Rendering: [zerone]

Iray for Maya 2.3

Licensing Guide
2020

Table of contents

1 Licensing Overview

Iray for Maya 2.3 distinguishes the license types

• trial license
• node locked license
• floating license

You can download, install, and test Iray for Maya 2.3 as part of a 30 day trial using the trial license. For further or commercial usage you have to purchase either a node locked or floating license. It is very important you make sure you purchase the correct license type for your needs. A node locked license is locked to only one machine while a floating license can be shared by many machines.

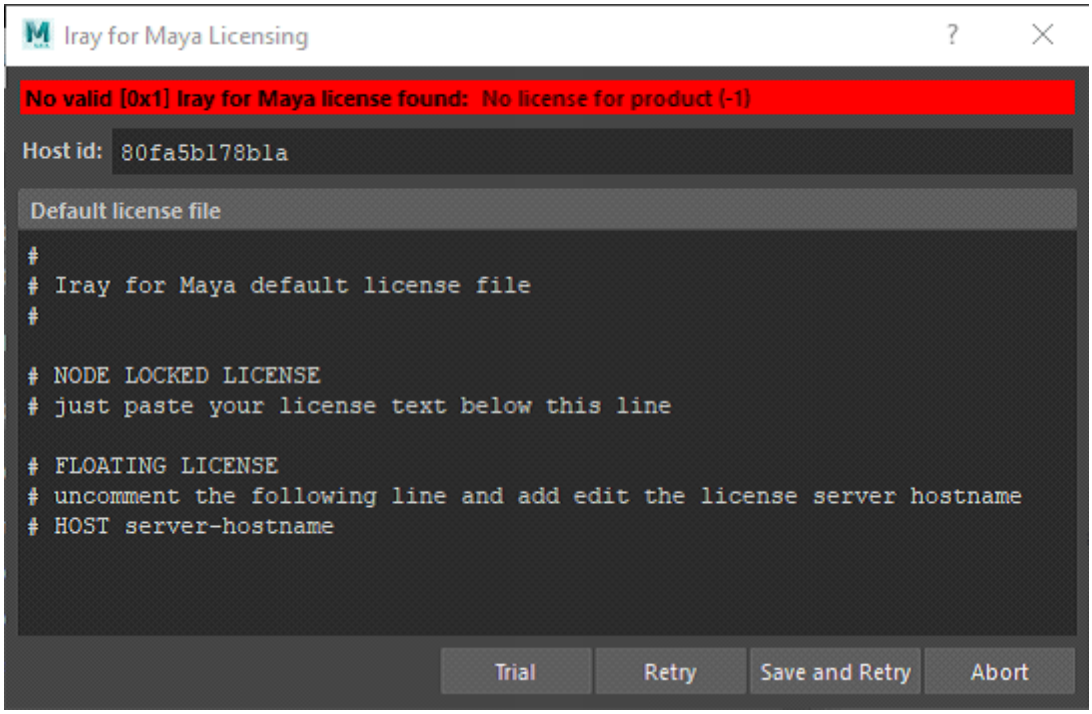
The installation of a trial or node locked license is a simple process which is initiated right after loading the plug-in in Maya. If Iray for Maya 2.3 cannot find a valid license, the Iray for Maya 2.3 Licensing Window (see chapter 2 Iray for Maya Licensing Window) will be shown.

A floating license is more complex to set up because it require an RLM License Server installation. Floating licenses also requires that the machine running Iray for Maya 2.0 always has network access to the machine running the RLM License Server. Iray for Maya supports RLM License Server running on native Windows 64 bit and Linux 64 bit systems only.

Node locked and floating licenses are always bound to a host id, which is the MAC address of an enabled physical ethernet port. In case of a node locked license it has to be a host id of the machine running Iray for Maya 2.3. Floating licenses require the host id of the machine running the RLM License Server.

2 Iray for Maya Licensing Window

When Iray for Maya 2.3 is loaded in Maya and cannot find a valid license, the Iray for Maya 2.3 Licensing Window will be shown.

