions of FlexNet Licensing. However, some enhancements require a vendor daemon built with a newer version of FlexNet Publisher, and yet others require a FlexEnabled application built with a newer version of FlexNet Publisher. Contact your software publisher for the latest version of their vendor daemon.

The rules about FlexNet Licensing component version compatibility are summarized as:

- Version of `lmutil`/`lmtools` must be \geq
- Version of `lmadmin` (or `lmgrd`), which must be \geq



Note • `lmadmin` can only be used with components with a version of 9.2 or later.

- Version of vendor daemon, which must be \geq
- Version of the client library linked to the FlexEnabled application, which must be \geq
- Activation utility, which must be \geq
- Version of license file format

Except for the license file, use `lmver` to discover the version of all these components. For the vendor daemon, `lmgrd`, and `lmutil`, you can also use the `-v` argument to print the version.

Determining the License File Version

The following rules apply to individual FEATURE, INCREMENT or UPGRADE lines. It is possible to have a mix of versions in a single file. Only the features that a particular application checks out determine the version of the license for that feature.

Table 23-1 • Determining the License File Version

Version	Description
Version 2	Blank quotes or a quoted string at the end of the FEATURE line.
> = Version 3	INCREMENT or UPGRADE line.
> = Version 4	OVERDRAFT, DUP_GROUP, INTERNET, or PACKAGE appear.
> = Version 5	SUPERSEDE, ISSUED, USER_BASED, HOST_BASED, or SN appear.
> = Version 6	START appears.
> = Version 7.1	SIGN= keyword appears.
> = Version 8.0	BORROW, FLOAT_OK, and TS_OK appear.
> = Version 8.1	SUITE_RESERVED appears.
> = Version 8.4	COMPOSITE appears.
> = Version 11.5	ONE_TS_OK and SUPERSEDE_SIGN appear.
> =Version 11.7	VM_PLATFORMS and TZ appear.

Version Summary

Version 1.0—1988

First FLEXLM Release, containing all the basic FLEXLM features

Version 1.5—February 1990

First widely used version including DEMO

Version 2.1—March 1991

- Improved TIMEOUT support
- Improved ethernet hostid support

Version 2.21—November 1991

- Added support for many platforms and some platform-specific improvements, such as hostid
- Hostid ANY added

Version 2.26—March 1992 (Used only by Sun)

- Added license lingering

Version 2.4—December 1992

- Added use-all-feature-lines capability for incremental license distribution
- Enhanced vendor customization routines
- Enhanced options file
- Added new hostid types: USER, HOSTNAME, and DISPLAY
- Added *port@host* to locate license file —downloads license file from server

Version 2.61—March 1993 (Used only by Sun)

- Added INCREMENT and UPGRADE lines to license file

Version 3.0—May 1994

- INCREMENT and UPGRADE behavior changed and improved
- Added UDP protocol support
- Added `uname -i` hostid for HP
- Added multiple jobs for enhanced support of LM_LICENSE_FILE environment variable as a license search path
- New, optional license file format with *keyword=value* syntax for optional new features, including: asset_info, ISSUER, and NOTICE, “ \ ” license file continuation character, 2,048 character limit per feature

Version 4.0—December 1994

- Removed use of floating point, for enhanced reliability
- FEATURE line additions: ck, OVERDRAFT, DUP_GROUP, INTERNET hostid
- PACKAGE line
- License Finder
- `lmdiag` and `FLEXLM_DIAGNOSTICS` for diagnostics

Version 4.1—May 1995

- Performance improvements and new platform support

Version 4.1—Patch Release 6, October 1995

- Windows patch release for Windows 95 with various performance improvements

Version 5.0—March 1996

- Improved *port@host* behavior—FlexEnabled application doesn't read license file
- Automatic *port@host* via USE_SERVER line in license file
- Hostid lists—lock a feature to several hostids
- New FEATURE attributes: SN (serial number), USER_BASED, HOST_BASED, MINIMUM, SUPERSEDE, ISSUED (issued date), CAPACITY (charging based on system capacity)
- Optional avoidance of NIS and DNS via IP address instead of host name
- Improved report log file format
- Server, upon startup, notifies of licenses that expire within two weeks
- Improved options file functionality

