Skyline Floating License Server™

Version 7.1

User Guide

Skyline Software Systems Inc.

Technical support   support@skylinesoft.com

General information   info@skylinesoft.com

Contact Skyline on the Internet at   http://www.skylinesoft.com

Table of Contents

About the Skyline Floating License Mechanism

The **Skyline Floating License Server (SFLS)** enables a number of **TerraExplorer, TerraBuilder, PhotoMesh,** or **SkylineGlobe Server** licenses to be shared among a larger number of users through a centralized server. When a user with a floating license wants to run a Skyline application, a request for a license is sent to the license server, and if one is available, the license server allows the application to run. When the user finishes running the application, the license is returned to the license server for use by other users.

Floating licenses can also be "checked out" enabling them to function as machine dependent licenses, so that they require no connection to the license server when in use. Licenses can be checked out either by the client via the License Manager, or on the server side via the Floating License Server Manager. Licenses checked out by a client can be checked back in, but licenses checked out from the server side, are permanently removed from the license pool.

The Skyline Floating License Server also supports the PhotoMesh GX licensing mechanism, which allows gigapixel credits to be applied towards the building of PhotoMesh projects based on the number of gigapixels in each project. This mechanism can be implemented by pre-purchasing a bank of gigapixel credits, loading them to your organization's Skyline Floating License Server (SFLS), and then applying them to project photos when building a project.

The Skyline Floating License Server is managed from Skyline Floating License Server Manager, a centralized web management and configuration tool for performing all the following:

- Adding product licenses to the server

- Managing and monitoring license use

- Checking out licenses (if supported by the particular license)

- Loading gigapixel credits towards the building of your PhotoMesh projects

Requirements

System Requirements

- Windows® Server 2012 R2 / 2016 / 2019 – 64 bit

- Microsoft Internet Information Services IIS7.5, IIS8.5, IIS10 with .Net 4.0

- Client computer which meets the system requirements for the client Skyline software, e.g. TerraExplorer, PhotoMesh

Minimum Application Requirements

- TerraExplorer Pro v5.1 or higher

- TerraBuilder v1.7.6 or higher

- SGS v6.5

- PhotoMesh v7.0 (Use of gigapixel credits loaded to SFLS is supported from PM v7.6)

- Application license provided for use with the Floating License Mechanism

Note: Client machines that use the Floating License Server for authentication must use licenses that are created for that purpose. Licenses that were created to stand alone cannot be converted.

Application Requirements for MAC Address Checkout System

- TerraExplorer v6.1.2 C2MP or higher

- TerraBuilder v6.0.3 or higher

Supported Browsers

- Microsoft Internet Explorer 11, Chrome, Edge, and Firefox

Installation & Configuration

To install:

1. Run FloatingLicenseSetup.exe. By default the license server is installed under C:\Inetpub\wwwroot\SFLS.

2. Open a web browser and enter the following URL: http://<server_name>/SFLS/admin/. The Floating License Server Manager opens showing the Products page.

Post Installation Procedures

If you cannot access the License Server webpage after installing, try the following steps:

1. If the License Server installation was unable to **automatically add access permission** for the directory, manually set the **modify permission in the IIS** for the **Windows user** account used by the server for the installation directory.

   Note: The **Windows user** account used appears in the **Local Server** page in the **Windows user account** field.

2. Configure the following additional settings for **Windows Server 2003**:

   ▪ Setting the server on Windows Server 2003 requires additional **Web Service Extensions settings**:

   ▪ From the **Computer Management console**, **Services and Applications**, **Internet Information Services**, **Web Service Extensions**, set the **ASP .NET** extension status to **Allowed**.

Floating License Server Manager Main Pages

Floating License Server Manager

Products Page

The Products page provides general information and management of the product licenses on the license server:

- Add a product license to the server

- View a list of product licenses on the servers and their current status (Active Product List)

- Review the log of license transactions

Floating License Server Manager > Products

Add Product

License File:		Choose File	Add Product

Active Product List

Product Name	Total	Checked out	Floated out	Remaining	Remove Product
PhotoMesh	5	0	0	5	Remove
TerraExplorerPro	5	1	0	4	Remove

Log

Note: Floated in and out transactions are not displayed.

Date	Product Name	Transaction
12/18/2019 1:35:16 PM	TerraExplorerPro	Added TerraExplorerPro License successfully
12/18/2019 1:35:11 PM	TerraExplorerPro	Removed TerraExplorerPro License successfully
12/18/2019 1:34:10 PM	TerraExplorerPro	Added TerraExplorerPro License successfully
12/18/2019 1:34:05 PM	TerraExplorerPro	Removed TerraExplorerPro License successfully
12/18/2019 1:34:02 PM	TerraExplorerPro	Added TerraExplorerPro License successfully
12/18/2019 1:33:55 PM	TerraExplorerPro	Removed TerraExplorerPro License successfully

Products Page

Gigapixel Credits Page

PhotoMesh (PM) gigapixel credits are loaded and monitored from the PM Gigapixel Credits page (opened from the **Floating License Server Manager** menu):

- Load PhotoMesh gigapixel credits

- View available gigapixel credit information

- Review the gigapixel log with information regarding gigapixel transactions (load or apply credits)

Gigapixel Credits Page

Server Administration

The following functions are performed from the Floating License Server interface:

- Adding products

- Removing Products

- Monitoring activity

- Checking out licenses

  - Reclaiming licenses

- Loading gigapixel credits to SFLS

Adding Products

To add a product's license to the server:

Note: The license must be also loaded on all computers that will use the license server. **See "**[Configuring Each Client to use the Floating License Server](#)**"** for more information.

