

# Sentinel License Server Installation

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## Introduction

Tesseral uses *Sentinel License Server* to implement *Network Alpha-Digital licensing type*. It provides users with network-wide floating licenses.

The Sentinel License Server software *is installed on a PC selected to work as a license server*.

This document describes:

- ✓ how to install the Sentinel License Server software under Windows or Linux;
- ✓ how to generate the server *outgoing code* (the “lock code”) which then must be sent to the Tesseral Customer Service [support@tetrale.com](mailto:support@tetrale.com) ;
- ✓ how to *import the received license file in the Sentinel License Server*;
- ✓ how to *enter the license server IP or host name* in the registration dialog of the Tesseral program to use available shared licenses which have been recorded in the imported license files.

## Installation for Windows

1. Unzip the license server from the package.
2. Start setup.exe to start the installation.
3. By default, the License Server is installed at the following path on Windows: <OSDrive>:\Program Files\Common Files\SafeNet Sentinel. However, this path can be customized during the installation process.
4. To check the presence using the following steps:
  - a. From the Start menu, point to **Settings** and click **Control Panel**.
  - b. Double-click **Administrative Tools**.

- c. Under **Services and Applications**, select **Services**. A list of the services installed on the system is shown on the right-side pane.
- d. Look for the **Sentinel RMS License Manager** entry.

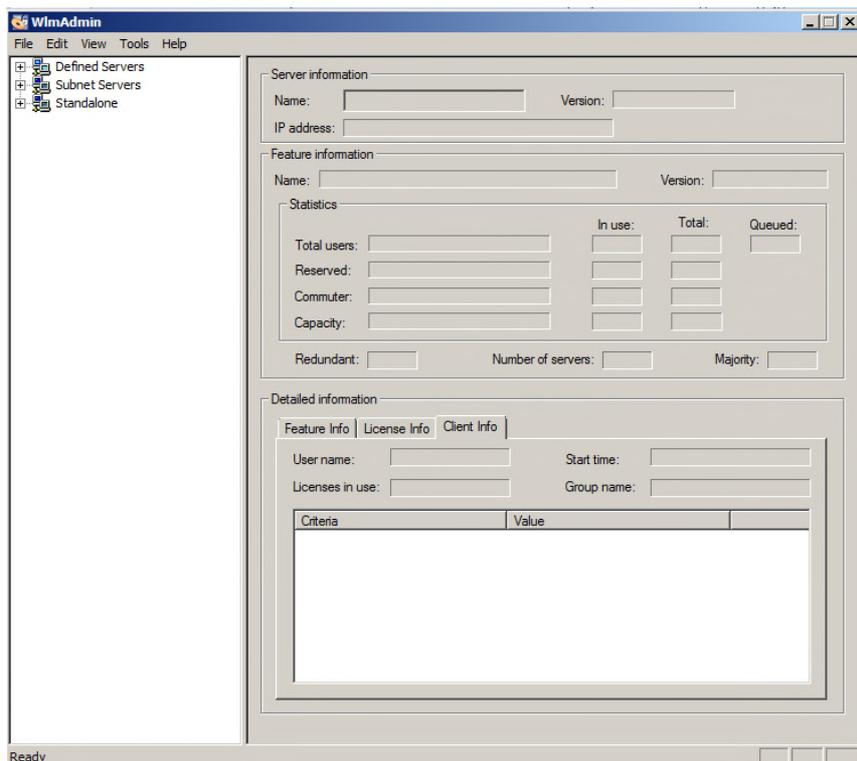
**Note:** Sentinel License Server does not run on a virtual machine (it would defeat the security)