Version 5.11—February 1997

- SUPERSEDE lists, PLATFORMS= license attribute,
- new options: MAX, TIMEOUTALL
- Windows control panel added
- Windows license generator GENLIC added

Version 5.12—April 1997

- Performance improvements and new platform support

Version 6.0—September 1997

- `lmgrd` can read multiple license files
- FLEXLM license directory support: *.lic automatically used
- License files require no editing for use at the site
- Optional path on DAEMON/VENDOR line; \$PATH environment variable used
- Decimal license format, with `lminstall` utility for typing in licenses
- FEATURE lines are shorter, easier to understand and type in
- PACKAGE lines can be shipped in separate files that never require user editing
- Default TCP/IP port numbers make SERVER line port number optional
- Default options file path
- `this_host` host name supported on SERVER line

- VENDOR_LICENSE_FILE supported (for example, DEMO_LICENSE_FILE)
- @host supported where default port numbers are used
- Windows only: user prompted for license file or license server name
- License files are optionally case insensitive
- lmdown and lmreread accept -vendor vendor argument
- START=dd-mm-yyyy optional license attribute

Version 6.1—June 1998

- Performance improvements

Version 7.0—August 1999

- License Certificate Manager support for automatic license fulfillment
- Support for try-before-you-buy licensing
- License file handles inserted new lines from emailers
- License lines automatically optimally sorted
- Improved lmtools interface for Windows
- lmgrd, when run at command line on Windows, runs in background by default
- Improved three-server redundancy reliability (version 7.0 vendor daemon and lmgrd)
- lmreread and lmdown take -all argument to shut down or reread all lmgrds
- Support registry (Windows) and \$HOME/.flexlmrc (UNIX) for FLEXLM environment variables
- Automatically install license path in registry or \$HOME/.flexlmrc after successful checkout
- Options support for LM_PROJECT with PROJECT
- Performance improvements, especially for Windows NT
- Intel Pentium III CPU-ID (version 7.0d or later, November 1999)

Version 7.1—August 2000

- Security enhancements
- SIGN= keyword in license
- lmnewlog utility (version 7.0d or later vendor daemon)

Version 7.2—December 2000

- Performance enhancements

Version 8.0—October 2001

- `lmborrow` (version 8.0 or later components), `lmpath` (version 8.0 or later vendor daemon), `lmswitch` (version 8.0 or later vendor daemon) utilities
- `lmreread` rereads options file and SERVER host name
- License borrowing with BORROW keyword

Version 8.1—January 2002

- CRO Security enhancements

Version 8.2—August 2002

- Support added for Windows XP compliancy

Version 8.3—October 2002

- Support added for returning borrowed licenses early

Version 8.4—January 2003

- Support for reserved package suites

Version 9.0—March 2003

- Support for COMPOSITE= hostid type

Version 9.2—July 2003

- Options file keywords added: GROUPCASEINSENSITIVE and MAX_BORROW_HOURS

Version 9.5—November 2004

- New environment variable: LM_UTIL_CASE_SENSITIVE

Version 10.0—April 2004

- Released as FlexNet Publisher
- Support for fully qualified domain names

Version 10.1—November 2004

- Additional FLEXid driver support for USB dongles

Version 10.8—April 2005

- IPv6 address support for hostids
- Enhanced three-server redundant configuration support
- Support for common vendor daemons

Version 11.1—November 2005

- Support for license rights in trusted storage
- IPv6 support for hostids reverted in this release

Version 11.5—February 2008

- Support new attribute for the NOLOG Option keyword
- IPv6 support
- New error codes
- New feature definition line keywords—ONE_TS_OK and SUPERSEDE_SIGN

Version 11.6—August 2008

- New license server manager, `lsmadmin`, which requires components with a minimum version of 9.2
- Support for multiple ethernet hostids on Linux platforms

Version 11.6.1—April 2009

- Queuing of license requests when MAX as defined in the option file is exceeded. Note that queuing must be configured in the FlexEnabled application

Version 11.7—July 2009

- New feature definition line keywords—TZ and VM_PLATFORMS
- New error codes
- (License-file licensing only) Support for license servers and clients running in virtual environments on VMware platforms
- Policies that let you limit usage of FlexEnabled applications to physical machines only or to supported virtual machines only
- Support for more than 255 trial IDs by means of trial packs

