3D Systems License

Next Generation Licensing System

User Guide
For NGL V4.1
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INTRODUCTION

This guide explains the steps needed to activate and deactivate your 3D Systems software license, as well as license expiration, updating a license, and repairing and borrowing a license. A license is used to run your application. The 3D Systems License Utility and the 3D Systems License Server Utility (if running your license from a network server) are the tools you will use to perform these functions.

Below are a few terms to help you understand the licensing process:

Trial License
A trial license is a non-commercial license and allows you to use 3D Systems software for a certain period for evaluation purposes.

Product Licensing
3D Systems software supports licensing tools to activate, deactivate, update, borrow, or repair a license depending on your license type.

Activating and Deactivating a License
Activate a license to use your application. Deactivate a license to move it or when changing PCs. Activation and deactivation methods for licenses differ depending on your network connectivity.

License Expiration
Once a trial period expires, it is no longer available on the same PC.
After expired, you have four options to:
• Reactivate using a new activation code
• Switch to a floating license from a valid license server
• Use a USB dongle
• Contact the nearest reseller or local 3D Systems sales office to get a new activation code or a new USB dongle

Updating a License
Depending on the license type and the network connectivity, updating a 3D Systems license can be accomplished in multiple ways:
• Online Activation (Node Lock) license type - updating a license automatically or manually by pressing the Run Update button in the 3D Systems License Utility
• Network License (Floating) license type - updating a license manually by pressing the Run Update button in the 3D Systems License Utility
• USB Dongle license type - updating a license by contacting the nearest reseller or local 3D Systems sales office

Repairing a License
When the application does not run due to license problems, the license may need to be repaired using the repair function in the 3D Systems License Utility.

Borrowing a License
When a license type is a Network License (floating) and you want to temporarily use the application on a client PC without connecting to your license server PC, you can use this feature. After the license has been borrowed, you can then disconnect the computer from the network and continue to use the application for the length of the borrow period. During the time, the borrowed license is removed from the pool of available licenses in the license server. After the borrow period expires the license is then checked back into the pool.

Changing Port Number
If a license conflicts with the port of another application, you can change the TCP/IP port number. The application uses port 27006 by default.
GETTING A TRIAL LICENSE

3D Systems software can be used for free for a certain period of time without an activation code.

To install a trial version of a 3D Systems product and start the application:

1. If this is your first time using the application with a trial license, registration of your e-mail address is required to create a new account and activate the license. After then, you can continue to use the application for a certain period by clicking Continue Trial or OK.

2. When launching the application, you will receive a message that says your trial license will expire in a certain days, click Activate Trial then enter your E-mail address in the registration field.

   During the trial period, the remaining days will be displayed in the application. You can also check the trial expiration date in the License tab in the Preferences.

   Note: Once a trial period expires, the trial license is no longer available on the same PC again.

3. When the trial period has expired, a dialog box will be displayed. It can be used to renew a trial license, or to activate a license depending on your license type.
PRODUCT LICENSING

3D Systems software supports three types of licenses:

- **Online Activation (Node Lock)** – The default license type. You can activate or deactivate licenses to move between PCs. Internet access is required for this license type.

- **Network License (Floating)** – Multiple users can access a pool of licenses stored on a local server. This requires the installation and activation of the 3D Systems License Server utility on a computer within your local network. A local network access is required for this license type.

- **USB Dongle** – A physical license key that can run the application.

Licensing tools differ depending on the license type.

ONLINE ACTIVATION (NODE LOCK)

To activate an Online Activation (Node Lock) license, you need to use the 3D Systems License Utility.

You can start the 3D Systems License Utility by going to Start > All Programs > 3D Systems (or Geomagic) > Product Name > 3D Systems License Utility.

License Management

- **License Information**: Displays the Expiration Date, Maintenance Date, Status, and Access Code of a license.
- **Activation**: Activates your license so you can use your 3D Systems product. You can also activate a license by going to Help > Activate License, Help > About Licensing, or Preference > License and pressing the Launch License Utility button.
- **License Information update**: Updates the license information.
- **Deactivation**: Deactivates a license. Licenses should be deactivated when the software is moved to a different PC or when a new operating system (OS) is installed.
- **Open File**: Opens an .asr file to complete licensing when a trial license is extended.

License Support

- **License Repair**: Repairs a license that needs to be repaired, such as when a system date is changed.
- **License Assistance**: Creates a log file that can be used when requesting support.