1. From the **Floating License Server Manager** menu, select **Products**. The Products page is displayed.
2. Browse to the product's license file and click **Add Product**.

Removing Products

To remove all of a product's licenses from the server:

1. From the **Floating License Server Manager** menu, select **Products**. The Products page is displayed.
2. In the **Active Product List**, in the row of the product licenses you want to remove, click **Remove**.

Monitoring Activity

The Active Product List on the Products page provides general information about the product licenses on the license server.

To view the Active Product List:

1. From the **Floating License Server Manager** menu, select **Products**. The Products page is displayed.
2. In the Active Product List, the following information is provided:
   - **Product name**: Lists the product licenses available from the server.
   - **Total**: Total number of licenses added for this product to the server. This determines the number of users that can operate or check out this product license at the same time.
   - **Checked out** (licenses): Number of licenses that were checked out, either via the Floating License Server Manager or via the client's License Manager. A checked out license functions as a machine dependent license so no connection to the license server is required while it is in use.
   - **Floated out** (licenses): Number of licenses currently in use by users connected to the server (not including those checked out). A floated out license is returned to the pool when the application using the license is closed.
   - **Remaining**: Number of licenses currently available for checking/floating out.

To view detailed information about the product licenses:

▪ On the **Products** page, in the active **Product List**, click a product name. The Product Details page is displayed with the following information:

  ▪ **Computer Name**: Name of the computer from where the product (e.g.,. TerraBuilder) is running.

  ▪ **User Name**: Username of the user logged into that computer.

  ▪ **Use Method**: Type of license running on the computer: Floating, Server Checkout, Client Checkout

  ▪ **Checkout Expire**: Number of seconds of idle time, after which a **floated out** license should be returned to the list of available licenses. This setting does not affect checked out licenses.

  ▪ **Instances**: Number of products running on the computer.

Floating License Server Manager > Product Details

Details

Product	TerraExplorerPro
License Status	Max: 5, Checked out: 2, Floated: 0, Remaining: 3
Server Checkout	Click here to check out a license. Note that licenses checked out from the server side are permanently removed from the license pool.

Active Computer List

Computer Name	Username	Use Method	Checkout Time	Checkout Expire [sec]	Instances	Reclaim License
gg	Max	Manual	12/18/2019 12:25:21 PM [1 Hour ago]	---	1	Reclaim

Product Details Page

Server-Side Checkout

A checked out license functions as a machine dependent license so no connection to the license server is required while it is in use. When a license is checked out from the server side, it is **permanently** removed from the license pool. It can only be restored to the pool with special permission from Skyline using the License Server's Reclaim function. **See** "Reclaiming a License" for more information. A floating license can also be checked out from the client side, via the License Manager. In this case, the license can be checked back in. **See** "Client-Side Checkout" for more information.

Only some licenses support server-side checkout. The checkout fields and commands described below are only displayed if one or more of the licenses available on the server support server-side checkout.

To check out a license:

1. From the **Floating License Server Manager** menu, select **Products**. The Products page is displayed.

2. In the **Active Product List**, select the required product. The Product Details page is displayed.

3. In the **Details** section, in the **Checkout** field, click the here link. The Server Checkout page is displayed.

Server Checkout

4. Enter the **Username** and **Machine Name** for the intended computer and end user. This information is not written to the license file. It is only stored in the License Server Administrator page to help keep track of where licenses have been issued.

5. Select **Machine Code** or **MAC address**. To get the **Machine Code**, run **the License Registration** tool on the intended computer. For the **MAC address**, open a **command prompt** and run the command
   IPConfig.exe /all. The resulting MAC address will look like *6 2-digit pairs of letters and numbers*.

6. Enter the corresponding value into the **Machine Code / MAC address** field and click **Check out.** A license will be written, and you will be prompted by the browser to save the file.

7. You do not need to connect the intended machine to a network in this workflow. After downloading the license file, it can be delivered by any means to the intended computer. This license will then be permanently removed from the license pool.

Reclaiming a License

When a license is checked out from the server side ("Server Check Out"), it is **permanently** removed from the license pool. It can only be restored to the pool with special permission from Skyline using the License Server's Reclaim function.

The Reclaim function also allows the administrator to restore licenses, which have become unrecoverable, e.g., they were checked out on a computer that has been reimaged, damaged or destroyed. A separate Reclaim request must be submitted to Skyline for each product that was on this machine.

