



Silhouette RLM License Server Guide

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About Us

SilhouetteFX brings together the unbeatable combination of superior software designers and visual effects veterans. Add an Academy Award for Scientific and Technical Achievement, 3 Emmy Awards and experience in creating visual effects for hundreds of feature films, commercials and television shows and you have a recipe for success.

FLOATING LICENSE FAQ

Silhouette utilizes the Reprise License Manager (RLM) from Reprise Software for its floating license scheme.

- **The license server may not reside in a virtual machine unless you have purchased a Silhouette Floating License Server Dongle.**
- **The floating license server requires a standard TCP/IP network setup.**
- **The server may not be a DHCP client and must have a fixed IP address.**
- **The floating license server needs to be installed on a machine that has good uptime.**
- **The floating license server may not be installed on a laptop.**
- **The installation and maintenance of the floating license software requires proficient use of the terminal and ascii editing programs. It also requires use of various command line programs to perform diagnostics and license upgrades.**
- **A firewall on the server or client machines may result in non-connectivity.**
- **You may not use the floating license server over a VPN connection more than 5 kilometers from the server.**
- **The floating license does not allow you to work on a laptop disconnected from your server.**
- **Technical support is only available in English.**
- **The manuals are only available in English.**
- **There may be a charge to change license servers after a permanent license has been issued.**

RLM Host ID AND COMPUTER HOSTNAME

Once you have purchased the floating license option, a download link to the latest RLM License Utilities will be sent to you via email.

Before a Silhouette floating license can be generated, you will need to provide your RLM Host ID and Computer Hostname of the machine that you will be running the Silhouette RLM Floating License Server on.

Windows

- 1** Download and install the RLM License Utilities using the link provided in your email.
- 2** In the Windows Start Menu, type `cmd` in the Search programs and files text entry box at the bottom of the menu.
- 3** At the top of the menu, click on `cmd.exe`.
- 4** In the Command Prompt, change to the RLM License Utilities directory by typing: `cd C:\SFX\RLM` and hit Enter.
- 5** Obtain the RLM Host ID by typing: `rlmhostid ether` and hit Enter.
- 6** Get your computer hostname by typing: `rlmhostid host` and hit Enter.
- 7** Log back into your account, click on Request License Form and fill out the requested information.

Failure to do so will delay the fulfillment of your license.

Macintosh

- 1** Download and install the RLM License Utilities using the link provided in your email.
- 2** Open a Terminal window and navigate to the RLM License Utilities directory by typing: `cd /Applications/SilhouetteFX/RLM` and hit Enter.
- 3** Obtain the RLM Host ID by typing: `./rlmhostid ether` and hit Enter.
- 4** Get your computer hostname by typing: `./rlmhostid host` and hit Enter.
- 5** Log back into your account, click on Request License Form and fill out the requested information.

Failure to do so will delay the fulfillment of your license.

Linux

- 1** Download the RLM License Utilities using the link provided in your email.
- 2** To install, open a Terminal window and type: `cd /` and hit Enter.
- 3** Type: `sudo tar xvf /path to downloaded file/silhouette_RLM_v6.tar.gz` and hit Enter to install the necessary files.
- 4** Navigate to the RLM License Utilities directory by typing: `cd /opt/SilhouetteFX/RLM` and hit Enter.
- 5** Obtain the RLM Host ID by typing: `./rlmhostid ether` and hit Enter.
- 6** Get your computer hostname by typing: `./rlmhostid host` and hit Enter.
- 7** Log back into your account, click on Request License Form and fill out the requested information.

Failure to do so will delay the fulfillment of your license.

INSTALLING THE SERVER LICENSE FILE

Windows

Once you have provided both the RLM Host ID and computer hostname to us, a floating license will be sent via email.

- 1 From your license email, save the *sfx_server.lic* attachment in the C:\SFX\RLM directory.

Note: Your server license file will have your RLM Host ID appended to the beginning of the name.

- 2 From the Windows Start Menu > Settings, select Control Panel.
- 3 If you are using the Classic View, double-click on Administrative Tools.
or
- 4 If you are using the Category view, click first on Performance and Maintenance and then choose Administrative Tools.
- 5 Double-click on Services.
- 6 Scroll down to the Silhouette License Server entry.
- 7 Right-click on Silhouette License Server and select Start.

Macintosh

Once you have provided both the RLM Host ID and computer hostname to us, a floating license will be sent via email.

- 1 From your license email, save the *sfx_server.lic* email attachment to a location on your machine.

Note: Your server license file will have your RLM Host ID appended to the beginning of the name.

