



## What is floating license?

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Floating license is very useful for corporate or academic usage when amount of peoples who use 3D-Coat is more than amount of licenses. With floating license you need to run special software FServer on your server and enter there your serial number that you have purchased. Serial number corresponds to N licenses. You may install 3D-Coat on as many computers as you wish and enter there ip\_address:port as serial number. But you will be able to run 3D-Coat only on N computers simultaneously.

## Floating licenses exchange

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We propose to exchange usual node (user) locked licenses on floating licenses at rate 3 node locked = 2 floating. Other way is to upgrade existing licenses paying the price difference. For example you have 11 node-locked licenses. You may get 6 floating licenses and upgrade 2 rest licenses (349\$ for 2 licenses) and get 8 floating licenses at all. Links to exchange/upgrade will be provided soon. The price for additional floating license is 1.5 x price of usual license (523\$).

In the case of academic institutions that use 3D-Coat just for teaching exchange will be performed for free.

## Requirements

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You need at least 3D-Coat 3.5.19A to be able to use floating license [in latest revision, FServer 1.1]. You may download latest update at the download page

<http://3d-coat.com/download/>

or latest beta version from

<http://www.3d-coat.com/forum/index.php?showtopic=6634&st=0>

You need any Linux or Windows PC (XP or later) with access to internet to install floating server (FServer). If you can't provide internet access, please read the section "Offline licensing".

# How to install “FServer” under Windows

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Extract the package <http://www.3d-coat.com/~sergyi/3D-Coat-FServer.zip> Run the GUI version of 3D-Coat license server “FServer.exe”. Enter your serial number and click “Restart Server” button. This generates plain text file “license.dat” with serial number within “3D-Coat-FServer” folder. This file will be used by the Windows Service version of “FServer”. You can point 3D-Coat client to the license server by entering IP:PORT of the license server instead of the client serial (for example 127.0.0.1:8888).

It is convenient to run “FServer” as Windows Service, because it will stay running autonomously after logging off the user from the server. To do so enter in Command Prompt:

**>cd 3D-Coat-FServer**

**>FServer\_Service install**

This command installs “FServer” to the Windows Service Control Manager (right-click My Computer > Manage > Services and Applications > Services > 3D-Coat: FServer 1.1).

**>FServer\_Service start**

This starts the “FServer” service manually. It automatically starts after system boot.

**>FServer\_Service stop**

Stops the “FServer” service.

**>FServer\_Service delete**

Stops the “FServer” service and deletes it from the Windows Service Control Manager.

Please refer to the section “Linux & Windows environment variables” for “FServer” tweaking options.

# How to install “FServer” under Linux

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Let’s assume we extract the package <http://www.3d-coat.com/~sergyi/3D-Coat-FServer.tar.gz> within “/home/UserName” folder. Double click “/home/UserName/3D-Coat-FServer/fserver” executable to run GUI version of “FServer”. Enter your serial number and hit “Restart Server” button. This generates plain text file “license.dat” with serial number within “3D-Coat-FServer” folder. This file will be used by the console version of “FServer”. You can point 3D-Coat client to the license server by entering IP:PORT of the license server instead of the client serial (for example 127.0.0.1:8888).

It is convenient to run “FServer” as daemon, because it will stay running autonomously after logging off the user from the server. To do so enter in Terminal:

**>cd 3D-Coat-FServer**

**>./fserver\_console daemon**

This starts the daemon and creates plain text file “/home/UserName/3D-Coat-FServer/fserver\_console\_daemon.pid” with process identifier. Because identifier of the daemon process is known, we can query the list of connected users by entering in Terminal:

**>./fserver\_console list**

We can stop the daemon by entering in Terminal:

**>./fserver\_console stop**

The last command stops the daemon and removes the file “/home/UserName/3D-Coat-FServer/fserver\_console\_daemon.pid”, because process identifier is no longer valid.

To auto start the server in Linux Ubuntu you could select “System>Preferences>Startup Applications”, click “Add”, and enter “Name: FServer”, “Command: /home/UserName/3D-Coat-FServer/fserver\_console daemon”.