Version 11.8—March 2010

- Support for composite transactions in trusted-storage licensing
- (License-file licensing only) Bare-metal binding and binding to the Universally Unique Identifier (UUID) of the virtual container now available for virtualized license servers on the VMware ESX platform
- (License-file licensing only) New binding agent, `lmbind`, which enforces bare-metal binding on virtualized license servers and ensures that only one instance of a specific vendor daemon is running across all virtual machines on a given host machine

Version 11.9—September 2010

- (License-file licensing only) Full support—including policies, bare-metal binding, `lmbind`—for virtualized license servers and clients on the Microsoft Hyper-V platform
- Improvements to the `lmstrip` utility to handle ELF object files properly
- Support for the WibuKey dongle on Windows, Linux, and Mac OS X systems
- Support for Visual Studio 2010 Compiler for building the FlexNet Publisher Licensing Toolkit and FlexEnabled applications on Windows x86 and x64 platforms
- Sample implementation of activation APIs encapsulated in C# now available in the FlexNet Publisher Licensing Toolkit

Version 11.9.1—February 2011

- Command-line options `-ADMINONLY` and `-LOGDIR` added to `lmadmin` to increase the parity between `lmadmin` and `lmgrd`
- Aladdin USB FlexNet ID dongle driver updated to support Windows 7 and Windows Server 2008
- Java toolkit support for Wibu dongles

Version 11.10—July 2011

- Support for virtualization in trusted-storage licensing
- (License-file-based licensing only) Support for license servers and clients running in an Amazon EC2 cloud environment
- New `hostid` keywords for license servers (`AMZN_EIP`) and for FlexEnabled clients (`AMZN_IID`) running in an Amazon EC2 cloud environment
- New `hostid` keywords (`LMB_*`) for `lmbind` support in the Amazon EC2 cloud environment
- Implementation of Secure Data Types (SDTs) available for license-file licensing
- `lmadmin` updated to support customized installations, silent installations, and Windows Active Directory users or groups
- Support for flash-based hardware dongles (SafeNet HL 2GB)

Version 11.10.1—February 2012

- Full support for Mac OS X 10.7.x

The following features were introduced for trusted-storage-based licensing:

- Support for prepped trusted storage
- Hybrid license information displayed on `lmadmin` dashboard
- New options keyword (`DAEMON_SELECT_TIMEOUT`) to support for activations against license servers in bandwidth-restricted environments
- New function **`flxActTransactionGetResponseXML`** used to retrieve response XML from online activations

Version 11.11.0—August 2012

- Support for XenServer in virtualized environments
- New hostid keyword VM_UUID to support binding to a virtual machine on VMware, Microsoft Hyper-V, and XenServer platforms

Version 11.11.1—February 2013

- Support for server-side ASRs
- New lmadm command line options to add, delete, or manage roles
- Support for lmadm console installer on Windows

Chapter 23: Identifying FlexNet Publisher Versions

Version Summary

Environment Variables

Environment variables are not required in order to use FlexEnabled applications. Environment variables are normally used for debugging or for changing license default location.

How to Set Environment Variables

FlexNet Publisher environment variables are set in two different ways:

- In the process' environment
- In the registry (Windows version 6.0 or earlier) or in `$HOME/.flexlmrc` (UNIX version 7.0 or earlier), which functions like the registry on UNIX.

Windows Registry

On Windows XP systems, the registry location is `HKEY_LOCAL_MACHINE\Software\FLEXlm License Manager`.

On Windows systems later than Windows XP, the location is `HKEY_CURRENT_USER\Software\FLEXlm License Manager`.

On UNIX, the equivalent information is stored in `$HOME/.flexlmrc`. In this file, the syntax is *variable=value*.

Precedence

If the variable is `LM_LICENSE_FILE` or `VENDOR_LICENSE_FILE`, then both the environment and the registry are used, with the environment used first, and the registry appended to the path.

If it's a different variable, then if the environment is set, only that is used, otherwise the registry is used. That is, the registry is only used if the environment is not set.

