



Network License Installation Guide

This document describes the installation procedure for the network licensing of MecSoft products.

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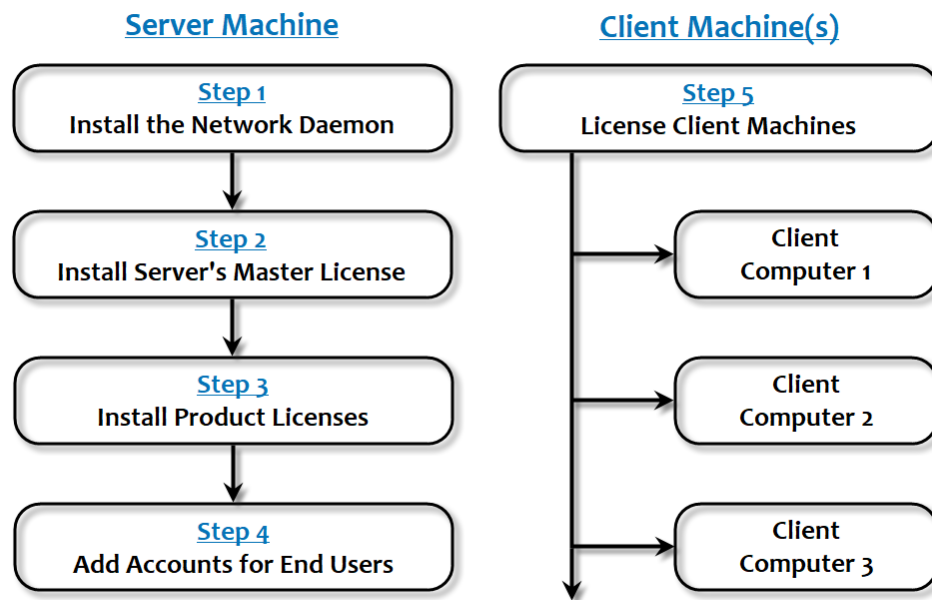
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INTRODUCTION (READ THIS FIRST!)

Use these instructions for installing the [MecSoft Network License Server](#). ONLY use these instructions if you have purchased a network license. **DO NOT follow these instructions if you have purchased a *node-locked* license. *Node-locked* refers to licenses locked to a single machine/node.**

This document follows each of the 5 Steps shown in the illustration below. Step 1 covers the installation of the Network Daemon (Virtualization Platform). Three different platforms are discussed. They are VirtualBox (free opensource), VMWare and Hyper-V. Choose the platform that best suits your needs. Steps 2 thru Step 5 are identical for each platform.



Note: Make sure that you have full administrative privileges before performing these steps.

STEP 1: INSTALL THE NETWORK DAEMON

This installation requires the use of a virtual machine software platform. Instructions for three of the most often used platforms are discussed in this guide. They are [Oracle VirtualBox](#), [VMWare](#) and [Hyper-V](#). You are responsible for proper licensing of all Virtual Machine software, where applicable.

INTRODUCTION

The [Network License Server](#) is a local server, running on a virtual machine, whose purpose is to manage the licenses of client applications running on a local area network (LAN.) This LAN may or may not be connected to the Internet.

HARDWARE REQUIREMENTS

The virtualization platform requires a 64-bit operating system to run the Virtual Machine and requires a static IP address assigned for the license server.

Note: Make sure the static IP address you assign for the license server on your internal network can be resolved by all client machines that will be checking out licenses from the server.

GATHER INFORMATION ABOUT YOUR NETWORK SERVER

Before proceeding further, you will need to gather the 5 pieces of information listed below about your server and your network. You can determine #1, 2 & 3 while logged into your server machine. Your IT Administrator can provide you with #4 & 5.

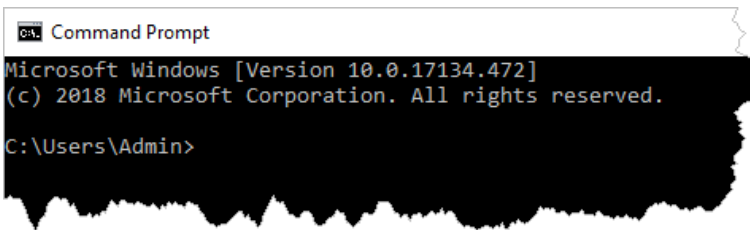
Here is the list of information to gather:

- An unused [Static IP](#) address to run your license server. Make sure this IP address is not in use by any other device in your network.
- The [Netmask](#) address
- The [Default Gateway](#) address
- The [Primary DNS Server](#) address
- The [Secondary DNS Server](#) address

You can determine the [IP Address](#), [Netmask](#) and [Default Gateway](#) on the server's host machine by performing the following steps. You will need to be logged into your server as Administrator to get this

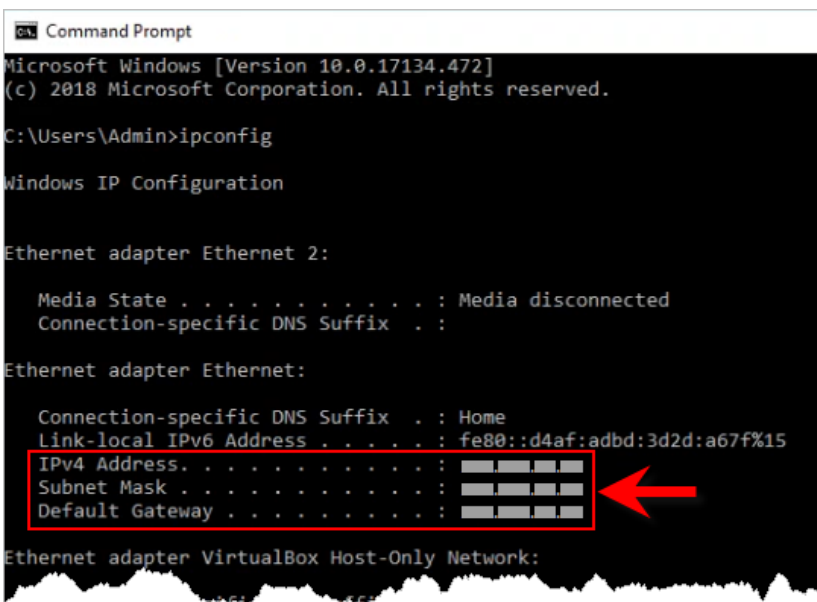
information.

- On the server's host machine, go to the [Windows Start Search](#) bar, type **cmd** and press **Enter** to display the command window.



At the command prompt type **ipconfig** and press **Enter**.

You will see information similar to the screen shown below. Make a note of the [Subnet Mask](#) and [Default Gateway](#) values. Again, your IT Administrator will provide you with the [Primary DNS Server](#) and [Secondary DNS Server](#) values. (Note that in our example screen shown below, these values are hidden for security purposes.)



DOWNLOAD AND INSTALL THE COMPONENTS

Determine which [Virtualization Platform](#) you are using from the list below. Then, proceed to that section to complete the Virtualization Platform installation before continuing with section 2 below.

- Oracle VirtualBox ([Click Here to Continue](#)).
- VMWare ([Click Here to Continue](#)).
- Hyper-V ([Click Here to Continue](#)).

LOGIN TO THE LICENSE SERVER

After the [Virtualization Platform](#) with the [MecSoft Nalpeiron License Server](#) is installed, login to the license server.