## *Installing licenses to server*

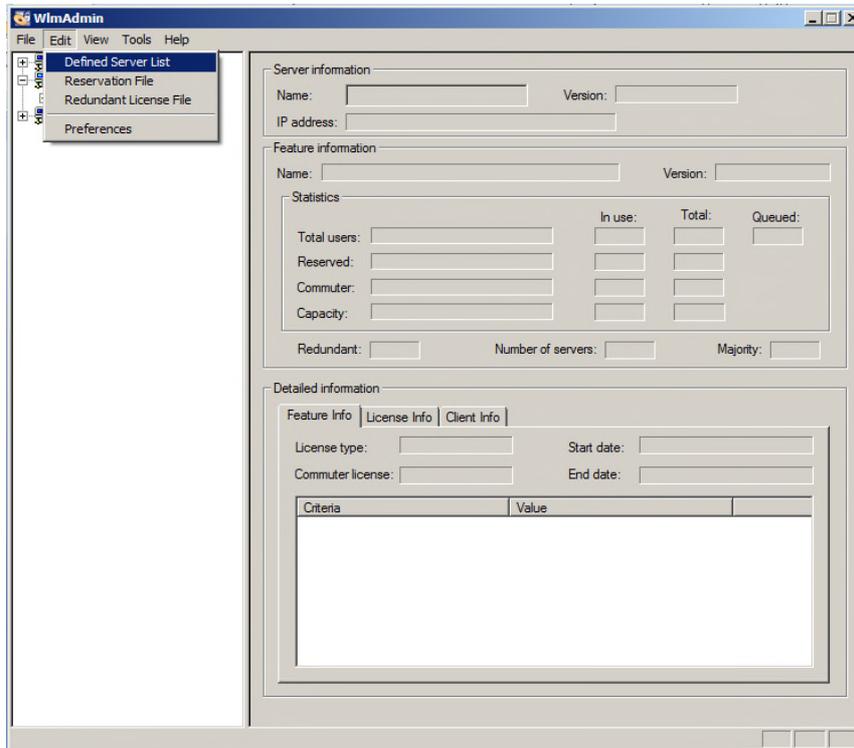
Locate the license file to appropriate folder.

To add the licenses to server use WlmAdmin(License Manager administration) that was installed with server. **If you are using the WlmAdmin from remote computer check if the server of licenses is available.**

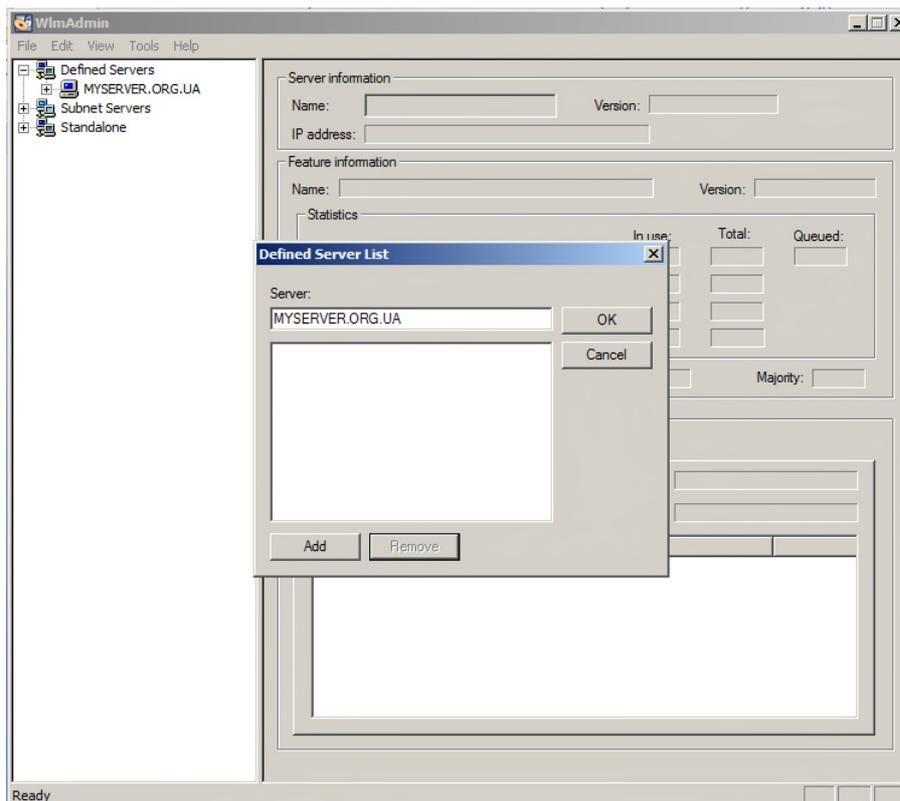
Start WlmAdmin.