Environment Variables

The table below provides various environment variables and their definitions:

Table 24-1 • Environment Variables


Variable	Definition
EVENTTIMEOUT	<p>(Windows only) Sets the maximum amount of time (in microseconds) that the license-server service (lmadmin or lmgrd) waits for the vendor daemon to start before switching to a “Running” status:</p> <ul style="list-style-type: none"> • If this variable is not defined, the default value 300000 is used. • If the vendor daemon starts before the time limit is reached, the server service switches to “Running” once the vendor daemon starts. • When the time limit is reached and the vendor daemon has not yet started, the server service does not start. • A zero (0) value means that the server service does not attempt to start at all. <p>This variable is especially useful in scenarios where the FlexEnabled client and license server are both running as services on the same machine. If the client service has a dependency on the license-server service, checkouts fail if vendor daemon is not running. Adjust this variable to allow enough time for the vendor daemon to start, thus increasing the likelihood of synchronization between service startups and initial checkouts.</p>
FLEXLM_BATCH	<p>(Windows only) Prevents interactive pop-ups from appearing. Set to 1 if a batch application. (Version 7.0 and later clients)</p>
FLEXLM_DIAGNOSTICS	<p>Used for debugging where applications do not print error message text. Set to 1, 2, or 3, depending on the amount of diagnostic information desired. See FLEXLM_DIAGNOSTICS (Version 5.0 and later clients)</p>
FLEXLM_TIMEOUT	<p>(Windows only) Sets the timeout value a FlexEnabled application uses when attempting to connect to a license server port in the range of 27000 through 27009.</p> <p>Values are in microseconds, within the range of 0 through 2,147,483,647. The default setting is 100,000 microseconds.</p> <div>  <p>Note • For security purposes, best practice is not to use a default port for the license server. Instead, specify a port number outside of the range of 27000 through 27009.</p> </div>

Table 24-1 • Environment Variables


Variable	Definition
LM_BINDING_AGENT	LM_BINDING_AGENT must be of the form <i>port@host</i> , where <i>port</i> is port number in the range of 27010 through 27019, and <i>host</i> is the hostname or IP address of the physical system on which <i>lmbind</i> is running. This physical system can be the hypervisor itself or a remote physical machine that communicates with the virtual machine through this protocol. (Depending on your network settings, the hostname might need to be a fully-qualified domain name.) For example, this variable might look like this: LM_BINDING_AGENT=27011@hostname.example.com
LM_BORROW	Used for initiating license borrowing and setting the borrow period. See Initiating License Borrowing for more details. On UNIX platforms, \$HOME/.flexlmborrow is used for the registry instead of \$HOME/.flexlmrc.
LM_LICENSE_FILE or VENDOR_LICENSE_FILE	Reset path to license file. Can be a license search path, separated by “:” on UNIX and “;” on Windows. If VENDOR_LICENSE_FILE used, <i>VENDOR</i> is the vendor daemon name used by this application. For example, Flexera Software products use MVS_LICENSE_FILE. Can be a file name, or <i>port@host</i> . See also Setting the License Search Path Using an Environment Variable (VENDOR_LICENSE_FILE requires version 6.0 and later clients).
LM_PROJECT	<p>LM_PROJECT’s value (up to 30 characters) is logged in the report log file and later reported on by FlexNet Manager. It can also be used to RESERVE, INCLUDE, and so on licenses with PROJECT. For example:</p> <pre>RESERVE 1 f1 PROJECT airplane</pre> <p>The variable is read upon the license server’s initial connection with the FlexEnabled client and is reread for each job, enabling you to update the variable value as needed on a job-to-job basis. However, the value with which a job initiates remains in effect for the duration of that job. You cannot modify this value mid-job.</p>  <p>Note • This feature requires that the FlexEnabled client be built with FlexNet Publisher 5.0 or later and that the vendor daemon be built with FlexNet Publisher 7.0 or later.</p>
LM_SERVER_HIGHEST_FD	Used to set the highest file descriptor value, above which the license server will not access.

Table 24-1 • Environment Variables

Variable	Definition
LM_UTIL_CASE_SENSITIVE	Used by the FlexLM utilities. If set to 1 , the utilities process license file lines as case sensitive. By default, this variable is set to 0 ; license files are treated as case insensitive. This environment variable is applicable only when the license server, itself, has been configured by your software publisher to treat license files in a case sensitive manner.
TCP_NODELAY	Improves license server performance when processing license requests. Set to 1 to enable performance enhancements. Use with caution: when enabled it may cause an increase in network traffic.