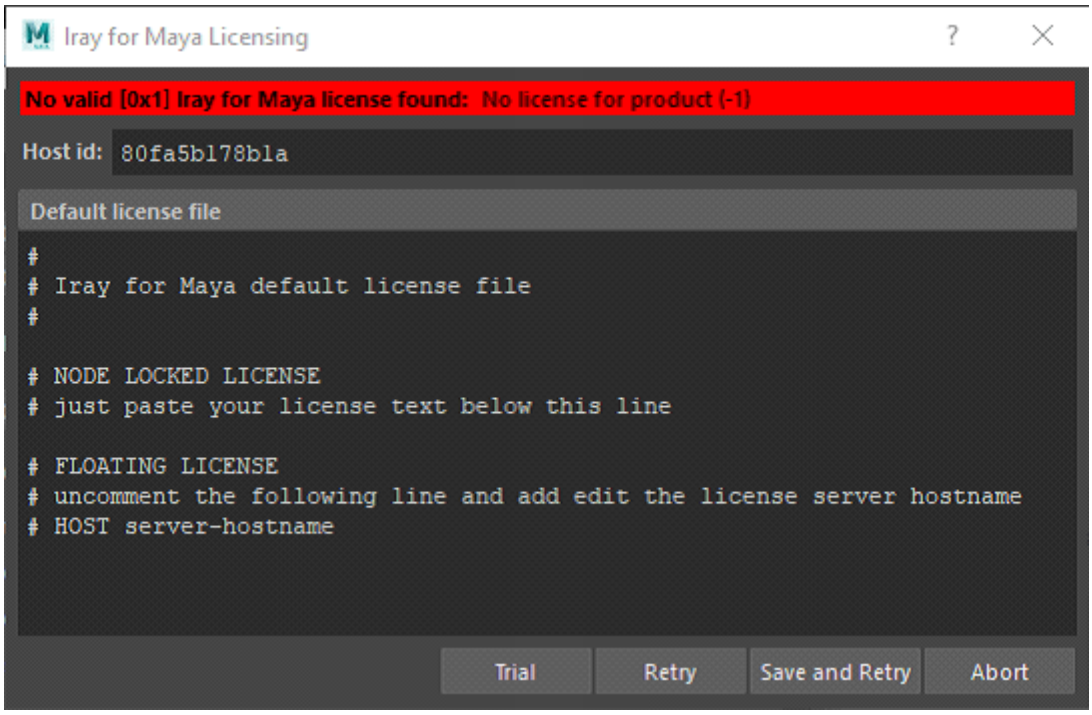


Iray for Maya 2.3 Licensing Window

The reason for licensing failure is written in the red bar at the top of the window. It is followed by a host id of the local machine, which can be used to request node locked licenses. The text field shows and allows to edit the default license file named IrayForMaya.lic, which is located in the common application data folder, typically **`C:\ProgramData\[0x1]\Iray for Maya`**, on Windows and in **`/usr/0x1/IrayForMaya`** on Linux.

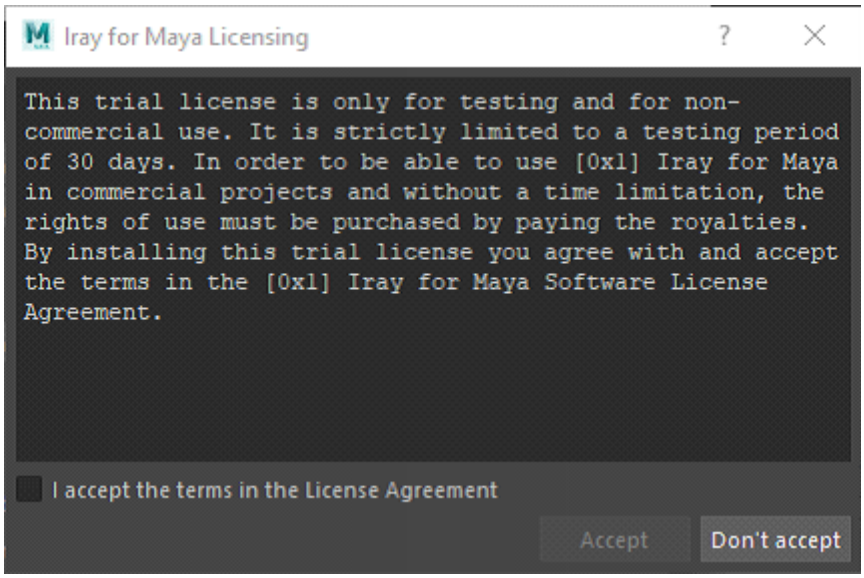
3 Creating a Trial License

Creating a trial license is rather simple. Just push the Trial button of the Iray for Maya 2.3 Licensing window.