1. You are now at the console and are prompted for a [login](#).

```
CentOS release 6.5 (Final)
Kernel 2.6.32-431.20.3.el6.x86_64 on an x86_64
nalpeirondaemon login: _
```

2. Enter [root](#) and press enter.
When prompted for the password, enter [nalpeirondaemon](#)
3. After a successful login, you will see the following screen:

```
CentOS release 6.5 (Final)
Kernel 2.6.32-431.20.3.el6.x86_64 on an x86_64
nalpeirondaemon login: root
Password:
Last login: Thu Jul 5 12:44:07 on tty1
[root@nalpeirondaemon ~]#
```

CHECK THE SERVER MACHINE'S IP ADDRESS

Next you can check to see what IP address the [MecSoft Nalpeiron License Server](#) recognizes for the current network. Type [ifconfig -a](#) and press [<Enter>](#).

You will see some information. **You are looking for the inet addr. Make a note of the numbers**

that come after it. This is the IP address of the server. (Note that the IP addresses in the example image below have been hidden for security purposes.)

```
Kernel 2.6.32-431.20.3.el6.x86_64 on an x86_64
nalpeirondaemon login: root
Password:
Last login: Thu Jul  5 12:48:17 on tty1
[root@nalpeirondaemon ~]# ifconfig -a
eth0      Link encap:Ethernet  HWaddr 08:00:27:0D:CA:E7
          inet addr:████.████.████.████ Bcast:████.████.████.████ Mask:255.255.255.0
          inet6 addr: fe80::a00:27ff:fe0d:cae7/64 Scope:Link
          UP BROADCAST RUNNING MULTICAST  MTU:1500  Metric:1
          RX packets:71 errors:0 dropped:0 overruns:0 frame:0
          TX packets:23 errors:0 dropped:0 overruns:0 carrier:0
          collisions:0 txqueuelen:1000
          RX bytes:8397 (8.2 KiB) TX bytes:2842 (2.7 KiB)

lo        Link encap:Local Loopback
          inet addr:127.0.0.1  Mask:255.0.0.0
          inet6 addr: ::1/128 Scope:Host
          UP LOOPBACK RUNNING  MTU:16436  Metric:1
          RX packets:3 errors:0 dropped:0 overruns:0 frame:0
          TX packets:3 errors:0 dropped:0 overruns:0 carrier:0
          collisions:0 txqueuelen:0
          RX bytes:265 (265.0 b) TX bytes:265 (265.0 b)

[root@nalpeirondaemon ~]#
```

SET THE LICENSE SERVER TO A STATIC IP ADDRESS

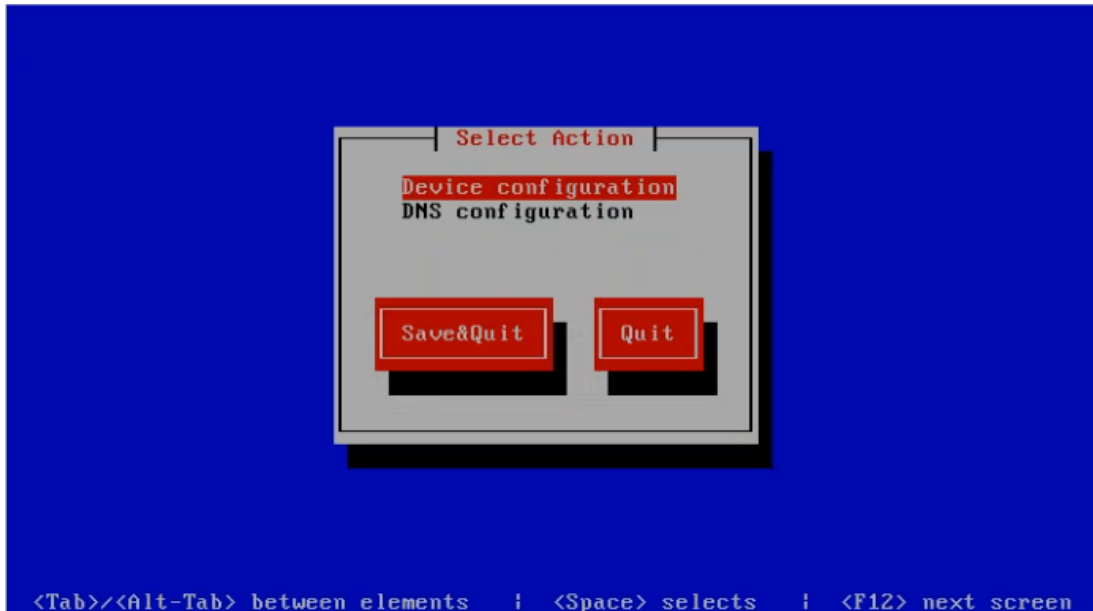
In this step you will assign a static IP address to the [MecSoft Nalpeiron License Server](#) so that it never changes. This will ensure that each client machine on your network that is running a MecSoft CAM product will always be able to communicate with the [MecSoft Nalpeiron License Server](#). You will need the information that you gathered under the section [Gather Information about your Network Server](#) above to complete this section.

1. With the [MecSoft Nalpeiron License Server](#) running at the command line type: `/usr/bin/system-config-network` and press **Enter**.

```
CentOS release 6.5 (Final)
Kernel 2.6.32-754.6.3.el6.x86_64 on an x86_64

nalpeirondaemon login: root
Password:
Last login: Tue Dec  4 13:50:30 on tty1
[root@nalpeirondaemon ~]# /usr/bin/system-config-network
```

This will display the interface shown below. Your **up/down** arrow keys are used to change menu selections and the **Tab** key is used to change button selections.

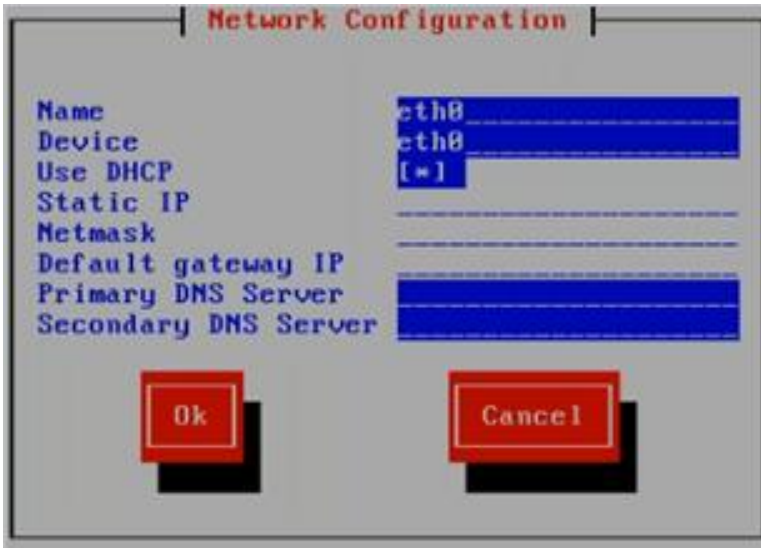


2. There are two menu selections at the top. Use the arrow key and make sure **Device Configuration** is selected and press **Enter** to display the screen shown below.

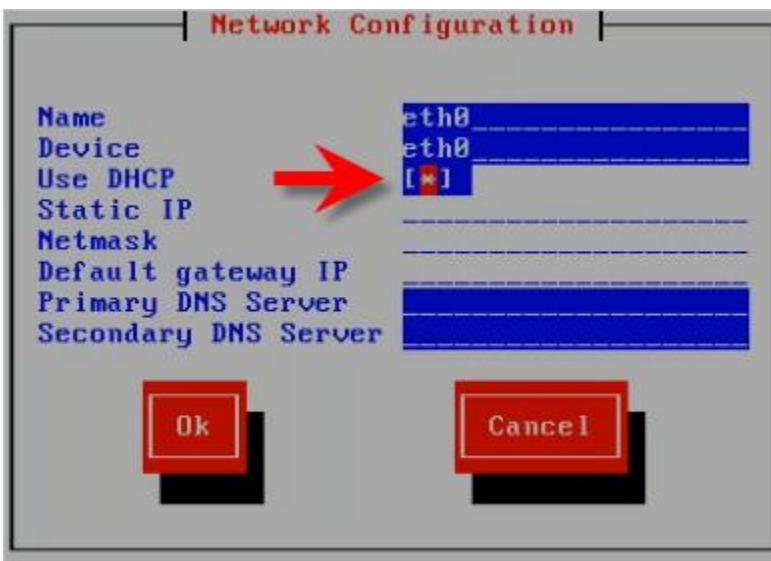


You see in the above picture **eth0** points to the Ethernet card that is installed on the server machine. Make sure to select the correct one that points to your Ethernet card on your host machine. This could be eth0, eth1 or eth2.

