Perceptive Content Licensing

Advanced Design and Setup Guide

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Documentation Notice

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What is the licensing process?

To license your Perceptive Content system, you need server hardware node licenses, a Perceptive Content Server license, and client licenses. The client licenses vary based on the applications incorporated into your Perceptive Content system.

In Perceptive Content, each server computer running Perceptive Content Server requires a hardware node license. The hardware node license is node-locked to the specific server computer by specific information about the computer. Additionally, a Perceptive Content Server license is required to run concurrently with the server hardware node licenses. Only one Perceptive Content Server license is required, regardless of the number of server computers you are using.

A License Group ID (LGID) is created with the Perceptive Content Server license, and all other licenses that connect to the server must have the same LGID. The LGID is a unique, random number that has no dependencies on hardware or software keys. In Perceptive Content 7, the LGID replaces the MAC address to bind the different Perceptive Content licenses together. Your remaining licenses, such as client licenses, are created based on the LGID. A system fingerprint (SYSFP) file contains the LGID and all necessary system information required for the licensing process.

If you change your hardware, the Perceptive Content Server license becomes invalid and you must obtain a new Perceptive Content Server license. Also, if you move your Perceptive Content Server to a different server computer, you must provide an updated SYSFP file and obtain a new Perceptive Content Server license. Since the LGID remains the same for your new license, all of your other licenses are unaffected.

What is a system fingerprint?

A system fingerprint (SYSFP) file contains all necessary system information required for Perceptive Software to generate valid licenses for an installation.

The system fingerprint is an encrypted data file that contains information about every computer that is registered in your Perceptive Content installation. It lists the computer name, hardware fingerprint, license status, and registration time for each computer. The system fingerprint also contains the system LGID and a list of your product licenses.

A SYSFP file is required for Perceptive Software to generate licenses and must be regenerated every time new or additional licenses are requested. You can generate your system fingerprint using Perceptive Content License Manager, Perceptive Content Management Console, or INTool.

System fingerprint prerequisites

You must complete the following before generating a system fingerprint.

- To obtain the system fingerprint, you must be the administrator user on Windows or the root user on UNIX platforms.

- Perceptive Content Server must be installed and started before a SYSFP can be generated.

Generate a system fingerprint file using License Manager

To generate your SYSFP using License Manager, complete the following steps.

1. From the Perceptive Content login screen, click the **License Manager** tab.

2. In the **License Management** dialog box, select **Save system fingerprint** and click **OK**.

3. In the **Save As** dialog box, enter a name for the file and then navigate to the location where you want to save the report. Click **Save**.

   Note Remember the location where you save the SYSFP file. You need to provide this file to have the licenses generated.

4. In the **License Management** dialog box, provide your User name, Password, Server name or IP address, and Port number for your system and click **OK**.

5. A notification appears after the SYSFP is successfully saved.

6. Send the generated system fingerprint file to your Perceptive Software representative.

Generate a system fingerprint file using Management Console

To generate your SYSFP using Management Console, complete the following steps.

1. You must run the register command on each server computer. For more information about the register command, refer to Service commands in Administrator Help. In the **Management Console**, in the left pane, click **Diagnostics**.

2. In the right pane, click **Licenses > Manage Licenses**.

3. Select **Save system fingerprint** and click **OK**.

4. In the **Save As** dialog box, enter a name for the file and then navigate to the location where you want to save the report. Click **Save**.

   Note Remember the location you save the SYSFP file. You need to provide this file to have the licenses generated.

Send the generated system fingerprint file to your Perceptive Software representative.

Generate a system fingerprint file using INTool

To generate your SYSFP using License Manager, complete the following steps.

1. Click **Start** > **Run**.

2. In the **Run** dialog box, type `cmd` and then click **OK**.

3. In the **Command Prompt** window, perform one of the following options.

   - In Windows, change to the **[*drive*:]\inserver\bin** directory.

   - In UNIX, change to the **$IMAGENOWDIR/bin** directory.

4. At the prompt, enter `intool --cmd license-sysfp --file<file name.sysfp>`. For more information about the system fingerprint command, refer to INTool commands in Administrator Help.

5. Send the generated system fingerprint file to your Perceptive Software representative.

About licensing in Perceptive Content

Computers and servers running Perceptive Content must contain a certain type and number of licenses to operate.

Depending on how you implement Perceptive Content, different types of licenses are required for such things as how users access Perceptive Content, the number of users logged in to Perceptive Content at any one time, or different types of document processing. However, every computer running the Perceptive Content Server must have a hardware node license. Additionally, a Perceptive Content Server license and a minimum number of client licenses are required. Refer to " What is the licensing process? " for more information on licensing the server computer.

All Perceptive Content licenses are bound together by a License Group ID (LGID) created with the Perceptive Content Server license. Licenses are available as Live, Demo, Test, NFR, and Failover licenses. When new licenses are added, the new licenses use the same LGID. If you use all your licenses and need to add more, contact your Perceptive Software representative.

Perceptive Content uses the following licensing types to control access to its components:

- **Concurrent use**. This is a software license that is based on the number of simultaneous users accessing the system. For example, in a five-user concurrent license, after five users log in to the program, the program prevents a sixth user from logging in. When any of the first five users log off, the next user can log in. Concurrent licensing limits the number of users running Perceptive Content from a centralized location, such as the Perceptive Content Server, based on the current license agreement. The licenses in concurrent licensing are a pool of available licenses that can be used from any client computer and are not node-locked to a specific client computer.

- **Per seat**. This is a node-locked license that is based on the number of computers on which you install the software. A node-locked license is locked to a computer by specific information about the computer. For example, a Perceptive Content Client per-seat license is node locked by placing a token on the client computer the first time that client runs. For per-seat clients and some Agents, this token is generated in the background and stored locally on the client computer. The token is a file that contains specific information about the license type. The token also contains the encoded hardware information consisting of 5-10 unique properties of the client computer, such as MAC address, disk drive serial number, disk drive size, and processor serial number. The license will work as long as 60 percent of the hardware comprising the original encoded hardware information remains the same.

- **Named**. This is a license based on Perceptive Content user names. Valid named licenses work regardless of hardware or device. Like per seat licenses, named licenses are token-based and are similarly managed. To access named licensing features, tokens are acquired and licenses are validated by the client on behalf of the user. For example, when a user attempts to access a named license feature, a token is acquired and validated for the user and access is then granted. This named license token is available for accessing the feature on any machine or device. If no named licenses are available, the user is not granted access to the feature.

- **Transaction package**. This licensing limits the number of transaction, or volume of work, for a specified period. Transaction package licensing is controlled from a centralized location. Transactions licenses are based on counting the number of transactions within the system and decrementing this number over a period. The transactions are usually server calls or object retrievals. Once all of the transactions are used in a specified period, no more transactions can be done until the period expires.

- **Feature**. This licensing makes functionality available in Perceptive Content. Feature licenses are set at the server level and are either available or not available for all users.

For a list of products that use each type of licensing, refer to Perceptive Content product licenses.