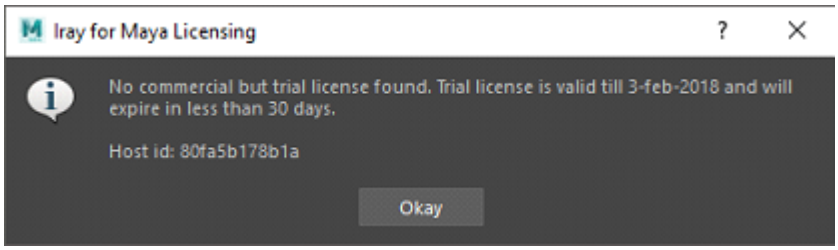
Iray for Maya 2.3 Licensing Window

A new dialog will pop up, where you have to accept the License Agreement by checking the check box and pushing *Accept*. In case you do not want to accept the License Agreement, just push the *Don't Accept* button and you will be back in the Iray for Maya 2.3 Licensing window.



Iray for Maya 2.3 trial license dialog

If Iray for Maya 2.3 was able to create the trial license, a window will inform you that you are not using a commercial but a trial license and about the expire date of the trial license. This window will popup each time you load Iray for Maya as long as you are using the trial license.



Iray for Maya 2.3 trial license information window

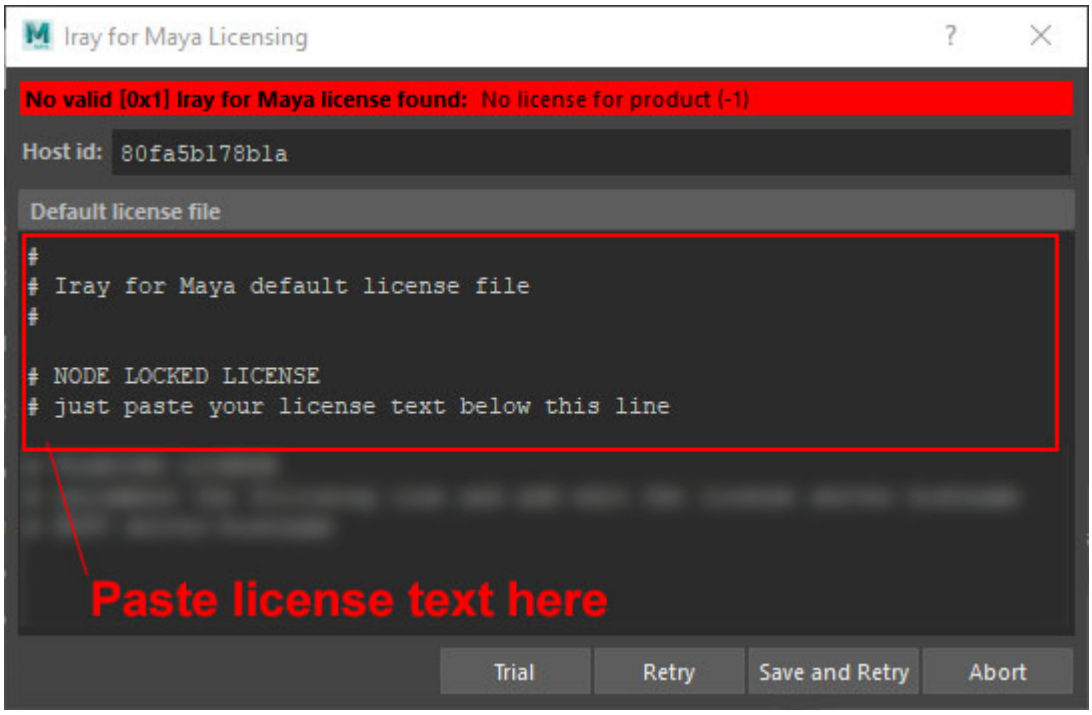
If Iray for Maya 2.3 was unable to create a trial license, e.g. because there has already been used a trial license on this machine in the past, an error will be reported and the Iray for Maya 2.3 Licensing window will show up again.