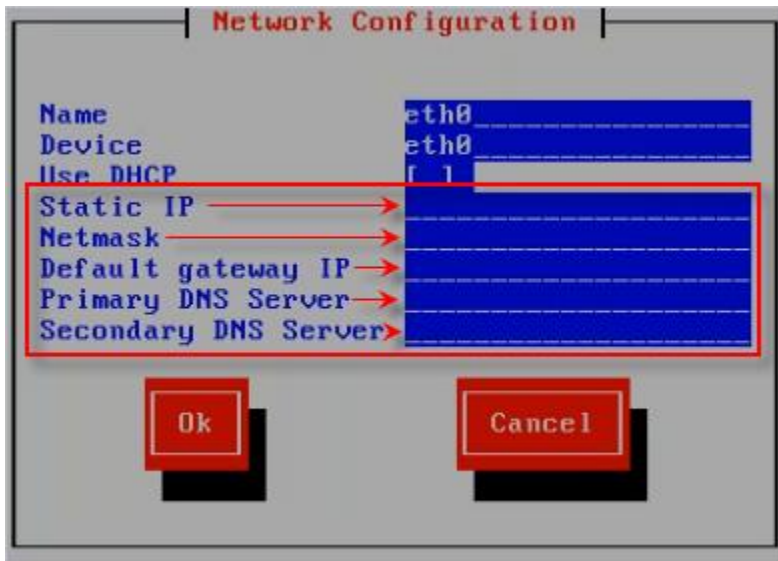
3. With **eth0** selected press **Enter** to display the **Network Configuration** screen.



4. Use the arrow keys to move down to the **Use DHCP** line until the * is selected.



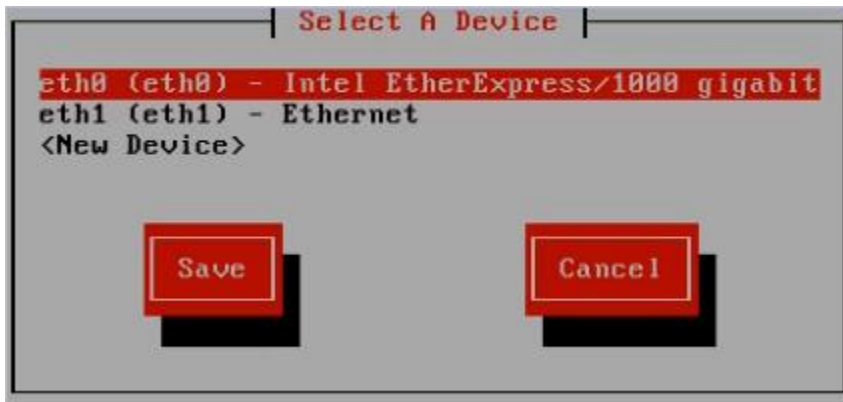
5. With the * selected press the **Space** bar to remove it.



- Now use the arrow key to move down to the next line. This is the [Static IP](#) line. You will need to know what the [Static IP](#), [Netmask](#), [Default Gateway](#), [Primary DNS Server](#) and [Secondary DNS Server](#) values are to complete this step.

Note: Make sure the static IP address you are using is not in use by any another device in your network.

- Move the arrow keys to move down to the [Static IP](#) field and then enter the static IP address your wish to use. It can be the actual IP address of the server machine or a variant of the IP address.
- Continue down to the next field and enter the [Netmask](#) address.
- Continue down and enter the [Default Gateway](#) IP address.
- Continue down and enter the [Primary DNS Server](#) address.
- Continue down and enter the [Secondary DNS Server](#) address.
- Now press the [Tab](#) key to move the [OK](#) button and press [Enter](#).

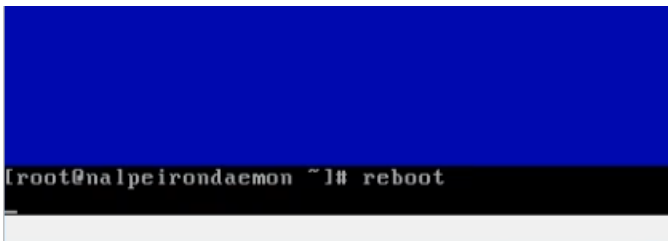


13. Now use the **Tab** key to select the **Save** button and press **Enter**.

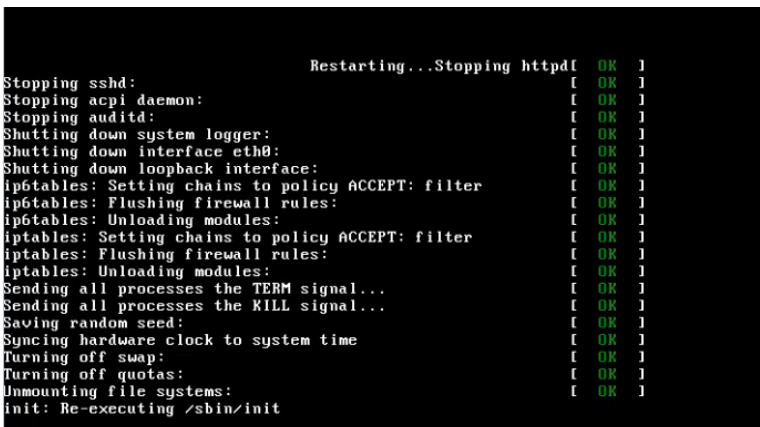


14. Now use the **Tab** key to select the **Save&Quit** button and press **Enter**.

15. Now at the command line enter **reboot** and press **Enter**.



16. Now the virtual **MecSoft Nalpeiron License Server** will restart.



17. After the server restarts, login by **root** and press enter.
When prompted for the password, enter **nalpeirondaemon**

```
CentOS release 6.5 (Final)
Kernel 2.6.32-754.6.3.el6.x86_64 on an x86_64

nalpeirondaemon login: root
Password:
```