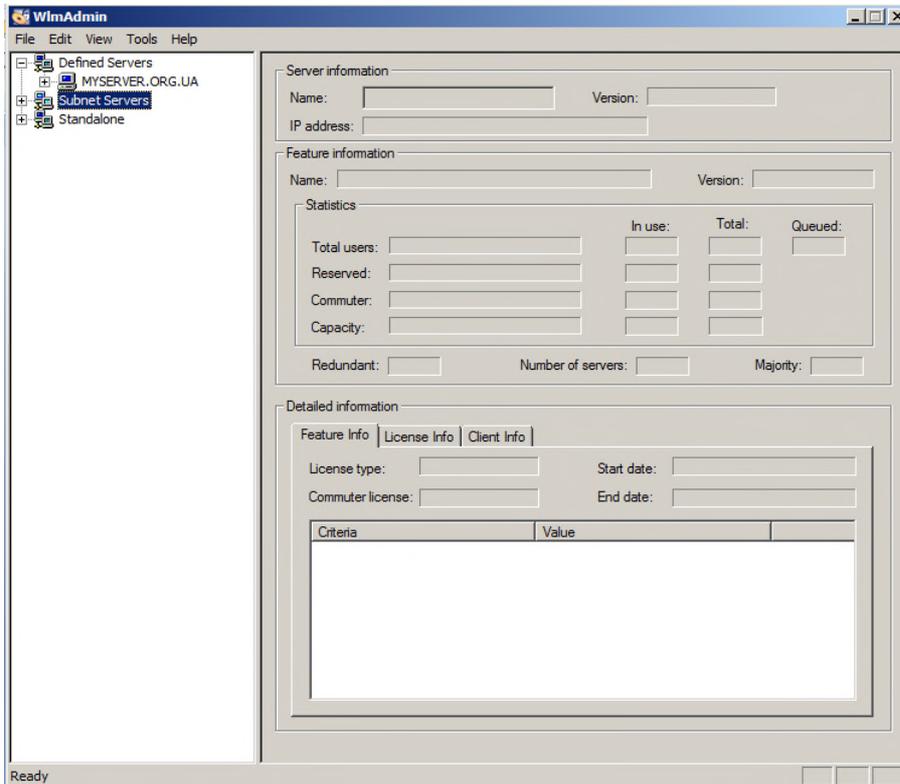
If you want to use the license server from your subnet select "Subnet Servers" from list. Otherwise go to Menu and select Edit->"Defined Server List"



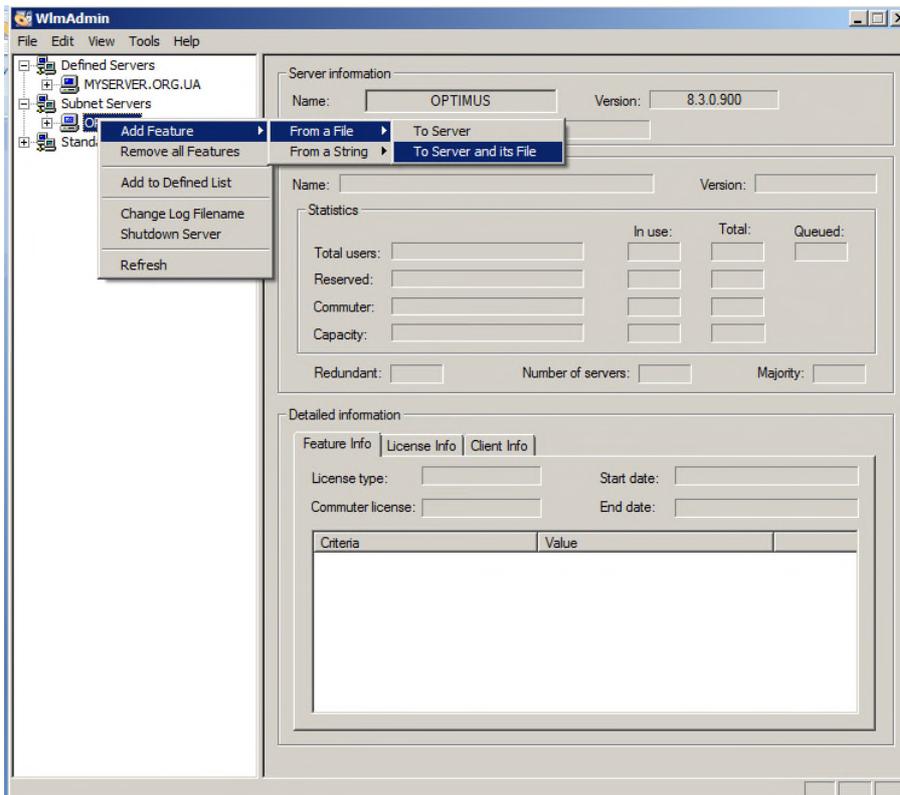
Enter the server hostname or IP-address and click “Add”.