Note: A trial license can be used only one time on a machine. As all Iray for Maya 2.3 licenses the trial license enables you to run Iray for Maya 2.3 for all supported Maya versions.

4 Getting and Installing a Node Locked License

After purchasing a node locked license, you have to email the host id to mailto:sales@0x1-software.com including your purchase information (email address and order number). The host id is dispayed e.g. in the Iray for Maya 2.3 Licensing window (see chapter 2 Iray for Maya Licensing Window) and in the trial license information window (see chapter 3 Creating a trial license). You will receive an email with the license text/file.

In order to install the license, just copy and paste the license text into the default license file text field of the Iray for Maya Licensing window and push Save & Retry. The edited default license file will be updated and Iray for Maya will try to get a license once again.



Insert the license text in the Iray for Maya 2.3 Licensing window

If the license is valid, Iray for Maya 2.3 will be started without any further comments. Otherwise the Iray for Maya 2.3 Licensing window will show up again with the reason why licensing is still failing.

Note: The license file will be place in the installation path of the plug-in (e.g. *C:\Program Files \[0x1]\Iray for Maya 2020\plug-ins*) or in *C:\ProgramData\[0x1]\Iray for Maya*.

5 Getting and Installing Floating Licenses

Using floating licenses is more complex than node locked licenses due to the necessity of installing and running an RLM License Server. It is recommended and assumed that the license administrator has at least some knowledge about and experience with the operating system of the license server!

This licensing guide only covers a basic installation procedure for Windows and Linux. For special setups and a detailed description, please have a look at the RLM License Administration Manual, which can be downloaded from

http://download.0x1-software.com/LicenseTools/RLM_License_Administration.pdf

or

http://www.reprisesoftware.com/RLM_License_Administration.pdf

The procedure to get floating licenses is almost the same as to get a node locked license. After purchasing floating licenses, you have to email the host id of the license server machine to mailto:sales@0x1-software.com including your purchase information (email address, order number(s), and license count).

Since usually neither Maya nor Iray for Maya is installed on the license server machine the host id has to be retrieve using operating system tools. As mentioned in chapter 1 Licensing Overview the host id is the MAC address of an enabled physical ethernet port. You will receive an answer email with the license text/file.

Since there are many applications using RLM the RLM License Server consists of a generic license server, called rlm.exe on Windows and rlm on Linux, and an Independent Software Vendor (ISV) License Server.

Installing and running an RLM License Server is done in three steps:

- Installing RLM License Server software.
- Installing ISV License Server and floating licenses.
- Installing and starting RLM License Server as a Service/Daemon.
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Note: In case you have already an RLM License Server running, you just have to install the ISV License Server and floating licenses.

5.1 Additional Files and Documents

Installing and running a license server for floating licenses requires additional files which are available for download

• **RLM License Administration Bundle**
This bundle includes the RLM License Server as well as License Administration Tools and is platform-dependent. You have to choose the correct bundle for the operating system the license server machine is running. Bundles for other platforms and maybe newer bundles are also available at http://www.reprisesoftware.com/admin/software-licensing-download.php

RLM License Administration Tools for Windows: http://download.0x1-Software.Com/LicenseTools/rlm.v12.2BL2-x64_w3.admin.exe

RLM License Administration Tools for Linux: http://download.0x1-Software.Com/LicenseTools/x64_l1.admin.tar.gz

• **ISV License Server**
The ISV License Server of Iray for Maya is a platform-independent settings file named *0x1.set*

[0x1] ISV server settings file: http://download.0x1-Software.Com/LicenseTools/0x1.set

• **Additional files for Linux**
Depending on the Linux distribution either rlm.sysvinit, a start/stop script for System V style systems, or rlm.service, a unit file using systemd, is necessary to install the RLM License Server as daemon.

Linux SystemV init file: http://download.0x1-Software.Com/LicenseTools/rlm.sysvinit

Linux Systemd unit file: http://download.0x1-Software.Com/LicenseTools/rlm.service

5.2 Installing RLM License Server Software

The installation of the RLM License Server software depends on the operating system of the license server machine.