18. Now to verify that the [MecSoft Nalpeiron License Server](#) IP address is static and unchanged, enter `ifconfig -a` and press **Enter**.

```
Kernel 2.6.32-754.6.3.el6.x86_64 on an x86_64

nalpeirondaemon login: root
Password:
Last login: Fri Dec 21 11:15:15 on tty1
[root@nalpeirondaemon ~]# ifconfig -a
eth0      Link encap:Ethernet  HWaddr 08:00:27:0C:1F:7A
          inet addr:192.168.99.255  Bcast:192.168.99.255  Mask:255.255.255.0
          inet6 addr: fe80::a00:27ff:fe0c:1f7a/64 Scope:Link
          UP BROADCAST RUNNING MULTICAST  MTU:1500  Metric:1
          RX packets:60  errors:0  dropped:0  overruns:0  frame:0
          TX packets:24  errors:0  dropped:0  overruns:0  carrier:0
          collisions:0  txqueuelen:1000
          RX bytes:5602 (5.4 KiB)  TX bytes:1044 (1.0 KiB)

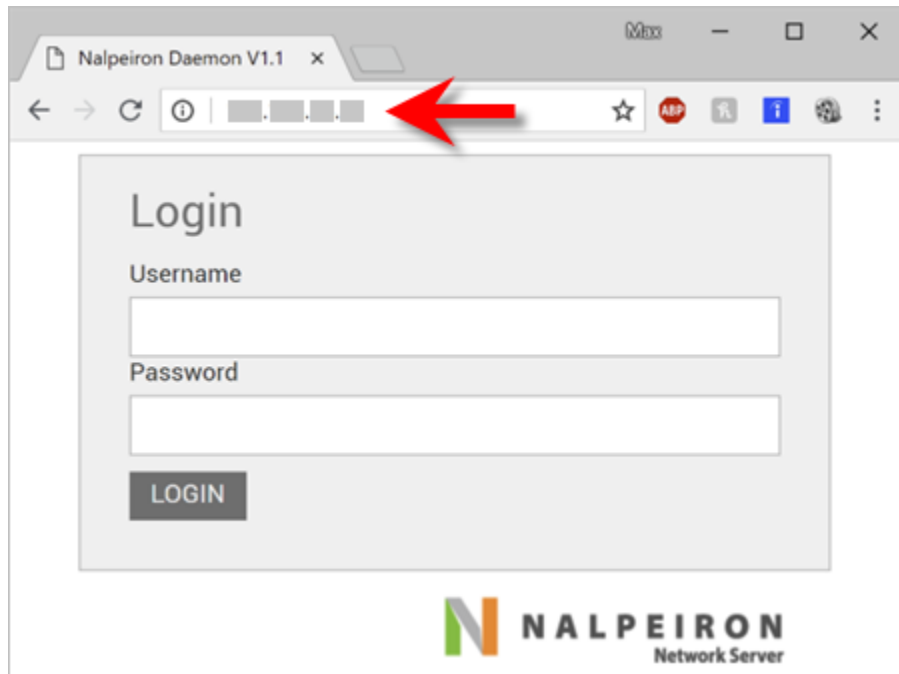
lo        Link encap:Local Loopback
          inet addr:127.0.0.1  Mask:255.0.0.0
          inet6 addr: ::1/128 Scope:Host
          UP LOOPBACK RUNNING  MTU:65536  Metric:1
          RX packets:3  errors:0  dropped:0  overruns:0  frame:0
          TX packets:3  errors:0  dropped:0  overruns:0  carrier:0
          collisions:0  txqueuelen:0
          RX bytes:265 (265.0 b)  TX bytes:265 (265.0 b)

[root@nalpeirondaemon ~]#
```

TEST THE INSTALLATION

Follow the steps below to test the installation of the [MecSoft Nalpeiron License Server](#).

1. Open your web browser.
2. In the address bar type in the static IP address of the [MecSoft Nalpeiron License Server](#) that you assigned. See [Set the License Server to a Static IP Address](#) above for more information.
3. You should see the [Nalpeiron](#) admin login screen shown below.



STEP 2: INSTALL THE SERVER'S MASTER LICENSE

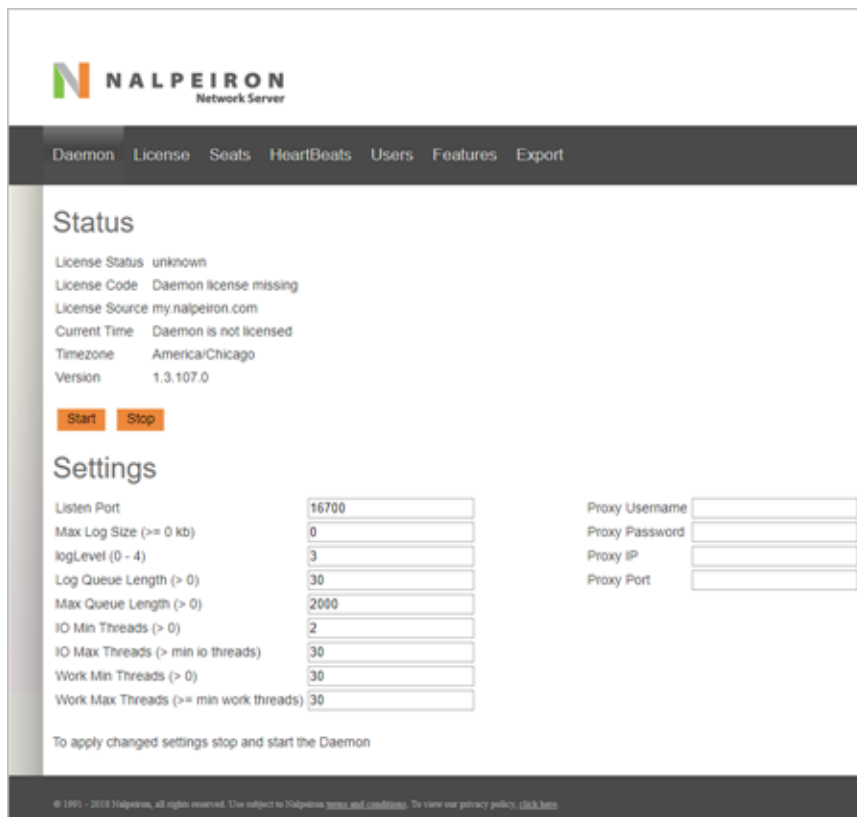
Now that the server is installed and you are able to view the administrator login page, you must configure the server.

BEFORE YOU START

Before you start this, you will need a [Master License Key](#), [Customer ID](#), [Product ID](#) and [Product License](#) from MecSoft Corporation.

LOG IN TO THE ADMIN AREA

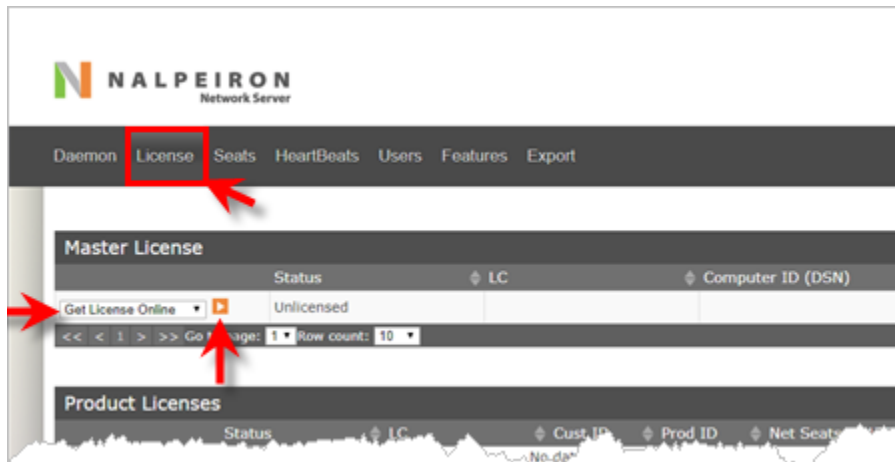
1. Go to the IP address of the server you found in the previous step.
2. You should see the Nalpeiron login screen:
The default credentials are:
Username: [admin](#)
Password: [nalpeiron](#)
3. The [Nalpeiron Network Server](#) home screen will display as shown below.



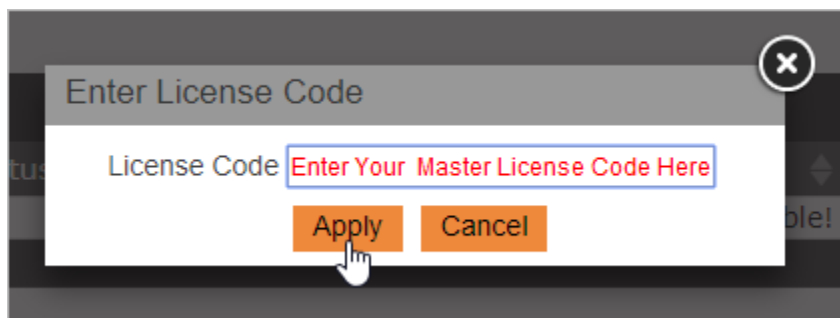
INTERNET BASED SETUP OF THE MASTER LICENSE KEY

Your license server machine must have access to the Internet to register your [Master License](#) online.