Index

A

activatable license [18](#)
activation [17](#)
ANY hostid [54](#)
asset_info [35](#)
AUTH [32](#), [38](#)

B

bare metal bindings [175](#)
BORROW_LOWWATER [144](#)
borrowing [62](#)

C

COMPOSITE
 hostid [54](#)
concurrent license [14](#), [18](#), [57](#)
 See also floating license
converting license formats [126](#)
creating a large user group [150](#)
creating options file [140](#)

D

debug log [14](#)
debugging license server [219](#)
DEBUGLOG [145](#)
decimal format licenses [126](#)
DEMO hostid [54](#)
diagnosing checkout problems
 troubleshooting checkouts [121](#)

disabling
 lmdown [102](#), [112](#)
 lmremove [102](#), [112](#)
DISPLAY
 hostid [54](#)
 type [143](#)
dist_info [35](#)
DUP_GROUP [33](#)

E

enabling report log [158](#)
environment variables
 FLEXLM_BATCH [254](#)
 FLEXLM_DIAGNOSTICS [254](#)
 FLEXLM_TIMEOUT [254](#)
 LM_BORROW [255](#)
 LM_LICENSE_FILE [255](#)
 LM_PROJECT [255](#)
 LM_SERVER_HIGHEST_FD [255](#)
 setting [253](#)
 VENDOR_LICENSE_FILE [255](#)
error code
 descriptions [224](#)
 format [223](#)
EXCLUDE [146](#)
EXCLUDE_BORROW [146](#)
EXCLUDEALL [148](#)
expiration date [32](#)

F

feature
 version [32](#)
 FEATURE line [31](#)
 asset_info [35](#)
 AUTH [32](#)
 dist_info [35](#)
 DUP_GROUP [33](#)
 expiration date [32](#)
 feature version [32](#)
 FLOAT_OK [33](#)
 HOST_BASED [33](#)
 HOSTID [33](#)
 ISSUED [33](#)
 ISSUER [34](#)
 license count [32](#)
 NOTICE [34](#)
 ONE_TS_OK [34](#)
 order of precedence [36](#)
 OVERDRAFT [34](#)
 PLATFORMS [34](#)
 serial number [34](#)
 SIGN [32](#)
 signature [32](#)
 SN [34](#)
 sort [35](#)
 sorting order [36](#)
 START [34](#)
 SUITE_DUP_GROUP [34](#)
 SUPERSEDE [34](#)
 syntax [36](#)
 TS_OK [34](#)
 TZ [34](#)
 USER_BASED [35](#)
 user_info [35](#)
 vendor daemon name [32](#)
 vendor_info [35](#)
 VENDOR_STRING [35](#)
 VM_PLATFORMS [35](#)
 FlexEnabled application [13](#)
 FLEXLM License Finder [171](#)
 FLEXLM_BATCH [254](#)
 FLEXLM_DIAGNOSTICS [220](#)
 level 1 [220](#)
 level 2 [220](#)
 level 3 [221](#)
 FLEXLM_TIMEOUT [254](#)
 FlexNet ID dongle with FLOAT_OK [60](#)
 FlexNet Manager [158](#)
 FLOAT_OK [33](#)

floating license [14](#), [57](#)
 See also concurrent license
 fulfillment record [13](#)
 example [23](#)

G

GROUP type [150](#)
 GROUPCASEINSENSITIVE [150](#)

H

HOST type [143](#)
 HOST_BASED [33](#)
 HOST_GROUP type [151](#)
 host, SERVER line [29](#)
 HOSTID [33](#)
 hostid [15](#)
 ANY [54](#)
 COMPOSITE [54](#)
 DEMO [54](#)
 DISPLAY [54](#)
 HOSTNAME [54](#)
 ID [54](#)
 INTERNET [55](#)
 SERVER line [29](#)
 special [54](#)
 USER [55](#)
 HOSTNAME hostid [54](#)