License Setting

- **License Type**: Allows you to select a license type: Online Activation, Network License license, or USB Dongle.

Help

- **Help**: Opens this Licensing Guide.
NETWORK LICENSE (FLOATING)
To activate a Network License (Floating) license, you need to use the 3D Systems License Server Utility and the 3D Systems License Utility. This section explains the 3D Systems License Server Utility on a server PC and the 3D Systems License Utility on a client PC and how licenses are managed by communication between client and server PC's.

3D Systems License Server Utility for Server
The 3D Systems License Server Utility found at Start > All Programs > 3D Systems (or Geomagic) > 3D Systems License Server Utility supports activating server licenses.

License Management
- License Information: Displays licenses that can be managed.
- Activation: Activates and registers a license.
- License Information update: Updates the license information.
- Deactivation: Deactivates a license. Licenses should be deactivated when the software is moved to a different PC or when a new OS is installed.

License Support
- License Repair: Repairs a license that needs to be repaired, such as when a system date is changed.
- License Assistance: Creates a log file that can be used when requesting support.

License Setting
- 3D Systems License Service: Used for manual activation or deactivation of floating licenses.
- Change TCP/IP Port Number: Changes the TCP/IP port number between a server and a client.

Help
- Help: Opens this Licensing Guide.
3D Systems License Utility for Client

The 3D Systems License Utility found at Start > All Programs > 3D Systems (or Geomagic) > Product Name > 3D Systems License Utility supports client licenses.

License Management
- **License Server Registration**: Registers a license server by using its server name and TCP/IP port number.
- **Borrowing License**: Borrows licenses from a registered license server. It can be used when users want to temporarily use the application on their PC without accessing the license server. A borrowed license can be returned to the license server when the client PC can access the license server by using a local network.

License Support
- **License Repair**: Repairs a license that needs to be repaired, such as when a system date is changed.
- **License Assistance**: Creates a log file that can be used when requesting support.

License Setting
- **License Type**: Allows you to select a license type: Online Activation, Network License license, or USB Dongle.

Help
- **Help**: Opens this Licensing Guide.
License Management
- **License Information**: Guides you to get more information about the USB dongle license update.

License Support
- **License Assistance**: Creates a log file that can be used when requesting support.

License Setting
- **License Type**: Allows you to select a license type: Online Activation, Network License license type, or USB Dongle.

Help
- **Help**: Opens this Licensing Guide.
This section explains how to do the following:

- **Product Activation**
- **Deactivate a License**
- **Renew an Expired License**
- **Update License Information**
- **Repair a License**

## PRODUCT ACTIVATION

An activation is a software-based method to control licenses. The application delivers codes and the information required to validate users to the License Server, and the server delivers licenses to the user's PC. After receiving the license, the application can be activated and used. This process can be done automatically when your PC is connected to the Internet.

### To activate a license during a trial period:

When launching the application during the trial period, you will receive a message that says your license will expire in a certain days.

1. Click **Run License Tool** in the dialog or go to **Preferences > License**, and click **Launch License Utility** to use the 3D Systems License Utility.

2. Click **Online Activation License**.

3. Under the License Management, click **Activation** and then enter your Activation Code and E-mail address.

4. Click **Next**.

   If you have already registered your account, the activation process will be completed in this step.
If you have not yet registered your account, perform the following steps:

a. Enter your information in the fields to create a new user account. All fields are mandatory.

   My Information

   First Name =
   Last Name =
   Company =
   Phone =
   Country - Select country -

b. Click (Next).

c. To confirm your information, click OK.

5. When the activation process is completed, a confirmation screen will be displayed.

6. Click (Close) to exit the 3D Systems License Utility.

   Note: We recommend you keep your PC connected to the Internet. If your PC is not connected to the Internet for 30 days, you will no longer be able to use the application. Each time you launch the application with an Internet connection, the 30-day period is reset.
LICENSE DEACTIVATION
When changing PCs or installing a new OS, you will need to deactivate the existing license.

1. Go to Start > All Programs > 3D Systems (or Geomagic) > Product Name > 3D Systems License Utility.
2. Under License Management, click Deactivate License.
3. Select the license(s) to deactivate.
4. Click (Next).
5. The deactivation status will be displayed.
6. Click (Close) to exit the 3D Systems License Utility.
MAINTENANCE DATE EXPIRATION

The Maintenance expiration date is dependent on your license contract with 3D Systems, Inc. If the date has expired, you will see the following window.

