



Silhouette RLM License Server Guide

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About Us

SilhouetteFX brings together the unbeatable combination of superior software designers and visual effects veterans. Add an Academy Award for Scientific and Technical Achievement, 3 Emmy Awards and experience in creating visual effects for hundreds of feature films, commercials and television shows and you have a recipe for success.

FLOATING LICENSE FAQ

Silhouette utilizes the Reprise License Manager (RLM) from Reprise Software for its floating license scheme.

- **The license server may not reside in a virtual machine unless you have purchased a Silhouette Floating License Server Dongle.**
- **The floating license server requires a standard TCP/IP network setup.**
- **The server may not be a DHCP client and must have a fixed IP address.**
- **The floating license server needs to be installed on a machine that has good uptime.**
- **The floating license server may not be installed on a laptop.**
- **The installation and maintenance of the floating license software requires proficient use of the terminal and ascii editing programs. It also requires use of various command line programs to perform diagnostics and license upgrades.**
- **A firewall on the server or client machines may result in non-connectivity.**
- **The floating license does not allow you to work on a laptop disconnected from your server.**
- **Technical support is only available in English.**
- **The manuals are only available in English.**
- **There may be a charge to change license servers after a permanent license has been issued.**

RLM Host ID AND COMPUTER HOSTNAME

Before a Silhouette floating license can be generated, you will need to provide the RLM Host ID and Computer Hostname of the machine that will be running the Silhouette RLM Floating License Server.

Windows

- 1 Download and install the RLM License Utilities from [SilhouetteFX RLM](#).
- 2 In the Windows Start Menu, type `cmd` in the *Search programs and files* text entry box at the bottom of the menu.
- 3 At the top of the menu, click on `cmd.exe`.
- 4 In the Command Prompt, change to the RLM License Utilities directory by typing: `cd C:\SFX\RLM` and hit Enter.
- 5 Obtain the RLM Host ID by typing: `./rlmutil.exe rlmhostid ether` and hit Enter.
- 6 Get your computer hostname by typing: `./rlmutil.exe rlmhostid host` and hit Enter.
- 7 Click on *Request License Form* and fill out the requested information.

Macintosh

- 1 Download and install the RLM License Utilities from [SilhouetteFX RLM](#).
- 2 Open a Terminal window and navigate to the RLM License Utilities directory by typing: `cd /Applications/SilhouetteFX/RLM` and hit Enter.
- 3 Obtain the RLM Host ID by typing: `./rlmutil rlmhostid ether` and hit Enter.
- 4 Get your computer hostname by typing: `./rlmutil rlmhostid host` and hit Enter.
- 5 Click on *Request License Form* and fill out the requested information.

Linux

- 1** Download and install the RLM License Utilities from [SilhouetteFX RLM](#).
- 2** To install, open a Terminal window and type: `cd /` and hit Enter.
- 3** Type: `sudo tar xvfz /path to downloaded file/silhouette_RLM_v12.tar.gz` and hit Enter to install the necessary files.
- 4** Navigate to the RLM License Utilities directory by typing: `cd /opt/SilhouetteFX/RLM` and hit Enter.
- 5** Obtain the RLM Host ID by typing: `./rlmutil rlmhostid ether` and hit Enter.
- 6** Get your computer hostname by typing: `./rlmutil rlmhostid host` and hit Enter.
- 7** Click on *Request License Form* and fill out the requested information.

INSTALLING THE SERVER LICENSE FILE

Windows

Once you provide both the RLM Host ID and computer Hostname to us, a floating license will be sent via email.

- 1 From your license email, save the *sfx_server.lic* attachment in the `C:\SFX\RLM` directory.

Note: Your server license file will have your RLM Host ID appended to the beginning of the name.

If you are able to open a web browser, follow steps 2-3, otherwise skip ahead to steps 4-8.

- 2 In a web browser, go to `http://hostname:5054/`
- 3 Press the Reread/Restart button and then click the REREAD LICENSES button that appears.
or
- 4 From the Windows Start Menu, select Run.
- 5 Type *cmd* in the window that pops up and click OK.
- 6 In the Command Prompt, change to the RLM License Utilities directory by typing: `cd C:\SFX\RLM` and hit Enter.
- 7 Reread the new license file by typing: `rlmreread sfx_server.lic` and hit enter.
- 8 Confirm the server status by typing: `rlmstat sfx_server.lic` and hit enter.

Macintosh

Once you provide both the RLM Host ID and computer Hostname to us, a floating license will be sent via email.

- 1 From your license email, save the *sfx_server.lic* email in the `/Applications/SilhouetteFX/RLM` folder.

Note: Your server license file will have your RLM Host ID appended to the beginning of the name.

If you are able to open a web browser, follow steps 2-3, otherwise skip ahead to steps 4-6.

- 2 In a web browser, go to `http://hostname:5054/`

- 3** Press the Reread/Restart button and then click the REREAD LICENSES button that appears.
or
- 4** Open a Terminal window and navigate to the RLM License Utilities folder by typing: `cd /Applications/SilhouetteFX/RLM` and hit Enter.
- 5** Reread the new license file by typing: `./rlmreread sfx_server.lic` and hit Enter.
- 6** Confirm the server status by typing: `./rlmstat sfx_server.lic` and hit Enter.

Linux

Once you provide both the RLM Host ID and computer Hostname to us, a floating license will be sent via email.

- 1** From your license email, save the `sfx_server.lic` email attachment to a location on your machine.
Note: Your server license file will have your RLM Host ID appended to the beginning of the name.
- 2** Copy the license file by opening a Terminal window and typing: `sudo cp /path to downloaded license file/sfx_server.lic /opt/SilhouetteFX/RLM` and hit Enter.
If you are able to open a web browser, follow steps 3-4, otherwise skip ahead to steps 5-7.
- 3** In a web browser, go to `http://hostname:5054/`
- 4** Press the Reread/Restart button and then click the REREAD LICENSES button that appears.
or
- 5** Open a Terminal window and navigate to the RLM License Utilities folder by typing: `cd /opt/SilhouetteFX/RLM` and hit Enter.
- 6** Reread the new license file by typing: `./rlmreread sfx_server.lic` and hit Enter.
- 7** Confirm the server has started by typing: `./rlmstat sfx_server.lic` and hit Enter.

CLIENT MACHINE LICENSING

Client machines connect to the license server to check out licenses. This is accomplished by entering the port@host of the license server on each client machine. This information is provided in the Client License Installation section of the floating license email.

Client Machine - Floating License Installation

1 Start Silhouette.

A dialog box pops up.

2 Select Advanced Options and click Next.

3 In the License Server field, type the port@host and press Finish. Examples of the port@host would be 4313@big-server or 4313@192.168.1.50.

Note: Silhouette checks the SFX_LICENSE_SERVER environment variable before checking the state of the Advanced Options > License Server entry. If you have a large number of client machines that connect to a floating license server, you can set the SFX_LICENSE_SERVER environment variable with the port@host as the value. Doing this will eliminate the need to enter the port@host in the Advanced Options window for each client machine.

ADVANCED CONFIGURATIONS

Advanced floating license information and custom configurations can be obtained by referring to the **Advanced RLM License Server Guide** located on the license server download page.