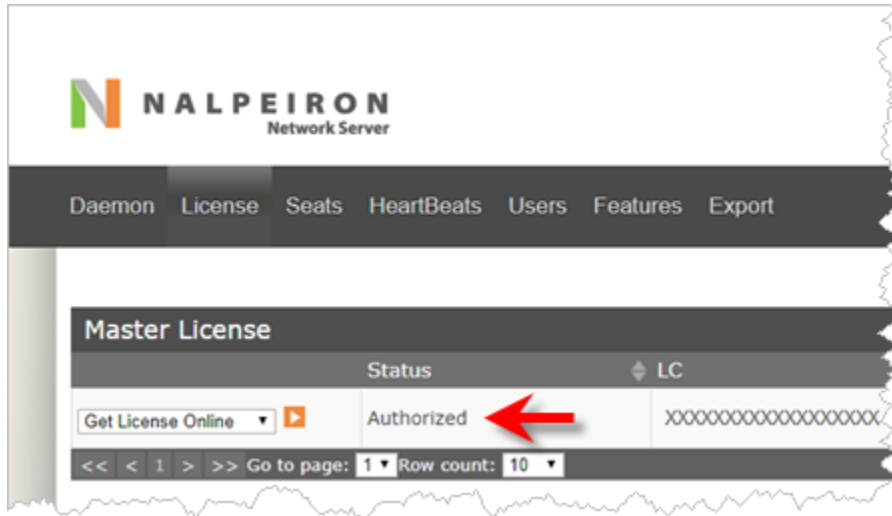
1. Click [License](#) from the menu, select [Get License Online](#) from the [Master License](#) dropdown, and press the orange arrow:



2. Enter the [Master License Code](#) you received from [MecSoft Corporation](#) into the dialog and press [Apply](#).

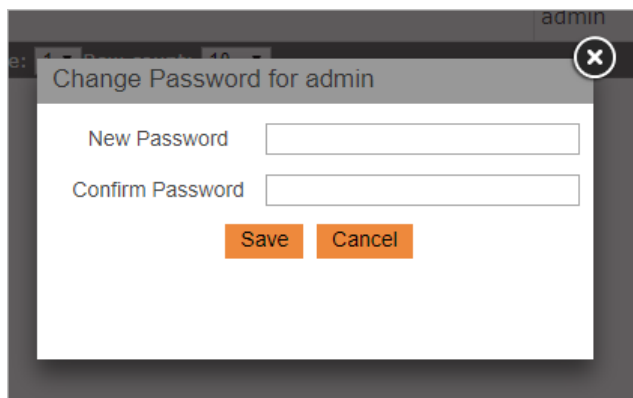
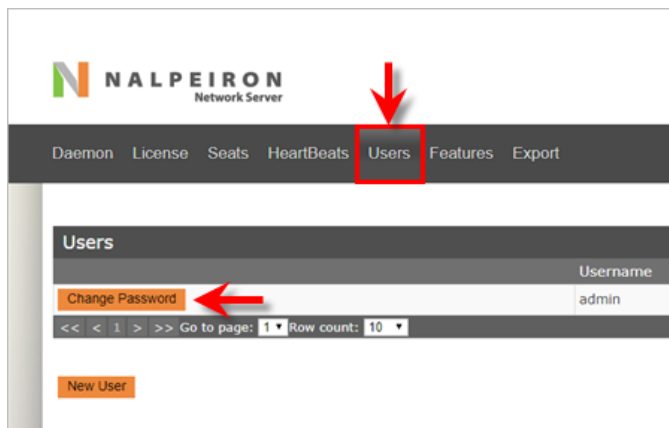


3. After successful authorization, you should see the [Status](#) of your [Master License](#) is [Authorized](#).



CHANGE THE ADMIN PASSWORD

Now that the license is installed, you can change the [Admin](#) password by navigating to [Users](#):



Note: If you change the admin password, remember to make a note of it.

STEP 3: INSTALL PRODUCT LICENSES

Now that you have the server installed and licensed, you need to add products to the server.

WHAT YOU NEED BEFORE PROCEEDING

MecSoft Corporation will send you a set of information you will need to enter into the Admin panel of the license server. You may receive one or multiple different combinations of information you will need to input.

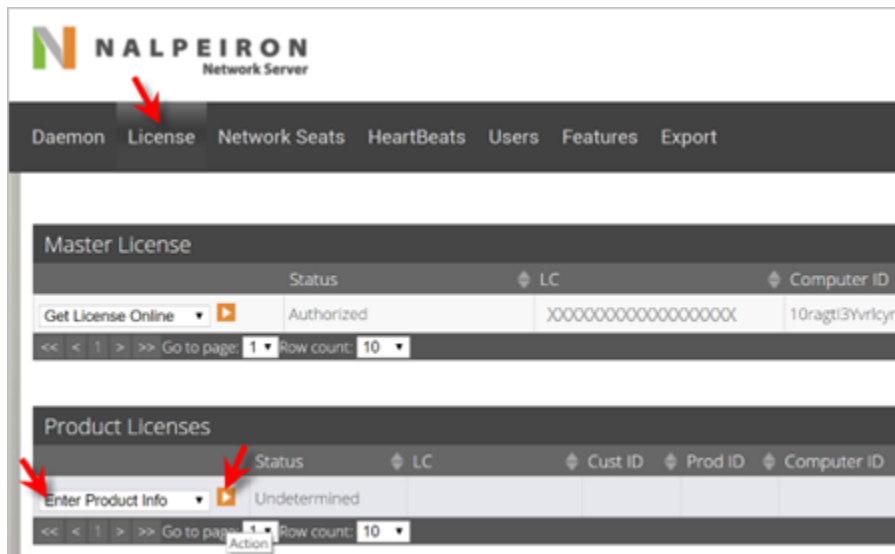
The data will look something like this:

CustomerID: #####, ProductID: #####, LicenseCode: ##### ##### ### #####

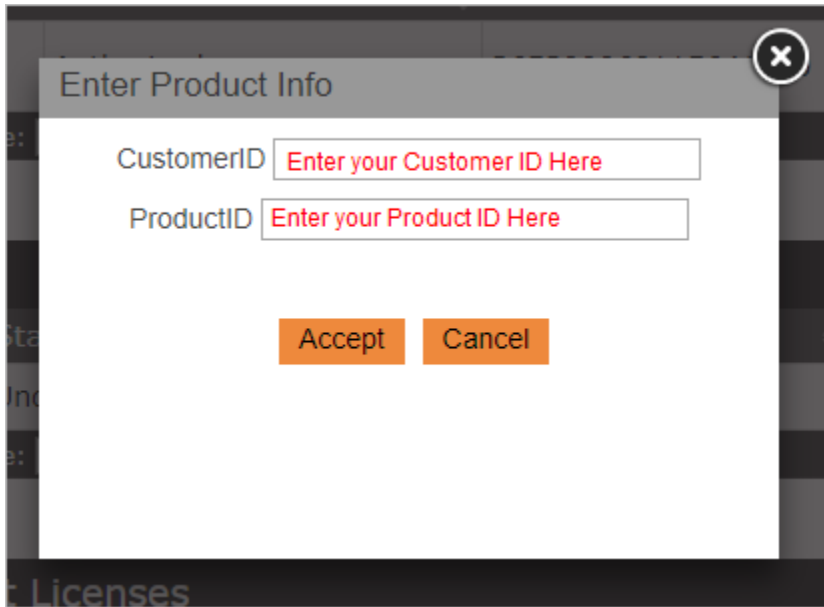
If you do not have this information, please stop here and contact support@mecsoft.com.

