

PF **Lic**TM

Version 2.0 Manual

www.thepixelfarm.co.uk

PFLic™ v2.0 - License Manual

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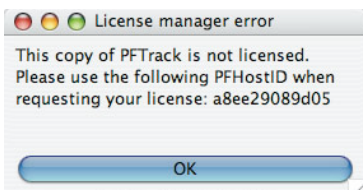
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Licensing In Depth

Introduction

All Pixel Farm software requires a license in order to run. Our professional applications use a flexible licensing scheme allow users to run one, or several copies of the software on any operating system you choose. Our licenses use a '**Host ID**' to identify the machine the software is installed on. License's can allow the software to run only on the machine it is installed on or on any machine on your network. These different types of license are explained below. In order to obtain a license you first need to find your Host ID. The easy way to do this is to install your software and then try and run it. You will be given an error message like the one below that shows the Host ID of the machine you are using.



If, however you are not able to, or do not which to install the software on that machine, as may be the case with a License Server, we do provide a small application that will just show your Host ID. This can be downloaded from our web site.

We also provide the option to install a hardware lock or a '**Dongle**'. This is a USB device that effectively acts as the machines Host ID. It still requires a license but has the advantage of allowing you to run the software on any machine that has the Dongle connected.

Why Have Licenses?

The easy answer to this is so you have to pay us. To use Pixel Farm software, a license is required. Most users will run their software on a single machine with the license installed on that machine. This is known as a 'Node Locked' license as it is tied to that machine. If you move your software to a new machine it will not run. In this case you would need to obtain a new license. In larger installations users will receive their license from a license server. This is known as a 'Floating' license. The license server is simply a machine on the network that contains a number of licenses to which the software on client machines point. The advantage of this system is that the software can be installed on any number of machines with any machines running the software up to the number of license on the server. To add more licenses it is a simple matter of obtaining new licenses. This manual will provide the information you need to license Pixel Farm software and how to setup the license server.

Important Note: Licence can change from one version of an application to the next for example, PFTra ckVersion 3.0 requires a different license than older versions. If you are upgrading your software, you may need to obtain a new license.

License.txt

In most cases a node locked license string is sent to you via email as a .txt file; you will need to copy this file to one of the locations shown below. The license is correctly formatted when it arrives and should just be saved into the location detailed. It is important that the long string at the end of the license has no extra formatting or carriage returns as this will prevent your software from running. If you in doubt open the license in an application that allows you to view non printing characters and remove any if they appear.

The license may contain a number of 'features'; these are the licensed components you have purchased. A typical node locked license will look like this:

```

FEATURE PFTrack 3.0
{
  hostid=a8ee29089d05
  start=10-mar-2005
  expire=24-dec-2005
  name="Fred Bloggs"
  company="The Pixel Farm"
  issuer="The Pixel Farm"

192A1BECB340E2B9276C5A1DEDC9D2725BF8973ABF562ABA26A54D6042F82487E
E44A17F48A040E31F3432427ACB6C1BEFFE6BD50406711921726FFB0FE2F23A3E
F67F80FA79B25FE1F35A4411EA41E0DEF57F3F9B3FB26F4F11F353265CA3D8DD2
0A4FC86B32F7CC85D2699AFDC7B1382ED6FD35983931CA8E66963F321CCA1
}