I

ID hostid [54](#)
 INCLUDE [151](#)
 INCLUDE_BORROW [152](#)
 INCLUDEALL [153](#)
 INCREMENT line [31](#)
 INTERNET
 hostid [55](#)
 type [143](#)
 IPv6
 support overview [201](#)
 ISSUED [33](#)
 ISSUER [34](#)

L

license
 borrowing [62](#)
 concurrent [57](#)
 contents [13](#)

- definition 13
- floating 57
- mixed 58
- network license 57
- node-locked 58
- license count 32
- license directory 103, 105
- license file 13
 - compatibility between different versions 218
 - decimal format 40
 - FEATURE line 31
 - format 27
 - how to combine 217
 - INCREMENT line 31
 - lminstall 126
 - order of lines 40, 58
 - PACKAGE line 37
 - rereading after an update 131
 - SERVER lines 218
 - specifying for license server 102, 112
 - specifying location 41
 - types 57
 - UPGRADE line 39
 - USE_SERVER line 31
 - VENDOR line 30
 - with multiple servers 103
- License Finder 171
- license model 13
- license pool 32, 142
- license rehosting 59
- license search path 214
- license server 13, 71, 101
 - alerts 71
 - debugging 219
 - disk space used 68
 - install as service 74, 83
 - install as Windows service 136
 - license rights 71
 - lmadmin 71
 - run in foreground 112
 - lmgrd 101
 - run in foreground 102
 - sockets used 67
 - specifying license files 102, 112
 - starting
 - lmadmin 74, 83
 - lmgrd 103
- license server debug log
 - lmadmin 112
 - starting for lmgrd 102
- license server manager 14, 71, 101
- LINGER 154
- LM_BORROW 255
- LM_LICENSE_FILE 255
- LM_PROJECT 255
 - reporting on project 158
 - use in options file 143
- LM_SERVER_HIGHEST_FD 255
- lmadmin 71
 - installing 73
 - license server manager not starting 78
 - starting 74, 83
 - manually 78
 - stopping 72, 79, 113
 - upgrading 76
- lmdiag
 - syntax 121
 - troubleshooting 121
- lmdown
 - disabling 102, 112
 - enabling for use with lmadmin 113
 - restricting access 89, 102, 112
 - syntax 122
- lmgrd
 - and redundant servers 103
 - compatibility between versions 101
 - debug log file 239
 - starting 101, 103
 - starting debug log 102
 - syntax 101
 - use latest 243
- lmhostid
 - syntax 123
- lmhostid, syntax 123
- lminstall
 - license file format 126
 - syntax 126
- lmnewlog, syntax 127
- lmremove
 - disabling 102, 112
 - enabling 114
 - restricting access 89, 102, 112
 - syntax 129
- lmreread
 - restricting access 89, 102, 112
 - syntax 131
- lmstat
 - output for lmreread 132
 - syntax 132
- lmswitch, syntax 134
- lmswitchr, syntax 134
- lmtools 136

lmutil

- lmdiag [121](#)
- lmdown [122](#)
- lmhostid [123](#)
- lminstall [126](#)
- lmnewlog [127](#)
- lmremove [129](#)
- lmreread [131](#)
- lmstat [132](#)
- lmswitch [134](#)
- lmswitchr [134](#)
- lmver [135](#)

lmver, syntax [135](#)

M

MAX [155](#)

MAX_BORROW_HOURS [156](#)

MAX_OVERDRAFT [157](#)

memory usage, daemons [68](#)

mixed licenses [58](#)

mobile licensing

- borrowing [62](#)

- FlexNet ID dongle with FLOAT_OK [60](#)

- node-locked to FlexNet ID dongle [60](#)

- node-locked to laptop [60](#)

- node-locked to user name [65](#)

- prepaid license pool fulfillment [66](#)

N

network bandwidth and FlexNet Publisher [68](#)

network license [57](#)

node-locked license [58](#)

NOLOG [157](#)

NOTICE [34](#)

O

ONE_TS_OK [34](#)

options file [15](#)

- BORROW_LOWWATER [144](#)

- creating [140](#)

- creating a large user group [150](#)

- DEBUGLOG [145](#)

- DISPLAY type [143](#)

- examples [161](#)

- EXCLUDE [146](#)

- EXCLUDE_BORROW [146](#)

- EXCLUDEALL [148](#)