Linux & Windows environment variables	
COAT_FSERVER	Points 3D-Coat client to the license server. Contains IP:PORT of the license server. \$export COAT_FSERVER=127.0.0.1:8888 >set COAT_FSERVER=127.0.0.1:8888
FSERVER_LOGFILE	Contains absolute path and name of alternative log file. \$export FSERVER_LOGFILE=/home/UserName/Documents/My.txt >set FSERVER_LOGFILE=C:\Documents and Settings\UserName\My Documents\My.txt
FSERVER_LICPATH	Overrides location of the license files (license.dat, port.dat, proxy.dat). It can contain absolute, relative, or even non-existent path. The trailing slash is optional. \$export FSERVER_LICPATH=/home/UserName/Documents/FServer/License >set FSERVER_LICPATH=C:\Documents and Settings\UserName\My Documents\FServer\License

Linux environment variables	
FSERVER_PIDFILE	Overrides the pathname of the “fserver_console_daemon.pid” file. \$export FSERVER_PIDFILE=/home/UserName/Documents/My.pid

## Notes for Linux users

3D-Coat and GUI version of FServer are GNOME applications. Therefore the environment variables should be defined globally to GNOME. You can edit appropriate script files by entering in Terminal:

\$gedit .profile (Ubuntu)

\$gedit /etc/profile (CentOS)

Variables that were defined in “.bashrc” file will not be visible to GNOME applications.

# Proxy server setup

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**FServer** attempts to connect to **3d-coat.com** sometimes using port 80 (HTTP). In general it needs to be able to connect server at least once per run. If your server has access to internet via proxy you may specify proxy parameters using “**Proxy**” button. Other way is to create file **proxy.dat** manually in the same folder as **FServer**. It should contain 4 lines without any extra data

**Proxy\_address**

**Proxy\_port**

**Proxy\_username**

**Proxy\_password**

If some field is empty, leave it empty.

You may also specify serial number and port **manually** without calling GUI. In this case **fserver** may exist in protected or read-only location. Create file **license.dat** and place serial number there (without any extra characters, file size should be 27). You may place custom port number to the file **port.dat**

## Accessing floating license on client's side

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In 3D-Coat's registration dialog you should enter

**server\_name:port**

or

**server\_ip:port**

instead of serial number, for example **192.168.3.237:9876**

If need you may enter server ip address and port without 3D-Coat's GUI. Create file **floating.dat** in 3D-Coat's folder and place **server\_ip:port** there without any extra characters there.

After creating file **floating.dat** you may copy installation folder of 3d-Coat to multiple locations instead of direct installing. This will simplify installing on multiple computers.

## Offline licensing

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If it is impossible to provide internet connection for **FServer** we will provide other solution as exception. In this case we will send special serial number. You will need to uninstall previous license (press Uninstall license or delete **license.dat**), press install license, enter new serial number (or create **static.dat** in the folder where license.dat should be and place new serial number there). Usually we may provide offline licensing if you own 5 or more floating licenses. If you want to upgrade offline license count you should just buy additional licenses (not upgrade) and contact [support@3d-coat.com](mailto:support@3d-coat.com). We will send you special serial number. You should place this new serial number that looks like FLTXXX-... in the file static.dat in next line after previous serial number. In so way static.dat will look like

FLT002-...

FLT003-...

In this case FServer will accept 2+3=5 licenses.

## Monitoring FServer

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FServer has internal web-server that allows you to see it's state on any PC that has access to server. Just type **http://ip\_address:port** (example - **http://192.168.2.100:7658** ) to get statistics of floating server that includes server connection status, number of licenses, number of used licenses, remaining licenses, list of connected clients and FServer version. You may also get log of FServer if you will type in browser **http://ip\_address:port/log** (example - **http://192.168.2.100:7658/log** ). Only last 50 kb of log file will be shown in so way. You may look whole log.txt in the folder where fserver is.

### Separating changed data from installed files to share data between users

Other possibility (optional, just for convenience) is to separate 3D-Coat's installed files and files that was changed during the work so that you may place 3D-Coat installation files to protected or read-only location. Install 3D-Coat to any location (even protected or user-dependent). After that you should create file **coat\_data\_path.txt** in the same folder as executables or define environment variable **COAT\_FILES\_PATH**

that will point to the location of changed data files. Path should be ended with slash "/" . License file should be placed in the same folder as all data files. In this case all changed files will be written to new location but if installation location is read only you will not be able to delete any folders or files (like initial brushes, materials, strips, models) of initial installation inside 3D-Coat's shell. If you will not create file ***coat\_data\_path.txt*** or define variable ***COAT\_FILES\_PATH*** then 3D-Coat will use ***3D-CoatV3*** folder in User's folder under any OS.

## Change log

### 1.1 Changes:

- web interface to see statistics and log
- if client exits FServer will see it immediately, without waiting 2 min
- potential deadlock fixed in Win GUI version
- names of clients will be displayed instead of strange hex numbers