```

In the case of a floating license the license is somewhat different, as the main license is located on the machine running the license server and contains a 'count' line. This tells the license server how many copies of any feature it can check out at any one time. A count of 5 would allow 5 copies of the software, or the feature, to be run at any given time. The 'license.txt' file on the client machines is also different as this just contains a server line and is not part of the license string. It tells PFTrack and other Pixel Farm products where to find the license server.

```

SERVER 10.0.1.1

FEATURE PFTrack 3.0
{
  hostid=b31a2918n60a
  count=10
  start=10-mar-2005
  expire=24-dec-2005
  name="Fred Bloggs"
  company="The Pixel Farm"
  issuer="The Pixel Farm"

192A1BECB340E2B9276C5A1DEDC9D2725BF8973ABF562ABA26A54D6042F82487E
E44A17F48A040E31F3432427ACB6C1BEFFE6BD50406711921726FFB0FE2F23A3E
F67F80FA79B25FE1F35A4411EA41E0DEF57F3F9B3FB26F4F11F353265CA3D8DD2
0A4FC86B32F7CC85D2699AFDC7B1382ED6FD35983931CA8E66963F321CCA1
}

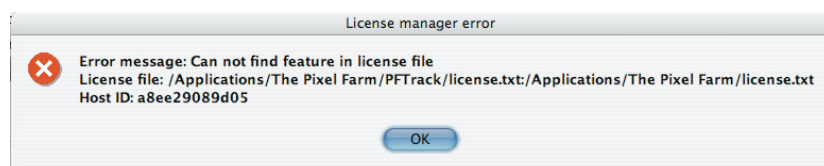
```

The above license file has both a server line and the license string, so it is not only running PFTrack but also PFLic, the Pixel Farm license server. If the license server were running on another system, the only line necessary on the system running Pixel Farm software would be the server line.

Within the license.txt file on the system running an application, you must have the line:

SERVER hostname

The server line tells The Pixel Farm products where to find PFLic, the Pixel Farm's license server on your network. 'hostname' is the location of the machine running the license server PFLic, which can be specified either as the fully qualified hostname, e.g.



frog.thepixelfarm.co.uk, or by IP address, e.g. 192.0.1.2. If PFLic is running on the same system as your application then you can also use 'localhost' as the hostname. If you try to start an application without a license or if the application cannot find the license server on the network then you will get an error window like the one above.

License File Locations

All the Pixel Farm products use the same license file no matter what platform you are running; this does not cause any problems as multiple products can coexist happily together in the same license file. The default file name used by The Pixel Farm is 'license.txt'. Below are the default locations of the license.txt files on the different operating systems.

Mac

For Mac OS X systems, the license is stored in:
`/Applications/The Pixel Farm/license.txt`

Windows

For Windows systems, the license is stored in:
`C:\Program Files\The Pixel Farm\license.txt`

IRIX

For IRIX systems, the license is stored in:
`/var/thepixelfarm/license.txt`

Linux

For Linux systems, the license is stored in:
`/var/thepixelfarm/license.txt`

Note: If any of these directories do not exist when you are installing your license, you will need to create them. If you wish to specify an alternative location for the license file, set the environment variable 'PIXELFARM_LICENSE_FILE' to point to the appropriate location.

PFLic License Server

The software The Pixel Farm use as a license server is called PFLic. There are four versions of PFLic, one for each supported operating system. Since the licenses are served by PFLic, it is possible to have one version of PFLic serving licenses to one or more of the different versions of PFTrack, for example. As The Pixel Farm will not know which flavour of PFLic you require, it is provided separately to your main application. To set up the license server you first have to decide on which computer the license server is to reside, and then run The Pixel Farm's PFHostID program on that computer. PFHostID checks through your system and creates a unique host identity; it is this HostID you need to send to *license@thepixelfarm.co.uk*. In return, you will be sent a license for the machine you have identified as being the license server.

Starting PFLic

To install and run PFLic you need to be logged into the root account (or Administrator on Windows). Once PFLic has been installed you will have to install the license string before trying to start the license server.

Note: The license server only looks at the license.txt file whilst starting, therefore if you make any changes to the license.txt file, or the path to the license file, you have to stop and restart the license server for those changes to take effect.

Starting the server on Mac

To start the license server on OS X, type in a terminal:

```
SystemStarter start PFLic
```

You can stop the license server by typing:

```
SystemStarter stop PFLic
```

Note: During installation, the server is configured to start at reboot. The installer does not start PFLic.