- GROUP type [150](#)

GROUPCASEINSENSITIVE [150](#)

HOST type [143](#)

HOST_GROUP type [151](#)

INCLUDE [151](#)

INCLUDE_BORROW [152](#)

INCLUDEALL [153](#)

INTERNET type [143](#)

LINGER [154](#)

MAX [155](#)

MAX_BORROW_HOURS [156](#)

MAX_OVERDRAFT [157](#)

NOLOG [157](#)

PROJECT type [143](#)

read by vendor daemon [160](#)

REPORTLOG [158](#)

required for HOST_BASED [33](#)

required for USER_BASED [35](#)

RESERVE [158](#)

rules of precedence [161](#)

TIMEOUT [159](#)

TIMEOUTALL [160](#)

type argument [143](#)

USER type [143](#)

options file path [31](#)

OPTIONS=SUITE [38](#)

OPTIONS=SUITE_RESERVED [38](#)

order of lines in license file [40](#), [58](#)

OVERDRAFT [34](#)

P

PACKAGE line [37](#)

- AUTH [38](#)

- OPTIONS=SUITE [38](#)

- OPTIONS=SUITE_RESERVED [38](#)

- SIGN [38](#)

- signature [38](#)

- syntax [37](#)

package suite [38](#)

PLATFORMS [34](#)

port number

- server default range [29](#)

- SERVER line [29](#)

- VENDOR line [31](#)

precedence or FEATURE lines [36](#)

PROJECT type [143](#)

R

rehosting, license [59](#)

remote disks, guidelines for using [69](#)

report log [15](#)
 report log file [68](#)
 reporting on project [158](#)
 REPORTLOG [158](#)
 RESERVE [158](#)
 restricting access
 Imdown [89](#), [102](#), [112](#)
 Imremove [89](#), [102](#), [112](#)
 Imreread [89](#), [102](#), [112](#)
 return [17](#)

S

SERVER line [28](#)
 combining license files [218](#)
 default port numbers [29](#)
 host [29](#)
 hostid [29](#)
 port number [29](#)
 syntax [28](#)
 three-server redundancy [28](#)
 setting environment variables [253](#)
 SIGN [32](#), [38](#)
 signature [32](#), [38](#)
 SN [34](#)
 sockets
 number used by license server [67](#)
 sort [35](#)
 specifying location of license file [41](#)
 START [34](#)
 starting Imadmin [74](#), [83](#)
 starting Imgrd [103](#)
 status of license server [132](#)
 SUITE_DUP_GROUP [34](#)
 SUPERSEDE [34](#)
 switching debug log
 Imswitch [134](#)
 switching report log
 Imadmin [113](#)
 Imnewlog [127](#)
 Imswitchr [134](#)

T

three-server redundancy
 separate license files [103](#)
 SERVER lines [28](#)
 TIMEOUT [159](#)
 TIMEOUTALL [160](#)

troubleshooting
 with FLEXLM_DIAGNOSTICS [220](#)
 with Imdiag [121](#)
 trusted storage [13](#), [17](#)
 TS_OK [34](#)
 TZ [34](#)

U

UPGRADE line, syntax [39](#)
 USE_SERVER line [31](#)
 USER hostid [55](#)
 USER type [143](#)
 USER_BASED [35](#)
 user_info [35](#)

V

vendor daemon [14](#)
 and redundant servers [103](#)
 debug log file [239](#)
 Imnewlog [127](#)
 Imreread [131](#)
 Imswitchr [135](#)
 memory usage [68](#)
 options file [140](#)
 report log [113](#)
 uncounted licenses [59](#)
 VENDOR_LICENSE_FILE [255](#)
 version compatibility [101](#)
 vendor daemon name
 FEATURE line [32](#)
 VENDOR line [30](#)
 vendor daemon path [30](#)
 VENDOR line [30](#)
 options file path [31](#)
 port number [31](#)
 vendor daemon name [30](#)
 vendor daemon path [30](#)
 vendor_info [35](#)
 VENDOR_LICENSE_FILE [43](#), [255](#)
 VENDOR_STRING [35](#)
 vendor.opt [31](#), [140](#)
 Vista [136](#), [253](#)
 VM_PLATFORMS [35](#)