- 2 Copy the license file by opening a Terminal window and typing: *sudo cp /path to downloaded license file/sfx_server.lic /Applications/SilhouetteFX/RLM* and hit Enter.
- 3 Start the RLM license server by typing: *sudo SystemStarter start "Silhouette RLM License Server"* and hit Enter.

Linux

Once you have provided both the RLM Host ID and computer hostname to us, a floating license will be sent via email.

- 1 From your license email, save the *sfx_server.lic* email attachment to a location on your machine.

Note: Your server license file will have your RLM Host ID appended to the beginning of the name.

- 2 Copy the license file by opening a Terminal window and typing: *sudo cp /path to downloaded license file/sfx_server.lic /opt/SilhouetteFX/RLM* and hit Enter.
- 3 Start the RLM license server by typing: *sudo /etc/init.d/sfx_rlm start* and hit Enter.

CHANGING / UPDATING LICENSE SERVER FILES

Windows

- 1 From your license email, save the *sfx_server.lic* attachment in the `C:\SFX\RLM` directory.

Note: Your server license file will have your RLM Host ID appended to the beginning of the name.

If you are able to open a web browser, follow steps 2-3, otherwise skip ahead to steps 4-8.

- 2 In a web browser, go to `http://hostname:5054/`
- 3 Press the Reread/Restart button and then click the REREAD LICENSES button that appears.
or
- 4 From the Windows Start Menu, select Run.
- 5 Type *cmd* in the window that pops up and click OK.
- 6 In the Command Prompt, change to the RLM License Utilities directory by typing: `cd C:\SFX\RLM` and hit Enter.
- 7 Reread the new license file by typing: `rlmreread sfx_server.lic` and hit enter.
- 8 Confirm the server status by typing: `rlmstat sfx_server.lic` and hit enter.

Macintosh

- 1 From your license email, save the *sfx_server.lic* email attachment to a location on your machine.
Note: Your server license file will have your RLM Host ID appended to the beginning of the name.
- 2 Copy the license file by opening a Terminal window and typing: `sudo cp /path to downloaded license file/sfx_server.lic /Applications/SilhouetteFX/RLM` and hit Enter.

If you are able to open a web browser, follow steps 3-4, otherwise skip ahead to steps 5-7.

- 3 In a web browser, go to `http://hostname:5054/`
- 4 Press the Reread/Restart button and then click the REREAD LICENSES button that appears.

or

- 5 Open a Terminal window and navigate to the RLM License Utilities folder by typing: `cd /Applications/SilhouetteFX/RLM` and hit Enter.
- 6 Reread the new license file by typing: `./rlmreread sfx_server.lic` and hit Enter.
- 7 Confirm the server status by typing: `./rlmstat sfx_server.lic` and hit Enter.

Linux

- 1 From your license email, save the `sfx_server.lic` email attachment to a location on your machine.
Note: Your server license file will have your RLM Host ID appended to the beginning of the name.
- 2 Copy the license file by opening a Terminal window and typing: `sudo cp /path to downloaded license file/sfx_server.lic /opt/SilhouetteFX/RLM` and hit Enter.
If you are able to open a web browser, follow steps 3-4, otherwise skip ahead to steps 5-7.
- 3 In a web browser, go to `http://hostname:5054/`
- 4 Press the Reread/Restart button and then click the REREAD LICENSES button that appears.
or
- 5 Open a Terminal window and navigate to the RLM License Utilities folder by typing: `cd /opt/SilhouetteFX/RLM` and hit Enter.
- 6 Reread the new license file by typing: `./rlmreread sfx_server.lic` and hit Enter.
- 7 Confirm the server has started by typing: `./rlmstat sfx_server.lic` and hit Enter.

CLIENT LICENSING

In order to connect to your license server, you will need to know the port number and hostname or IP address. This information is entered into the Silhouette Activation window > Advanced Options > License Server field.

Note: Please contact your system administrator if you do not know the port number and hostname or IP address. Silhouette ships with a default port of 4313, but you would use a different port number if you have defined a custom port.

Floating License Installation

1 Start Silhouette.

A dialog box pops up.

2 Select Advanced Options and click Next.

3 In the License Server field, type your port@host information and press Finish. Examples of how to enter the port@host would be 4313@big-server or 4313@192.168.1.50.

Note: Silhouette now checks the SFX_LICENSE_SERVER environment variable before checking the state of the Advanced Options > License Server entry. If you have a large number of client machines that connect to a floating license server, you can now set the SFX_LICENSE_SERVER environment variable with the port@host as the value. Doing this will eliminate the need to enter the port@host in the Advanced Options window for each client machine.

ADVANCED CONFIGURATIONS

Advanced floating license information and custom configurations can be obtained by referring to the **Advanced RLM License Server Guide** located on the license server download page.