ADD A PRODUCT LICENSE

1. Log into the admin panel and go to the [License](#) page.
2. Under [Product Licenses](#), select [Enter Product Info](#) from the dropdown and click the orange arrow.

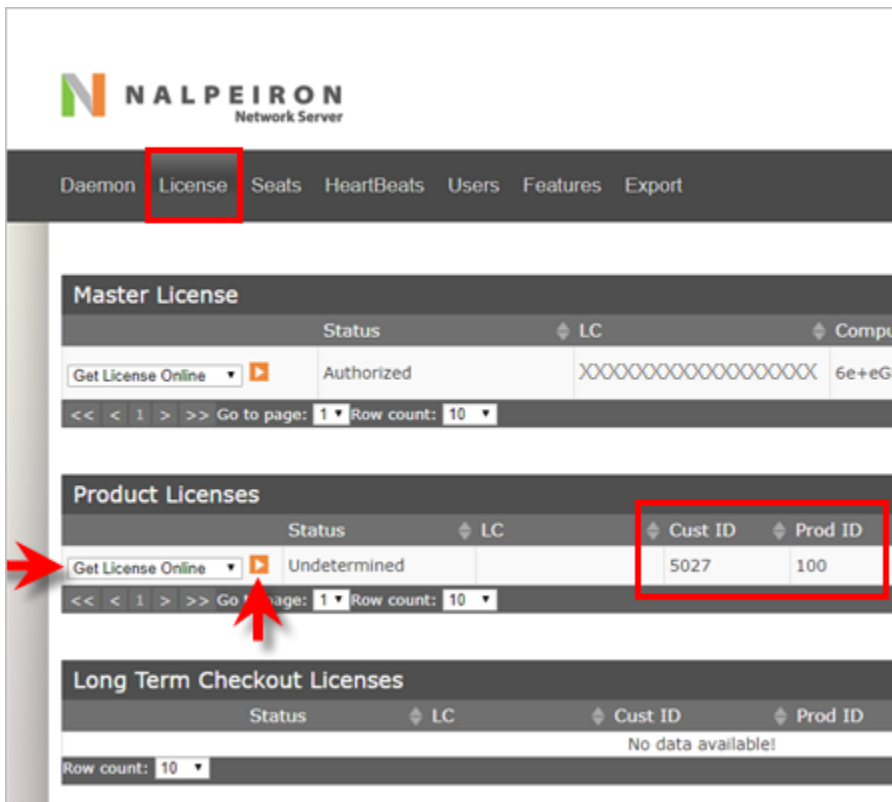


3. Enter the [CustomerID](#) and [ProductID](#) you received from [MecSoft Corporation](#) and press [Accept](#).

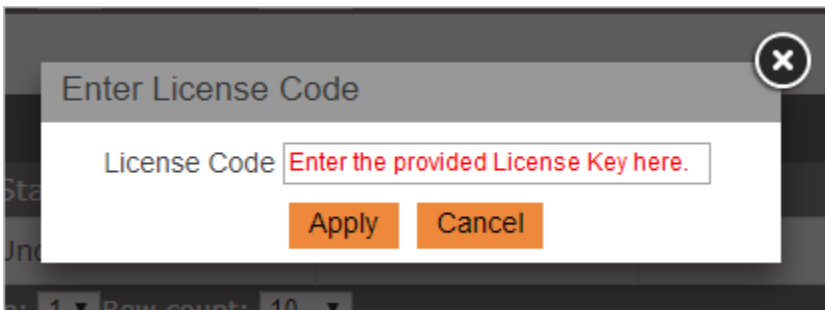


A new line should appear under [Product Licenses](#) that will have the [CustID](#) and [ProdID](#) populated.

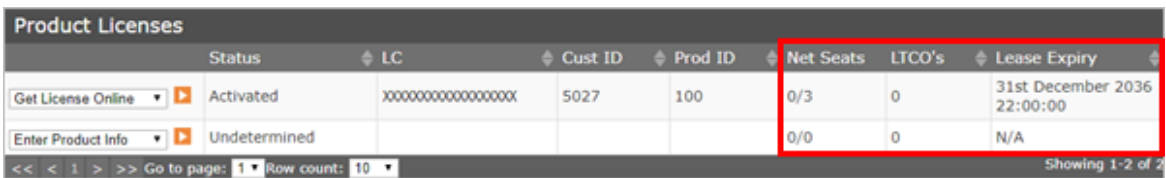
4. For that new line item, select [Get License Online](#) from the dropdown and click the orange arrow.



5. Enter the license key associated with the [ProductID](#) and [CustomerID](#) you received and pick [Apply](#).



6. Your license should be fetched, and will populate the [expiry](#), [Net Seats](#), etc.



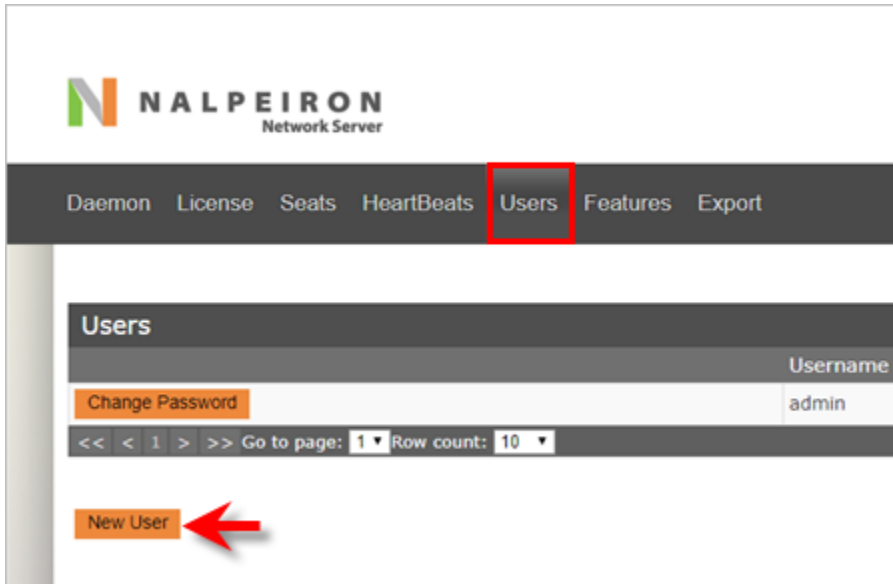
Status	LC	Cust ID	Prod ID	Net Seats	LTCO's	Lease Expiry
Get License Online ▶ Activated	XXXXXXXXXXXXXXXXXXXX	5027	100	0/3	0	31st December 2036 22:00:00
Enter Product Info ▶ Undetermined				0/0	0	N/A

7. You have now installed the license for a product. Please note the [Net Seats](#) value and ensure it seems correct. For example, if you purchased 5 seats of a product, this number should be 0/5. The first the number of seats currently checked out and the second is the total number of seats in your license.

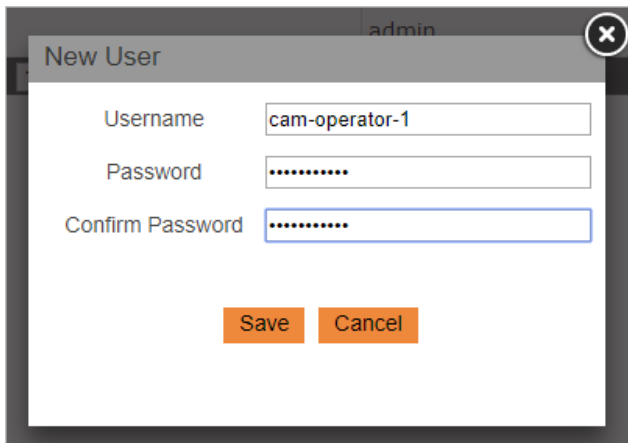
STEP 4: ADD ACCOUNTS FOR END USERS

Now that you have added a license, you need to add end user credentials.