• **Microsoft Windows**
On Windows the RLM License Administration Bundle is delivered as executable, e.g. *rlm.v12.2BL2-x64_w3.admin.exe*. You have to run the executable and to choose an appropriate installation folder. We recommend to install the bundle in the Program Files folder, e.g. *C:\Program Files\Reprise or C:\Program Files \Reprise\rlm.v12.2BL2-x64_w3.admin.*

• **Linu**x
On Linux the RLM License Administration Bundle is delivered as simple zipped archive, e.g. *x64_l1.admin.tar.gz*. Just unpack the archive to an appropriate installation folder, e.g. */opt/rlmserver.*

The installation folder, i.e. the folder containing the RLM License Server **`rlm.exe`** on Windows resp. **`rlm`** on Linux, will be denoted with <RLMDIR> in subsequent sections.

5.3 Installing ISV License Server and Floating Licenses

Installing ISV License Server and floating licenses is quite simple:

• The settings file *0x1.set* has to be copied to the RLM Server installation folder <RLMDIR>.

• We recommend to keep all license files in a subfolder called licenses in <RLMDIR>, which we be searched for license files by the RLM License Server (see chapter 5.4 Installing ISV License Server and Floating Licenses). Then you just have to copy the license file to this folder.

5.4 Installing RLM License Server as a Service/Daemon

Usually you want the RLM License Server to be started automatically and to remain running as long as the system is up, regardless of user logins and logouts. Therefore it has to be installed as Windows service process resp. as Linux daemon.

We assume that all license files are in a subfolder called licenses in <RLMDIR> and that the log should be written to rlm.dlog in <RLMDIR>.

5.4.1 Microsoft Windows

• Open a command shell with Administrator rights.

• Change to *<RLMDIR>*.

• Run **`<RLMDIR>\rlm.exe -install_service -dlog rlm.dlog -c licenses`** to install the service. The RLM License Server will look in *<RLMDIR>\licenses* for license files and write it's debuglog information to the file rlm.dlog.

• Start the service manually using the Windows Services control panel or reboot the machine.

5.4.2 Linux

The RLM License Server should never be run with root privileges. Therefore choose an existing or create a new user. You can use the *daemon* user, which might already exist on your Linux system. If you like to further partition daemons from one another create an individual user. This user will be denoted by <DAEMON>.

NOTEL: CHECK IF SYSTEMD REQUIRES OWN USER

We have to distinguish two different Linux initialization systems to start and manage services and daemons. While newer Linux distributions may offer already Systemd like Red Hat 7, older ones use System V Style startup procedure like Red Hat 6. In what follows, we assume a Red Hat or Cent OS Linux distribution. However, it will be quite easy to adopt it for other distributions.

5.4.2.1 System V Style Linux Systems

System V style systems rely on start/stop scripts to manage daemons. *rlm.sysvinit is* a simple start/stop script for the RLM License Server.

• *<DAEMON>* should own the *<RLMDIR>* and its content to have the appropriate rights to access the files in *<RLMDIR>*:**`sudo chown -R <RLMDIR>`**

• Copy *rlm.sysvinit* to the start/stop scripts folder, i.e. */etc/init.d*, and rename it to *rlm*:**`sudo cp rlm.sysvinit /etc/init.d/rlm`**

• Change the owner of this script ... s

• Edit the start/stop script file */etc/init.d/rlm*, if necessary. You may have to adjust the four variables at the beginning of the script specifying the user running the daemon, the installation folder, the license path, and the file to write the debuglog to.

• In order to install the start/stop script named *rlm* links run**`sudo chkconfig --add rlm`**

• Start the daemon manually with **`sudo /etc/init.d/rlm start`** or reboot the machine.

5.4.2.2 Systemd Linux Systems

systemd records initialization instructions for each damon in a so-called unit file. rlm.service is a unit file for the RLM License Server.

