Subject: some users will be harmed by the new licensing policy in IDL 8.6
Posted by Patrick Broos on Wed, 11 Jan 2017 23:49:11 GMT
View Forum Message <> Reply to Message

Prior to IDL version 8.6, on a unix machine (e.g. Mac), a license was required for each unique instance of the triplet (hostname, $USER, $DISPLAY). For example, a single user (with constant $DISPLAY) could run as many concurrent IDL sessions as desired, while consuming only 1 "license". This was extremely useful for data processing on multi-core machines (if the processing was most naturally parallelized via multiple IDL sessions). It was also convenient to be able to maintain several interactive IDL visualization sessions open on several desktops for days at a time without burning a lot of floating licenses.

All this is changing in IDL 8.6. Below is Harris Corp's response to my inquiry about the new licensing scheme they are rolling out. The bottom line is that if you are using floating licenses, every IDL session will now consume a license. If you have a node-locked license, you get only 4 concurrent sessions.

In my field, astronomy, I fear this will transform the long slow movement away from IDL into a stampede.

Any time you launch an IDL session, it will count as a concurrent instance. Therefore is you try to launch 12 session of IDL on a single system at the same time, that will count as 12 instances as IDL. Any IDL 8.6 entitlement can be implemened as either a node-locked (stuck) to one computer or a floating license (can be used by multipled systems). If you use a node-lock license, you can run up to 4 concurrent IDL processes on the system. For floating licenses, each instance of IDL requires a license. A more detailed description of how many instances are available for an IDL development license is shown below:

Local (node-locked) license:
IDL command line/ IDLDE - 4
Execute compiled save code - 4
IDL Bridge Processes - 16
IDL Task Engine - 1

Served (floating) license:
IDL command-line/ IDLDE - 1
Execute compiled .sav code - 1
IDL Bridge Processes - 8
IDL Task Engine - 1

If you are using a node-locked license and you want to run 12 development sessions of IDL, you will need 3 licenses. If you are using a floating license, it would require 12 licenses to run 12 concurrent IDL development sessions. Another thing to note is that you can use 16 concurrent IDL_IDLBRIDGE sessions using a single node-locked license. Therefore, if you want to run 12 IDL_IDLBRIDGE sessions concurrently on a single system, you would need 1 license with a

node-locked license and 2 for a floating license.

I hope that this information will be helpful to you. Please let me know if you have any additional questions or issues. I am happy to help.