1. In the [Admin](#) panel, select [Users](#).



2. Click [New User](#) and create a username and password for a user and pick [Save](#). Repeat this for each additional user you wish to create.



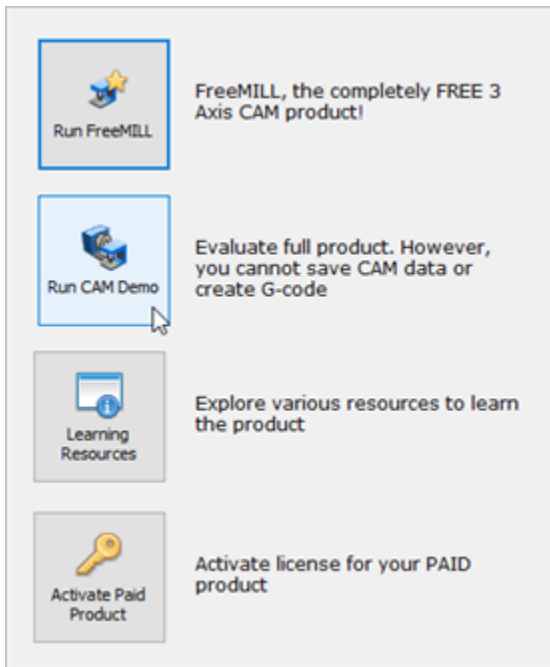
You can make this as secure or simple as you wish since all information transfer takes place on your network. Special characters are not supported.

3. Make a note of the username and password combinations you create in preparation for the final step.

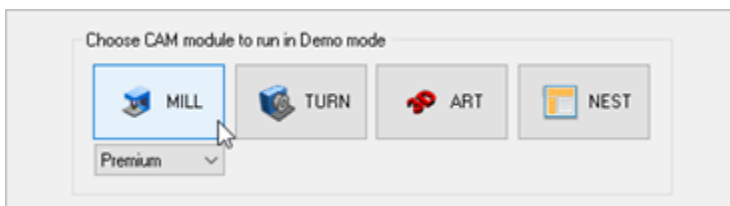
STEP 5: LICENSING CLIENT MACHINES

Now it is time to setup the client machines that will access licenses located on the [MecSoft Network License Server](#).

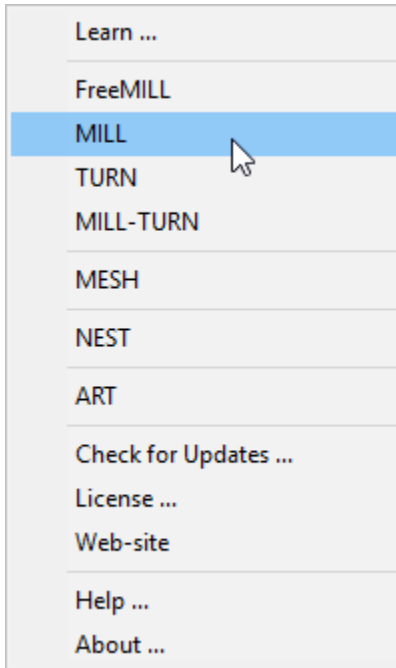
1. Install your [MecSoft CAM](#) application onto a client machine.
2. Start your [MecSoft CAM](#) application and select [Run CAM Demo](#) from the [Get Started](#) dialog.



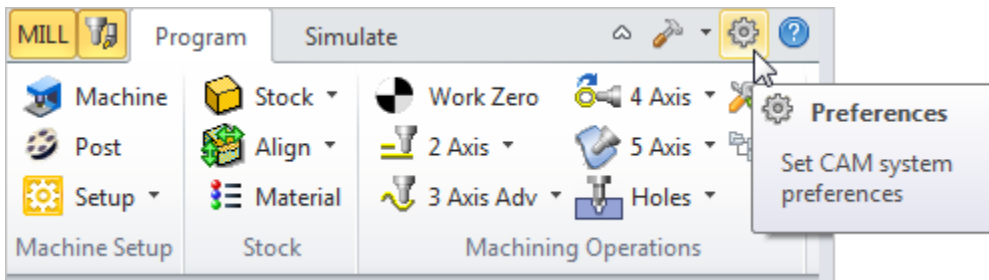
3. Select the [MILL](#) plugin application.



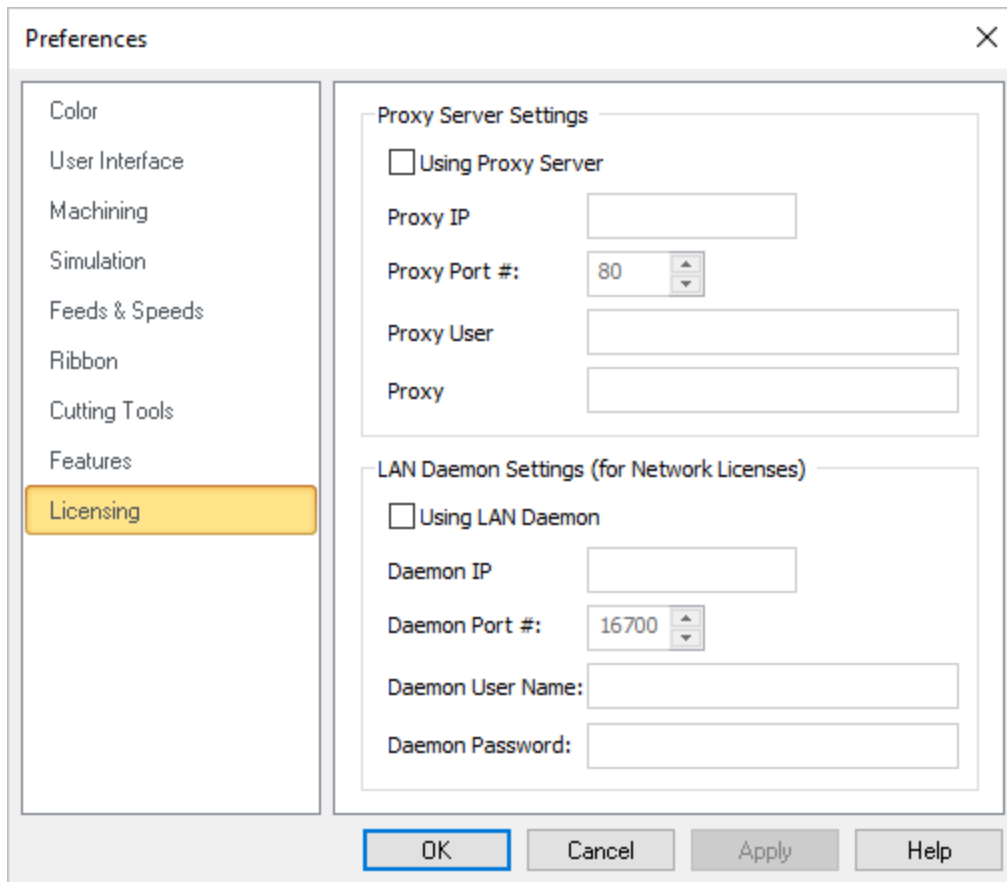
4. If the [MILL Machining Browser](#) is not displayed, select the [CAM](#) main menu and pick [MILL](#) to load the [MILL module Machining Browser](#).