• Copy *rlm.service* to the system units folder, i.e. */etc/systemd/system*: **`sudo cp rlm.service /etc/systemd/system`**

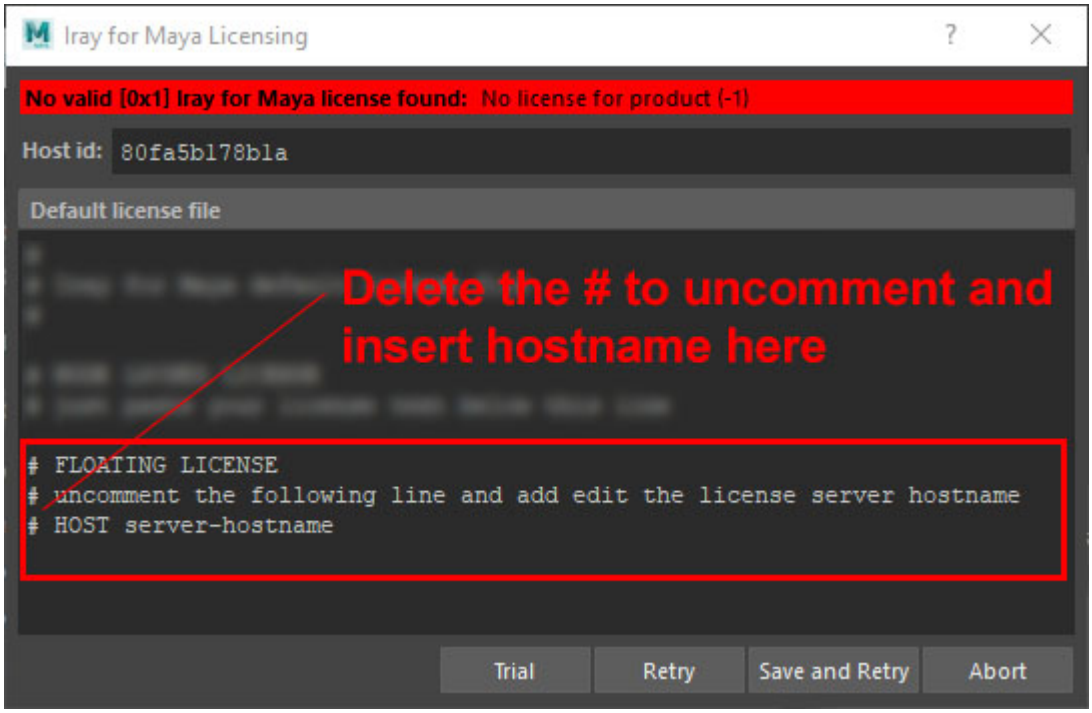
• Edit *rlm.service*, if necessary.

• To enable the unit run **`sudo systemctl enable rlm.service`**

• Start the daemon manually with **`sudo systemctl start rlm.service`** or reboot the machine.

5.5 Client Setup

To enable Iray for Maya 2.3 to find the license server and to check out a license, the license server has to be specified. This can be done by editing the default license file using the Iray for Maya 2.3 Licensing window. Uncomment the line starting with "*HOST*" and edit the server-hostname.



Replace *server-hostname* with the hostname of your license server in the Iray for Maya 2.3 Licensing window.

You can also open IrayForMaya.lic in a text editor. Uncomment the line and add the correct name for HOST server-hostname to the license file.

Windows
The license file IrayForMaya.lic is located in **`C:\ProgramData\[0x1]\Iray for Maya`**

Linux
The license file IrayForMaya.lic is located in **`/usr/0x1/IrayForMaya`**

Larger installations with many clients may have installed Iray for Maya 2.0 on a file server. In this case create a license file (".lic") with a single line "HOST server-hostname" and put it in the Iray for Maya plug-ins folder, besides IrayForMaya.mll resp. IrayForMaya.so.

Note: If you are running on a local-area network, Iray for Maya 2.3 will broadcast to locate a license server, and no other configuration may be required beyond setting up the license server.

5.6 The RLM Web Server

The RLM License Server contains an embedded web server, which can be used to perform most administration of the server itself. It also allows you to retrieve server and license status. To use the web server, simply point your browser to http://<ServerHostName>:5054, where 5054 is the default port of the RLM Web Server. Further details can be found in the RLM License Administration Manual.

5.7 Troubleshooting

RLM with regards to floating licenses is a client-server system with license requests transmitted over TCP/IP from client to a license server that controls license usage rights. Therefore the license server needs to open network ports (defaults to 5053 for RLM License Server and 5054 for RLM Web Server) and the client needs to be able to connect to the license server.

Note: Therefore firewalls must make sure both ports are accessible for the client to successfully check out a license.