

Setting up the FLEXnet License Manager on Windows

- *Option 1 - If you are using a dongle, follow these steps:*
 - Install the USB dongle driver (do not plug in dongle until driver is installed)
 - Go to the Aladdin webpage and select the appropriate driver for your platform
<http://www.aladdin.com/support/hasp/hasp4/enduser.asp#latestDD>
 - Re-boot
 - Plug in USB dongle
 - Place your license file in the C:\Program Files\Space3D\TSS_Win\data folder
 - Verify/set the Server name in the license file
 - Edit the license file (*.lic)
 - Check the SERVER name on the first line and edit if necessary to match your computer name
 - Do not make any other changes to the license file
 - From the Start Menu, go to Programs | Space3D | LM Toolkit
 - The 'Service/License File' tab should be selected
 - Verify that the 'Configuration Using Services' checkbox is checked
 - Select the 'Config Services' tab
 - Use the pull-down or enter a new service name (e.g. TSS FLEXlm service)
 - Next to 'Path to lmgrd.exe file', click Browse...
 - Navigate to C:\Program Files\Space3D\FLEXnet Publisher 11_4_1
 - Highlight 'lmgrd.exe', and select OK
 - Next to 'Path to the license file', click Browse...
 - Navigate to the license file location, which should be in the C:\Program Files\Space3D\TSS_Win\data folder
 - Highlight the *.lic file, and select OK
 - Next to 'Path to the debug log file', click Browse...
 - Navigate to a location of your choosing, and specify a filename (new), and select OK
 - Select the 'use services' and 'start server at power-up' checkboxes
 - Click 'Save Service'
 - Select the 'Start/Stop/Reread' tab
 - Click 'Start Server'
 - Close LMToolkit
- *Option 2 - If you are setting up a network/server license, follow these steps:*
 - Place a copy of the TSS license file on the server.
 - Verify/set the Server name in the license file
 - Edit the license file
 - Check the SERVER name on the first line and edit if necessary
 - Do not make any other changes to the license file
 - Place copies of the license manager files on the server.
 - Copy the folder C:\Program Files\Space3D\FLEXnet Publisher 11_4_1 from a client machine to the server.
 - Run LMTools from the FLEXnet Publisher 11_4_1 folder on the server
 - The 'Service/License File' tab should be selected
 - Verify that the 'Configuration Using Services' checkbox is checked

- Select the 'Config Services' tab
 - Use the pull-down or enter a new service name (e.g. TSS FLEXIm service)
 - Next to 'Path to lmgrd.exe file', click Browse...
 - Navigate to the folder containing lmgrd.exe and spaced.exe
 - Highlight 'lmgrd.exe', and select OK
 - Next to 'Path to the license file', click Browse...
 - Navigate to the license file location
 - Highlight the *.lic file, and select OK
 - Next to 'Path to the debug log file', click Browse...
 - Navigate to a location of your choosing, and specify a filename (new), and select OK
 - Select the 'use services' and 'start server at power-up' checkboxes
 - Click 'Save Service'
 - Select the 'Start/Stop/Reread' tab
 - Click 'Start Server'
 - Close LMToolkit
 - Place a copy of the license file (*.lic) on each client machine in the folder C:\Program Files\Space3D\TSS_Win\data
 - There should only be one *.lic file in the \data folder
 - SERVER name in license file should point to the server machine
- *Troubleshooting*
- If you are running TSS on a machine with multiple central processors (CP's), you may exceed your available number of licenses, as TSS is licensed per CP. To lock your machine to one or more CP's when running TSS, perform the following:
 - Create a system environment variable

Name = TSS_LICENSE_FORMAT
Value = SINGLE_CPU_LOCK

(Other values are: DUAL_CPU_LOCK, TRIPLE_CPU_LOCK, and QUAD_CPU_LOCK)

For support, contact:

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