Then select your server host name from “Defined servers” in list.



After all that select your server, make right click on it and select Add feature-> From a File -> To Server and its File and select the file with license.



To see all the licenses and license information you must select your server from the server list and select the license.

### *Getting the lock code*

To get the lock code, start the utility GetCode32.exe and copy the lock code to file.

```
cmd: C:\Windows\System32\cmd.exe
Microsoft Windows [Версия 6.0.6002]
(C) Корпорация Майкрософт, 2006. Все права защищены.
D:\Work\sentinel\sources\lockGenConsole\release>GetCode32.exe
0x1E *1MH RW4L PY5U X8AJ
D:\Work\sentinel\sources\lockGenConsole\release>
```

# Installation for Linux

1. Unzip the license server from the package.
2. Make the appropriate rights to executables.

## Quick start( *Tesseral LC 2D and 2.5D-3C* )

Assuming your machine's name is 'node1' and it has 2 CPU/Cores. Strings you'll need to type are marked as bold.

```
[root@node1 install]$ rpm -ivh
Preparing...                               ##### [100%]
 1:tesseral-lc                             ##### [100%]
[user@node1 model]$ vim /opt/tesseral/rh4x64/lam/etc/lam-bhost.def
```

Type "**node1 cpu=2**" into the new file (without the quotes). This is the list of the cluster machines. In this example we have only one machine.

```
[user@node1 model]$ vim /opt/tesseral/rh4x64/app_network
```

Type the name of the license server, e.g. "**icybcluster.org.ua**" into the new file (without the quotes).

Switch to common user, say, and 'user'. Now it's time to copy an example mode and run it.

```
[user@node1 ~]$ mkdir model
[user@node1 ~]$ cd model
[user@node1 model]$ cp /opt/tesseral/examples/2d/* .
[user@node1 model]$ source /opt/tesseral/rh4x64/tessvars.sh
Configuration file located in /opt/tesseral/rh4x64/lam/etc/lam-bhost.def
Setting paths...
Initializing execution environment...

LAM 7.1.4/MPI 2 C++/ROMIO - IndianaUniversity

n0          node1:2:origin,this_node

[user@node1 model]$ mpirun C /opt/tesseral/rh4x64/tesseral2d-64
```

The main pages for 'lamboot' and 'mpirun' are also available.

## User Privileges

**Note:** You must have logged into the root on UNIX.

The same user who starts the license server may also configure the license server. Only the same user who started the license server can stop the license server.

However, only a user with the user name "root" can use lsrvdn to shut down the license server.

Before allowing these actions, RMS not only checks that the user name is the same, but also makes sure that the user is in the same network domain as the license server.

## Starting the License Server

The license server, */serv*, is placed in an appropriate directory and appropriate file permissions are set. The execution permission must be set so that only authorized users may execute the license server.

- The license server must be granted read permission to the license file and any other configuration files. The license server must also be granted read and write permission to any license serve log files that have been enabled.

- The license server can be started automatically or manually.
3. To start the license server automatically when UNIX is started, the command line to execute the license server should be added to one of the operating systems startup files.
  4. To start the license server manually, the command line can just be issued at any time.

## Stopping the License Server

To stop the license server execute lsrvdown.

## Getting the Lock Code

To get the lock code start the utility GetCode32 and copy the lock code to file.

## Installing the License

To add the license to license server use lslic utility. To make that type:

```
lslic -F <path to license file >
```