

# PyroSim License Manager

## Overview

The PyroSim License Manager is required for floating (network) licenses of PyroSim. The license manager maintains a pool of licenses that can be checked out from copies of PyroSim installed anywhere on the network. The license manager must be installed onto one computer that will act as a server for the floating licenses. Multiple PyroSim installations can then be configured to use the floating license server.

## Install the Floating License Manager

The Floating License Manager should be installed on the computer that will act as the server for the floating licenses. To install the PyroSim License Manager:

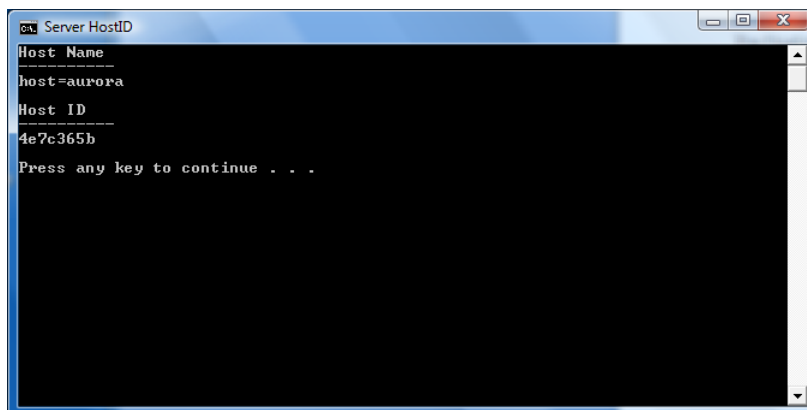
1. Download the PyroSim License Manager installer (PyroSimLicenseMgr-setup.exe). This file can be downloaded from the PyroSim download page.
2. Log in using an account with administrative privileges.
3. Run the PyroSim License Manager installer.

This will install the main license server (rlm.exe), a PyroSim-specific license server (theng.exe), and utilities for managing the server. To enable the floating license server, you must now install a license file.

## Install the License File

To activate your floating license, you must install a license file. This license file is generated by Thunderhead Engineering based on your server's Host Name and Host ID. To find your Host Name and Host ID:

1. On the **Windows Start Menu**, click **All Programs/PyroSim License Manager/Server HostID**. A command window will appear that displays the server's Host Name and Host ID.



```
Server HostID
Host Name
-----
host=aurora
Host ID
-----
4e7c365b
Press any key to continue . . .
```

2. Send your Host Name and Host ID to Thunderhead Engineering (email sales@thunderheadeng.com). Also, include your purchasing information to help us know what kind of license you need. Thunderhead Engineering will reply with a license file (pyrosim.lic).
3. Copy the license file (pyrosim.lic) to the license manager installation folder, typically C:\Program Files\PyroSim License Manager.
4. On the **Windows Start Menu**, click **All Programs/PyroSim License Manager/Restart License Service**. You must be an administrator to restart the license service. On Windows Vista, right-click the **Restart License Service** shortcut and select **Run as administrator**.

Once the license service has been restarted, the license file will be loaded and the server is ready to provide PyroSim licenses to client computers.

## Server Configuration

You can check the status of the license server using the **Server Status** shortcut, which displays a short textual report of server usage, or through the **Monitor License Server** shortcut, which will displays a simple web interface. Both methods show how many licenses are in use and which users are currently using licenses.

By default your license server uses TCP port 52100. If you are using a personal software firewall or accessing the server across a hardware firewall, you will have to configure the firewall to allow TCP traffic on ports 52100 and 52101. The ports used by the license manager can be configured in the license file by editing the port numbers on the HOST and ISV lines. After changing the port numbers in the license file, you must restart the server for the changes to take effect. Also, any PyroSim installations that were configured using the previous port assignments will need to be updated.

```
HOST aurora 4e7c365b 52100
ISV theng theng.exe theng.opt 52101
```

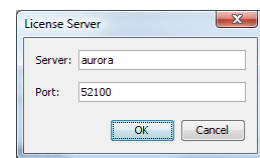
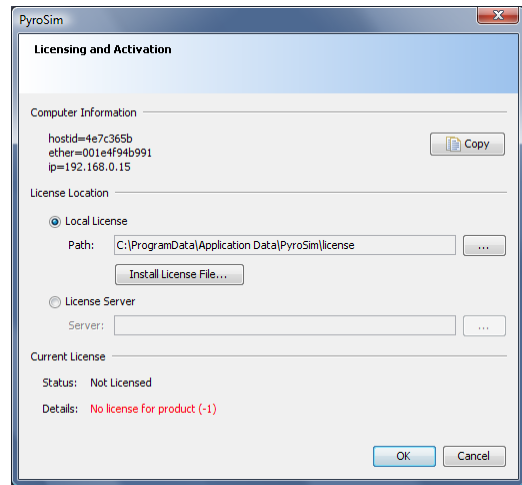
There are several advanced options available to administrators to control the behavior of the license manager. The PyroSim License Manager is based on the Reprise License Manager (RLM). Please see the RLM End-User Documentation for advanced server administration. The RLM documentation can be found in the PyroSim License Manager installation folder.

## PyroSim Configuration

PyroSim can be configured to locate the floating license server using the **Licensing and Activation** dialog.

To configure a PyroSim installation to use a floating license:

1. Start PyroSim. If the installation of PyroSim is not currently licensed, the **Licensing and Activation** dialog will automatically appear and you can skip to step 3.
2. On the Help menu, **click License...**
3. Under **License Location**, click to select **License Server**
4. Click the ... button at the right of the server field to edit the server name and port number.
5. In the **Server** box, type your Host Name.
6. In the **Port** box, type 52100 (or the number you specified in the license file).
7. Click **OK** to save the server connection settings and attempt to connect to the license server.



This completes the floating license configuration. This client will now check licenses in and out as needed.

Note: The default port number is 52100. If your configuration uses a custom port number on the HOST line of the server license file, use that port number instead.

The license server location can also be set for the client using the pyrosim.props configuration file. Set the PyroSim.licenseServer property to port@host, where port is the port number of the license manager, and host is the server name. Using the server name "aurora" from our previous example, this line would be:

```
PyroSim.licenseServer=52100@aurora
```

Property names in the pyrosim.props file are case sensitive, so the property name must be entered exactly as shown.