There are four options:

- **Online Activation**
  A license activation page for Online Activation type (Node Lock) will be displayed. For more information, go to Licensing with an Online Activation (Node Lock) > Product Activation.

- **Network License**
  A license activation page for Network License type (Floating) will be displayed. For more information, go to Licensing with a Network License (Floating) > Product Activation.

- **USB Dongle**
  Guides you to use a USB Dongle. For more information, go to Licensing with a USB Dongle > Using a USB Dongle.

- **Buy Now**
  Contact the nearest reseller or local 3D Systems sales office for renewing or purchasing a license.

UPDATING LICENSE INFORMATION

Generally, the license information is automatically updated. However, if you renewal the contract with 3D Systems and your maintenance date has been updated, follow the steps below to update the license information manually.

1. Go to Start > All Programs > 3D Systems (or Geomagic) > Product Name > 3D Systems License Utility.
2. Under License Management, click License Information update.
3. Click Run Update. The system runs the update program.
4. After you receive a message that the update is completed, click OK.
5. Click (Close) to exit the 3D Systems License Utility.
REPAIRING A LICENSE

If you have any license issue, follow the steps below to repair your license.

1. Go to Start > All Programs > 3D Systems (or Geomagic) > Product Name > 3D Systems License Utility.

2. Under License Support, click License Repair.

3. Select the license(s) to repair.

4. Click Next. The repair information will be displayed.

5. Click Close to exit the 3D Systems License Utility.
This section explains how to do the following:

- **Product Activation**
- **Deactivate a License**
- **Renew an Expired License**
- **Update License Information**
- **Repair a License**
- **Borrow a License**
- **Change a Port Number**

**PRODUCT ACTIVATION**

Licensing with a Network License (Floating) is a software-based method in which a limited number of licenses for the application are shared among a larger number of users over time. When an authorized user wants to run the application, they request a license from a license server. If a license is available in the license server, the license server allows the application to run. When they finish using the application, or when the allowed license period expires, the license is reclaimed by the license server and made available to other authorized users.

The license server can manage licenses over a local area network, an intranet or virtual private network.

To activate the server PC, you must first install the 3D Systems License Server Utility. This is used to manage licenses for a server and its clients.

**Server Activation**

1. Install the **Setup 3D Systems License Server Utility.exe** file that is located at: C:\Program Files\3D Systems (or Geomagic)\Product Name\License. A new folder will be created at the following location: C:\Program Files (or Program Files (x86))\3D Systems\3D Systems License Server Utility.

2. Go to Start > All Programs > 3D Systems > 3D Systems License Server Utility.
3. Under License Management, click **Activation**.
4. Enter your Activation Code and E-mail address.

   ![Activation Code and E-mail field]

5. Click ➔ (**Next**).
   - If you have already registered your account, the activation process will be completed in this step.
   - If you have not yet registered your account, perform the following steps:
     a. Enter your information in the fields to create a new user account. All fields are mandatory.
        
        **My Information**

        ![My Information fields]

        b. Click ➔ (**Next**).
     c. To confirm your information, click **OK**.

6. When the activation process is completed, a confirmation screen will be displayed.

7. Click ✗ (**Close**) to exit the 3D Systems License Server Utility.
Checking the Log for Failed Service

If the license service failed to run, you can check the log by starting and stopping the service and request licensing support with the log file.

1. Go to Start > All Programs > 3D Systems > 3D Systems License Server Utility.
2. Under the Licensing Setting, click **3D Systems License Service**.
3. Click **Stop Service** and **Start Service** in consecutive order to restart the license service.

If you are still having a problem making the license service run, click the Open Service Log option to see the log and request licensing support. For more information about the licensing support, go to [Licensing Questions and Support](#).

Client Activation

1. Run your 3D Systems application in the client PC.
2. When you receive a message that says your license will expire in a certain days, click **Run License Tool** in the dialog or go to Preferences > License, and click **Launch License Utility** to use the 3D Systems License Utility.
3. If your trial license has already expired, the dialog will be displayed on your screen. Select the **Network License** option to activate a license in the Client PC and skip step 4.

**Note:** You can also manually start the 3D Systems License Utility. Go to Start > All Programs > 3D Systems (or Geomagic) > Product Name > 3D Systems License Utility.
4. Click **Network License**.