To reclaim a license:

1. On the **Product Details** page, in the required product row, click the **Reclaim** link. The License page is displayed:

Note: Do not reload this page until this process is complete, as the **user code** will change.

2. Contact **Skyline** and provide the **User Code** given on this page.

> Phone: (703) 378-3780
> Fax: (703) 378-3760
> E-mail: support@skylinesoft.com

3. Enter the Key Code you receive from Skyline, and then click **OK**. When the Product Details page reloads, the count should have added this license back to the count.

Loading Gigapixel Credits to SFLS

PhotoMesh Gigapixel (GX) is a licensing mechanism that allows you to apply gigapixel credits towards the building of your PhotoMesh projects based on the number of gigapixels in each project. This mechanism can be implemented by pre-purchasing a bank of gigapixel credits, loading them to your Skyline Floating License Server (SFLS), and then applying them to project photos when building a project.

To load gigapixel credits to SLFS:

1. From the **Floating License Server Manager** menu, select **Gigapixel Credits**. The PM Gigapixel Credits page is displayed.

Floating License Server Manager > PM Gigapixel Credits

Load PhotoMesh Gigapixel credits

Gigapixel File: [   ] Choose File   Add Gigapixels

Available Gigapixel Credits

Available Gigapixel Credits
426.833507

Log

Date	Transaction	Comment
8/19/2019 8:26:52 AM	Apply 26.17428 Gigapixel Credits	ProjectName: HMCADemo, PhotoCount: TI■
8/15/2019 3:30:58 PM	Apply 1.237635 Gigapixel Credits	ProjectName: Dipl_DIGITAL, PhotoCount: ■■
8/13/2019 1:11:24 PM	Apply 13.485343 Gigapixel Credits	ProjectName: Test3, PhotoCount: T■■
8/12/2019 1:47:25 PM	Apply 2.358018 Gigapixel Credits	ProjectName: Priya_Sanity, PhotoCount: 1■■
8/12/2019 11:51:29 AM	Apply 0.076723 Gigapixel Credits	ProjectName: ■■■■■, ■■■■■, PhotoCount: ■■
8/12/2019 9:48:20 AM	Apply 27.331154 Gigapixel Credits	ProjectName: 22, PhotoCount: T■■
8/12/2019 8:59:21 AM	Apply 6.652027 Gigapixel Credits	ProjectName: Wigh, PhotoCount: 1■■
8/11/2019 3:41:20 PM	Apply 1.381629 Gigapixel Credits	ProjectName: 4141, PhotoCount: ■■

PM Gigapixel Credits

2. Click **Choose File**, and browse to the gigapixel file received from Skyline (*.pmgp)..
3. Click **Add Gigapixels**. The number of available credits is updated in the Available Gigapixel Credits section.

Client Administration

The following functions are performed from the client's License Manager:

- Configuring a Client to use the Floating License Server

- Client-Side Checkout

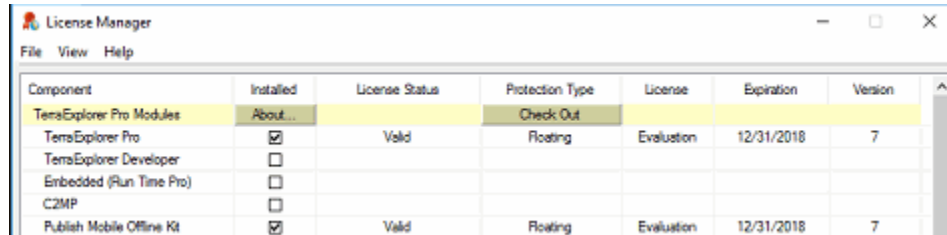- Checking a License Back In

Configuring a Client to use the Floating License Server

The Skyline Floating License must be loaded on each of the machines that is sharing the license.

To load your Skyline Floating License on a client machine running a Skyline application:

1. Open the License Manager either from the application's Resources menu (**File** button > **Resources** > **License Manager)** or from the **Start** menu.

2. From the License Manager **File** menu, select **Load License File**, and load the application's license file received from Skyline.

3. From the **File** menu, select **Set Floating License Server** to set the floating license server URL, e.g.,: http://<server_name>/SFLS.

4. The licenses table will refresh and the license manager will appear as in the example below (version and expiration information will vary based on the hosted license):

Client-Side Checkout

A checked out license functions as a machine dependent license until it is checked back in so no connection to the license server is required while it is in use. A floating license can also be checked out from the Floating License Server Manager. **See** "Server-Side Checkout" for more information.

To check out a license:

1. Close the application for which you want to check out a license.

2. Open the **License Manager**, and under the section for the desired application select **Check Out**. The **Application Protection Type** field will refresh and read **Floating (Checked Out)**. When the License Server Products page is refreshed, the Checked out count will have increased by the number of licenses checked out.

Checking a License Back In

To check a license back in:

▪ Open the **License Manager** and select **Check In**.