

## License Server Installation

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

## 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 `lsrldown` 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 `lsrldown`.

## 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 >**