5. Enter a Server Name or IP address. You can also change the port number.

6. Click **Register Server**.

7. To connect to the 3D Systems License Server, click **OK**.

8. Restart your 3D Systems application to activate the license.
Checking Server License Information

The License Information displays information about your license.

1. Go to Start > All Programs > 3D Systems > 3D Systems License Server Utility.
2. Under License Management, click License Information.
   A list of all activated licenses will be displayed.

LICENSE DEACTIVATION

When changing PCs or installing a new OS, you must deactivate the existing license(s).

Server Deactivation

1. Go to Start > All Programs > 3D Systems > 3D Systems License Server Utility.
2. Under License Management, click Deactivation.
3. Select the license(s) you want to deactivate.
4. Click (Next).

The deactivation status will be displayed.

5. Click (Close) to exit the 3D Systems License Utility.

Client Deactivation

Network License (Floating) licenses are not saved on a client PC because the licenses are from a server PC. Therefore, there is no deactivation involved for a client PC. If the server is changed, clients will need to change the server name to the correct one when they start the application.
MAINTENANCE DATE EXPIRATION

The Maintenance expiration date is dependent on your license contract with 3D Systems, Inc. If the date has expired, you will see the following window.

There are four options:

- **Online Activation**
  A license activation page for Online Activation type (Node Lock) will be displayed. For more information, go to Licensing with an Online Activation (Node Lock) > Product Activation.

- **Network License**
  A license activation page for Network License type (Floating) will be displayed. For more information, go to Licensing with a Network License (Floating) > Product Activation.

- **USB Dongle**
  Guides you to use a USB Dongle. For more information, go to Licensing with a USB Dongle > Using a USB Dongle.

- **Buy Now**
  Contact the nearest reseller or local 3D Systems sales office for renewing or purchasing a license.

UPDATING LICENSE INFORMATION

Generally, the license information is automatically updated. However, if you renewal the contract with 3D Systems and your maintenance date has been updated, follow the steps below to update the license information manually.

1. Go to your license server PC.
2. Go to Start > All Programs > 3D Systems (or Geomagic) > Product Name > 3D Systems License Utility.
3. Under License Management, click License Information Update.
4. Click Run Update.
   The system runs the update program.
5. After you receive a message that the update is complete, click OK.
6. Click Close (Close) to exit the 3D Systems License Utility.
REPAIRING A LICENSE

If you have any license issue, follow the steps below to repair your license.

1. Go to Start > All Programs > 3D Systems > 3D Systems License Server Utility.
2. Under License Support, click License Repair.
3. Select the license(s) to repair.
4. Click (Next).
   The repair status will be displayed.
5. Click (Close) to exit the 3D Systems License Utility.
BORROWING A LICENSE

When a license type is a Network License (floating) and you want to temporarily use the application on a client PC without connecting to your license server PC, you can this feature. After the license has been borrowed, you can then disconnect the computer from the network and continue to use the application for the length of the borrow period. During the time, the borrowed license is removed from the pool of available licenses in the license server. After the borrow period expires the license is then checked back into the pool.

To borrow a license from a license server

1. Go to Start > All Programs > 3D Systems (or Geomagic) > Product Name > 3D Systems License Utility.

2. Under License Management, click Borrowing License.

3. Select a product to borrow a license for by clicking the drop-down arrow next to the Borrow button.

4. Specify the ending date.

5. Click Borrow.

6. The Expiration Date will show the final date of the borrowing period.
To return a Borrowed License

To return a borrowed license, you must connect to the license server PC before the borrowed time period expires, and follow the procedure below:

1. Go to Start > All Programs > 3D Systems (or Geomagic) > Product Name > 3D Systems License Utility.

2. Under License Management, click **Borrowing License**.

3. Select a product license to return, and then click **Return**.

4. After the license has successfully been returned, the **Expiration Date** will be blank.

5. Click **Close** to exit the 3D Systems License Utility.
CHANGING THE PORT NUMBER

If a license conflicts with the port of another application and the license type is a Network License (floating), the TCP/IP port number can be changed. The application uses port 27006 by default.

