

## Licensing Options

When a multi-user license of a Design Simulation Technologies (DST) product is purchased, it may be configured in one of two ways either as multiple node-locked licenses, or as multiple floating licenses. This decision must be made at the time of ordering the software, and while it can be changed after a purchase is complete, it is difficult to do so.

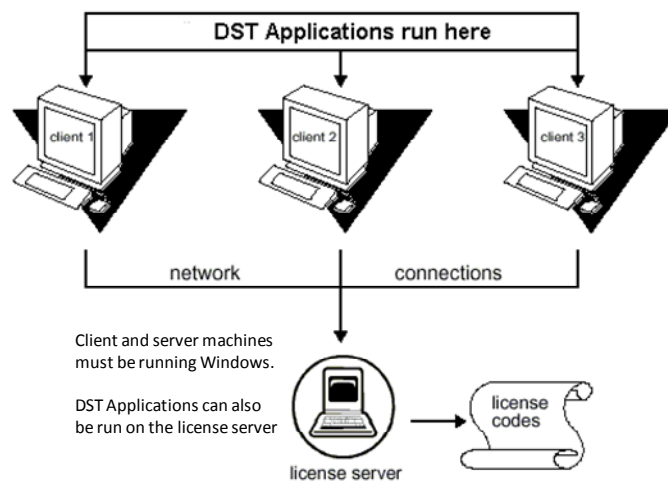
### Node-locked licenses

A node-locked license allows the software to be used on a single, identified computer. Purchasing a multi-user license and configuring it as node-locked will result in the ability to install and activate the software on N computers, where N is the number of licenses purchased. For example, if a 10 user license is purchased, it can be installed and activated on 10, and only 10 computers, it cannot be activated on any additional computers. However, an activated license can be revoked and that license reactivated on another computer.

The advantage of this type of licensing is that the client computer does not need to be connected to a network once the software has been activated. The disadvantage is that a single license can only be used on a single computer.

### Floating License

A multi-user license configured as a floating license allows multiple client computers to access the software. This configuration requires the use of a license server, which is a computer that runs special software to manage the licenses. The license server must be connected via a network to any client computer that will attempt to run the DST software. The license server grants licenses to clients as long as the number of clients using the software is less than or equal to the number of licenses purchased.



For example, if a 10 user license is purchased, it can be installed on any number of computers but at any one time, only 10 computers may be simultaneously using the software. If an 11<sup>th</sup> computer attempts to run the software, the license server will not be able to provide a license and the software will not run.

When one of the other computers exits the software application the license will be returned to the license server and then another computer may start the software and obtain the license.

The advantage of this type of licensing is that the investment in a license can be amortized over more computers and usage. The disadvantage is that a client attempting to use the software must be connected via a network to the license server. License servers must also be maintained.

**Important:** *The client software purchased under a multi-user license (node-locked or floating) can only be installed and used at a single geographic location. The licenses cannot be split or shared among different locations. For example, if an institution has two campuses, and it desires to use 10 seats of DST software at each campus, it cannot purchase a 20 user license and split it between the two campuses. It must purchase a 10 user license for each campus.*

### Summary

The table below summarizes the advantages and disadvantages of each method of licensing.

Type	Advantages	Disadvantages
Floating	<ul style="list-style-type: none"> <li>• Users can share any number of software licenses between multiple workstations</li> <li>• When a user closes the application, the license is released back to the central pool so it can be checked out by another user.</li> </ul>	<ul style="list-style-type: none"> <li>• Possibility of workstation crashes and temporary network outages.</li> <li>• Cannot work on laptop away from the network.</li> <li>• Does not work when environment or operating system is blocking socket or network activity.</li> </ul>
Node-locked	<ul style="list-style-type: none"> <li>• Does not need to connect to a license server. Can be used off site where no connection to the network is available.</li> <li>• No need for a dedicated license server.</li> </ul>	<ul style="list-style-type: none"> <li>• A license must be purchased for every computer where the software is to be run.</li> </ul>

### **License Server Technical Details**

The license server software used by DST for all of its products is called [Sentinel RMS](#) produced by Safenet, Inc. DST products require that the license server be version 8.2.3 or later. If an institution is already using Sentinel RMS for other applications, the DST licenses can be added to the existing license server provided the license server software is version 8.2.3 or later.

The Sentinel RMS license server runs as a system service on Windows 2000, XP, Vista, Windows 7, Server 2003 and Server 2008. The license server runs on either the 32-bit or 64-bit versions of these operating systems. The Sentinel RMS license server must not be installed on a virtual server.

The license server is also available for Linux and Macintosh computers, but these installations require the support and prior approval of DST. Please contact DST sales or technical support if you are considering using the license server on a non-Windows computer.