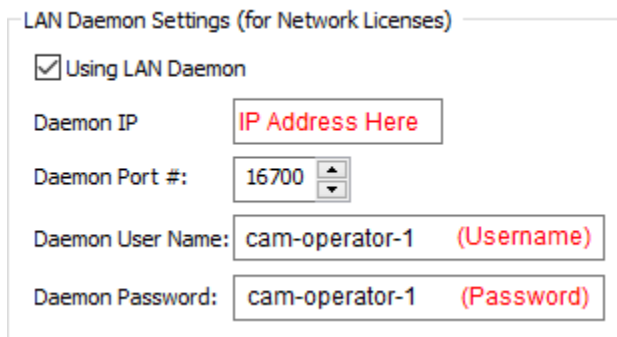
5. From the [Machining Browser](#) select the [CAM Preferences](#) icon.



6. Select [License](#) from the left side of the dialog to display the [Licensing Preferences](#).

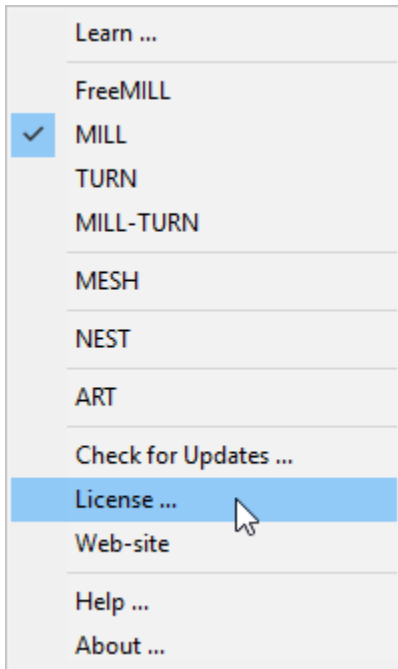


7. Check the box next to [Using LAN Daemon](#).
8. Enter the required information to access your [LAN Daemon](#) (network server). This information was created in [Steps 1 - 4](#). If you do not know the values for these fields contact your IT personnel to enter them or provide them to you.

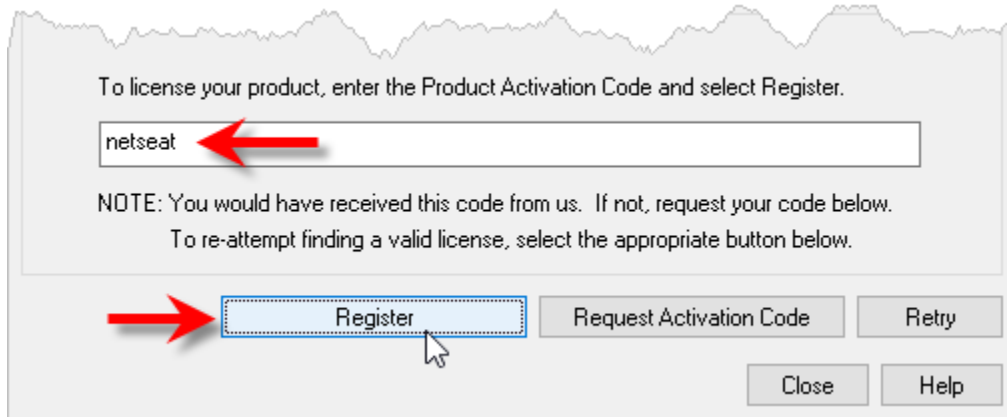


IMPORTANT! It is highly recommended that you record and save this Network License information in a safe location outside of the MecSoft CAM install path for future reference.

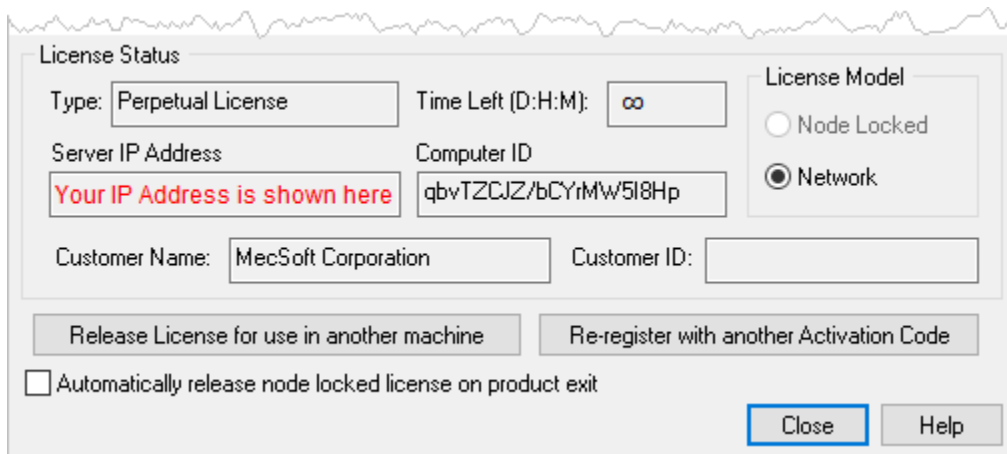
9. Pick **OK** to close the **CAM Preferences** dialog.
10. Now from the **CAM** main menu select **License**.



11. In the **License** dialog enter **netseat** in the activation code field and pick **Register**.



12. The product will retrieve a license from the [MecSoft Network License Server](#), activate and inform you that the activation as successful.
13. From the CAM main menu select License again and you can see your license status information.



14. If you go back to the [MecSoft Network License Server](#) you will see that this license is currently checked out (i.e., in use).

Product Licenses							
	Status	LC	Cust ID	Prod ID	Net Seats	LTCO's	Lease Expiry
Get License Online	Activated	XXXXXXXXXXXXXXXXXXXX	5027	100	1/3	0	31st December 2036 22:00:00
Enter Product Info	Undetermined				0/0	0	N/A

<< < 1 > >> Go to page: 1 Row count: 10 Showing 1-2 of 2

If the client machine is unable to checkout license from the license server refer to Troubleshooting section below for additional information.

TROUBLESHOOTING

Here are some troubleshooting tips and common error messages:

IF THE CLIENT CANNOT CONNECT TO THE LICENSE SERVER

If the client cannot connect to the [MecSoft Network License Server](#) it could be due to one of the following reasons

1. **The license server is turned off.**

Turn on the server and make sure the [MecSoft Network License Server](#) is running. Then from the [MecSoft Network License Server](#) console type **ifconfig -a** to verify your IP address (see [Step 1](#) for the procedure). Make sure this is the IP address entered into the [CAM Preferences > Licensing > Use LAN Daemon](#) dialog in your [MecSoft CAM](#) product (see [Step 5](#)).

2. **The client is not able to communicate to the server.**

Verify that you can login to the [MecSoft Network License Server](#) from the web interface. This process is described in [Step 2](#). After logging in verify that your [Master License](#) status says [Authorized](#). If it does not, repeat [2. Internet based setup of the Master License Key](#) until the status says [Authorized](#).

3. **All of the licenses are in use.**

Release one of your licenses before activating.

IF THE CLIENT CANNOT CONNECT TO THE LICENSE SERVER

If the client cannot connect to the [MecSoft Network License Server](#) it could be due to one of the following reasons

1. The license server is turned off.
2. The client is not able to communicate to the server.
3. All of the licenses are in use.

WHERE TO GO FOR MORE HELP

[You can find a video showing an example installation and implementation of the MecSoft Network License Server here.](#) Apart from the on-line help system you can download tutorials and projects from MecSoft Corporation's web site at www.mecsoft.com. These will help you get started with using MecSoft products.

If you need additional help, or if you have any questions, you may contact us via e-mail at support@mecsoft.com

MecSoft offers Online training as well as personalized full day training sessions. Please look up our website or email us at sales@mecsoft.com for further details

Please continue to visit our home page to learn about the latest product updates and any other help material.

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