Starting the server on Windows

On Windows, you can start the license server using the system services;

Start->Settings->Control Panel-> Administrative Tools->Services.

Within the services list, the server is called 'Pixel Farm License Server'. From the Action menu you can start and stop the server.

There is also a 'Pixel Farm License Server' entry in the Control panel. This allows you to specify the location of the license file. In the screen shot, you can see that the location of the license file is:

```
C:\Program Files\The Pixel Farm\license.txt
```

Using the 'Add' button at the bottom of the settings dialog, you can add a new license file location. If you select one of the license paths, you can edit the path to the license file by selecting 'Edit'. If a path is no longer needed, you can remove it from the listing by pressing 'Remove', after first selecting it from the list. Any modifications to the license file paths will only take effect once you start or restart the PFLic server.

Once the license has been copied to the license file and the path set correctly to where the license file(s) can be found, the last thing you need to do is start the license server. It is only necessary to start the server by hand this time, as it will be started automatically after a reboot.

Starting the server on IRIX

To start the license server on IRIX type:

```
/etc/init.d/pflic start
```

You can stop the server by typing:

```
/etc/init.d/pflic stop
```

During installation a chkconfig is created so you are able to enable and disable the license server by typing:

```
chkconfig pflic {on|off}
```

Extra configuration options can be found in the file:

```
/etc/config/pflic.options
```

The server is enabled by default during installation, but is not started.

Starting the server on Linux

To start the license server on Linux type:

```
/etc/init.d/pflic start
```

You can stop the server by typing:

```
/etc/init.d/pflic stop
```

During installation, a chkconfig is created so you can enable and disable the license server by typing:

```
/sbin/chkconfig pflic {on|off}
```

Extra configuration options can be found in the file:

```
/etc/sysconfig/pflic
```

The server is enabled by default during installation, but is not started.

Using A Dongle

You can purchase a Dongle for use with any of our software and this has the advantage of allowing you to move your software from one machine to another, without needing a license server. The software will look to the Dongle for its Host ID when one is installed and as long as the license that corresponds to the Host ID is installed in the correct location the software will run. You can therefore install your Dongle license and software on as many machines as you like.

You may have to install a driver before your system will recognise the Dongle. The download location for the latest drivers can be found on the Q & A section of our web site.

License Problems

The Pixel Farm's licensing system is very robust and there are few things that can go wrong with a license. The license provided to you will be correctly formatted and you should be able to just copy it to the correct location. In general, as long as the information is held within the curly brackets {} then there should not be any problems.

If you have multiple Pixel Farm products you will have a number of license strings. A string is the text you need to activate an application or feature. One thing that can go wrong is if you put one license within the brackets of another. This will cause an error because of the two opening brackets.

The license key itself (the string of odd characters at the end of the license string) is a hexadecimal number with the letters in capitals. The only letters used are A, B, C, D, E and F, so '0' is a number zero and not a capital letter 'o'. You must also ensure that this string is not split over multiple lines.

Note : Be careful using TextEdit or Wordpad etc. as the default mode is generally RTF (Rich Text Format) which can place more encoding into the license.txt file than PFLic can cope with. From within the preferences it is possible to set your text editor to use plain text.

The license performs a number of checks at start up including relative date checks. If your system clock is set incorrectly or altered after you have installed your software it is likely you will get an error message and your software will not work. To avoid this ensure your system clock is correct before installing any software and your license.

The most common error is 'Feature Not Found'. In this case you may be trying to run a component that is not licensed or in the case of a license server the client machine can not see the license server. First check you have the licensed feature in your license.

It is also important that your client machines can see the server and are not being blocked by a Firewall. If you have a Firewall installed PFLic uses port 8070 and this should be enabled to allow server client communication.

If you try and run more copies of the software than you have licenses for on your license server, you will get the error message 'Too many licenses'. In this case just quit a copy of the software on another machine before restarting it on your machine.