
Subject: suggestions for grabbing license from home
Posted by [dmarshall](#) on Mon, 06 Mar 2000 08:00:00 GMT
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Hello all.

I'm hoping to get some troubleshooting suggestions.

At work I can run IDL 5.2 from my office remotely via a floating license.

My machine has WIN98 and the server has WIN NT. Things work fine, if someone is using the license when I try it tells me such else it fires up properly otherwise.

I have the same license file at home and cannot get the license.

I have the license file in the proper directory, I have tried hard-coding the address in (as the error message suggests).

When I try from home, the demo mode starts and the error message is something like "cannot find SERVERNAME in database, try using the address as 123.456.789.123 in license file" error number is -14,7

I can ping the server from home successfully, I see the modem send/receive bytes when I try. I am using WIN98 and a private ISP.

Others have grabbed the license from home and I'm wondering if anyone has words of advice for me.

Dave.

Subject: Re: suggestions for grabbing license from home
Posted by [John-David T. Smith](#) on Tue, 07 Mar 2000 08:00:00 GMT
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Carsten Dominik wrote:

>

>>>> >> "D" == dmarshall <dmarshall@ivory.trentu.ca> writes:

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> D> work I can run IDL 5.2 from my office remotely via a floating
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> I don't have an answer to this - just a question. I did not know that
> it is legal/possible to run IDL from home using a floating license at
> work. How is this done? Would someone care to write a brief summary
> of the steps necessary? At home, I run RedHat 6.1, at work we have
> HP-UX if that matters.

>

> Thanks a lot!

>

The basics of floating licenses are quite simple, actually. A floating license server answers queries on port 1700, by default. The client gives the server some of the information from its license.dat file (usually exactly the same file which resides on the server), amounting to the hardware id of the server (3rd thing on the SERVER line), and the license strings and checks from the relevant INCREMENT line (e.g. INCREMENT idl for checking out IDL licenses). If all this information checks out, and there are still licenses remaining, the client is granted a license.

Any client, anywhere, which has this information (i.e. has the license.dat file corresponding to that server), is granted access, by default. So if you gave me your license.dat file, I could check out your licenses from here! Some sites, recognizing that the keeping the license.dat file secret is difficult, have put in place other measures to limit access, by ip address, for example. This is not too hard actually, but most people don't do it, since the users are logged anyway, and so "stealing" licenses probably wouldn't be a sustainable practice.

So the long and short of it: given the license.dat file, you can (usually) check out licenses from anywhere. Just drop it in your license directory. Note that some site licenses might discourage this kind of usage, so be sure to check out the policy. And note that the client checks in with the server every so often (~5min), so the network link must be maintained.

As a bonus, Windows and Linux clients only check out 6 licenses, compared to the 10 required to check out a unix license... so you get effectively more of them.

JD

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Subject: Re: suggestions for grabbing license from home
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Thanks a lot!

- Carsten

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Kruislaan 403; NL-1098 SJ Amsterdam /| | _ /
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Subject: Re: suggestions for grabbing license from home
Posted by [dmarshall](#) on Tue, 07 Mar 2000 08:00:00 GMT
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Replying to my own question from yesterday.

I have successfully grabbed the license now.

I had to go in and change the DNS of my home Windows machine to a DNS at the university. My private ISP DNS was not recognizing the name (or the hardcoded IP address !?) of the license server at the university.

I can now work with arrays larger than 256x256 AND save them. Woo-hoo.

Dave.

In article <Fr09Dx.6Cz.A.ebony@news.trentu.ca>, dmarshall@ivory.trentu.ca writes:

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