To change the Port Number on the Server
1. Go to Start > All Programs > 3D Systems > 3D Systems License Server Utility.
2. Under License Setting, click Change TCP/IP Port Number.
3. Enter a TCP/IP Port Number. Use any number from 1024 to 64000, except for reserved numbers such as 48009. A number between 27000 and 27009 is recommended.
4. Click Change TCP/IP Port Number. The TCP/IP port number will be changed.
5. Click (Close) to exit the 3D Systems License Utility.

To change the Port Number on a Client
1. Go to Start > All Programs > 3D Systems (or Geomagic) > Product Name > 3D Systems License Utility.
2. Under License Management, click License Server Registration.
3. Select a Server Name to change the port number.
4. Click Remove Server.
5. Enter a Server Name/IP Address and a new TCP/IP Port Number.
6. Click Register Server. The server with the new TCP/IP port number will be registered.

Note: The TCP/IP port number for a server and for a client must be the same to enable communication between the computers.
3D Systems software support two different types of USB dongle licenses:

- **USB Dongle** - A physical USB key that includes license information to be able to use the application on a PC.

- **USB Floating Dongle** - A physical USB key that includes product license information for use on multiple client PCs.

This section explains the following topics:

- **Use a USB Dongle**
- **Use a USB Floating Dongle**
USING A USB DONGLE

This section explains how to do the following with a USB dongle:

- Activate and Deactivate a Product
- Maintenance Date Expiration

Activate and Deactivate Your Application

You can easily activate and deactivate a license for your application.

1. Insert a USB dongle into the USB port on your PC to activate a license for your application.
   Your application will run if the USB dongle displays a red light.

2. Remove the USB dongle from your PC to deactivate the license.

Maintenance Date Expiration

The Maintenance expiration date is dependent on your license contract with 3D Systems, Inc.
If the date has expired, you will see the following window.
If you receive this message, you need to update your product license, as follows:

1. Contact the nearest reseller or local 3D Systems sales office and request that they send you an updated Maintenance file.
2. After receiving a updated Maintenance file (through e-mail), copy the file onto your PC.
3. Go to Start > All Programs > 3D Systems (or Geomagic) > Product Name > 3D Systems License Utility to run the application and then click USB Dongle.
4. Under License Management, click Dongle Maintenance Update.
5. Insert a USB dongle into the USB port on your PC.

6. Follow the instructions to update the maintenance information for your dongle.
7. When the process is complete, you will receive a “Maintenance date update completed” message.

   Note: Under the License Management, in the License Information, you can check the updated license information for your dongle.

**USING A USB FLOATING DONGLE**

This section explains how to do the following:

- Install a Dongle Driver and a Monitoring Tool
- Check if the Floating Server is Working

### Install the Dongle Driver and a Monitoring Tool

#### Installing Dongle Driver

To start the floating license service on your server PC using a USB Floating Dongle, you need to first install the dongle driver.

1. To install the **HASP License Manager** and **USB dongle driver**, navigate to C:\Program Files\ 3D Systems (or Geomagic)\ Product Name\Licenses, then double-click **lmsetup.exe**.

![HASP License Manager Installation](image)
2. Click **Next**.
   When you see the Installation Type window as shown in the image below, select the Service option and click **Next** to continue.

![Installation Type window]

3. Continue to click **Next** to finish the process and start a new service for a USB Dongle.
   When the driver installation is complete, click **Finish**.

![Driver Installation Completion window]
Installing Monitoring Tool for a USB Dongle

The monitoring tool monitors which client PC is using a USB floating dongle.

1. To install the monitoring tool on the server PC, navigate to C:\Program Files\3D Systems (or Geomagic)\Product Name\License, then double-click aksmon32_setup.exe.

2. Click the Next button.

3. The monitoring tool installation is complete. Click Finish to complete the process.
Activate a Floating License on the Server PC

Insert a USB Floating Dongle into the USB port on the server PC.

Once the red light on the USB Floating Dongle displays, the floating license is ready to share running the application on the Client PCs.

Check if the Floating Server is Working

By using the USB Floating Dongle monitoring tool, you can monitor which clients are currently connected to the server PC and what products they are using.

1. Go to All Programs > Aladdin > Monitor, and click AKS Monitor.

2. Go to Control Panel > Administrative Tools > Services and check if the HASP Loader has started.

3. Check which clients are currently connected to the server PC and what products they are using.
LICENSING QUESTIONS AND SUPPORT

If you have any questions or problems about licensing or pricing, please contact us using the information below:

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Phone: +1 408-642-3965
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