

Understanding SOLIDWORKS Licensing

A quick overview of Standalone and Network Licenses, Activation, and Borrowing

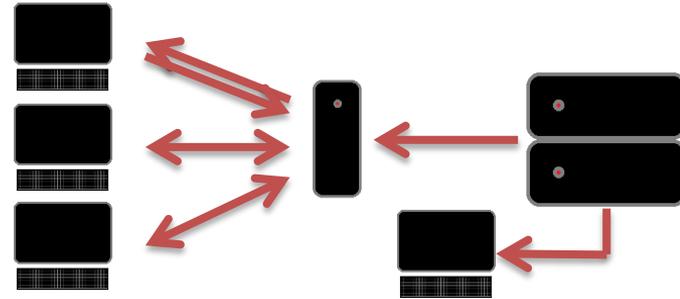


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Overview

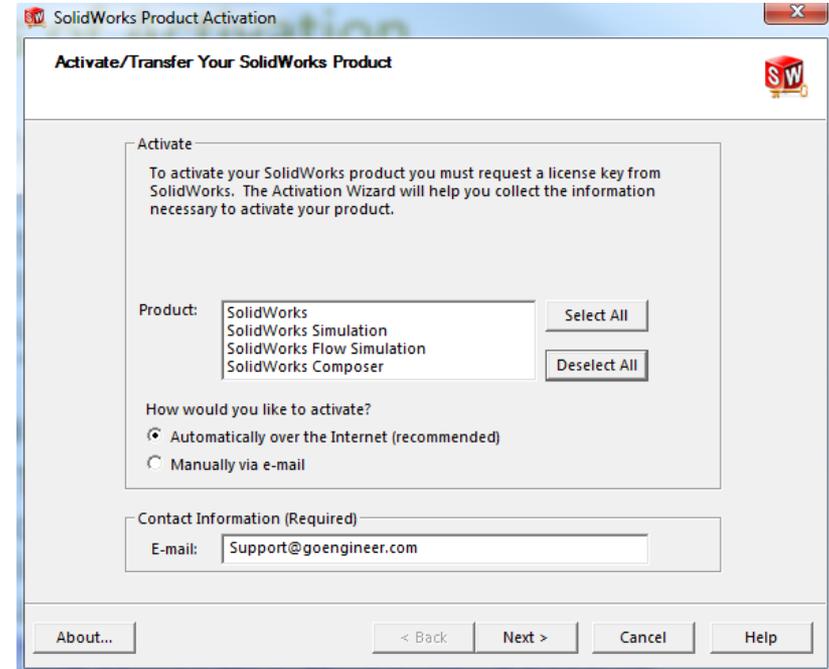
- ❏ SOLIDWORKS licensing is based on Activation. License files are no longer used (since SW2010).
- ❏ A computer needing a license activates over the internet. Activation is done once. It is not repeated each time the software is loaded.
- ❏ The computer attempting to activate sends a request to the SOLIDWORKS activation servers. The SOLIDWORKS activation server then sends a response whether the computer is activated or not.
- ❏ Licenses have one activation possible at a time. If it is available, the computer will activate successfully.
- ❏ If a license is no longer needed on a computer, then the user must deactivate the license off of that computer to make it available to be activated elsewhere.
- ❏ Each SOLIDWORKS Serial Number is a different license.
- ❏ If an internet connection is not available, alternate methods of activation exist.
- ❏ In rare exceptions, license files are issued to high security, “node locked” computers.





Methods of Activation

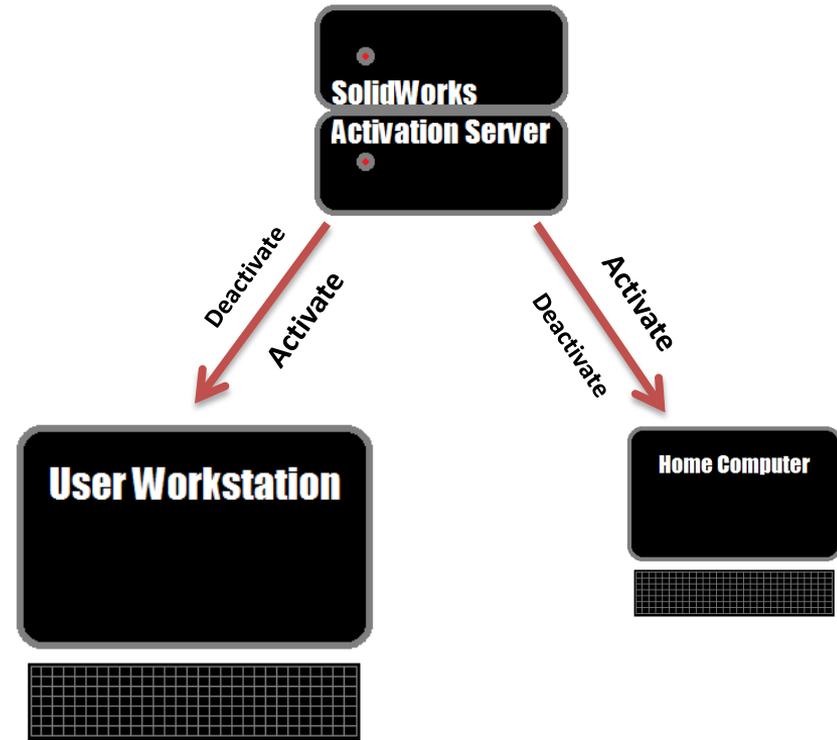
- ❖ “Automatically over the Internet”
 - ❖ If this option is chosen, the transaction is quick and automatic. If there is an available license, the user will see the message “Activation Succeeded”.
- ❖ “Manually Via Email”
 - ❖ This option is used when no internet connection is available. For detailed instructions on how to do an email activation, follow this link:
<http://files.goengineer.com/BestPractices/Manual%20Transfer%20License.pdf>





Standalone Licenses

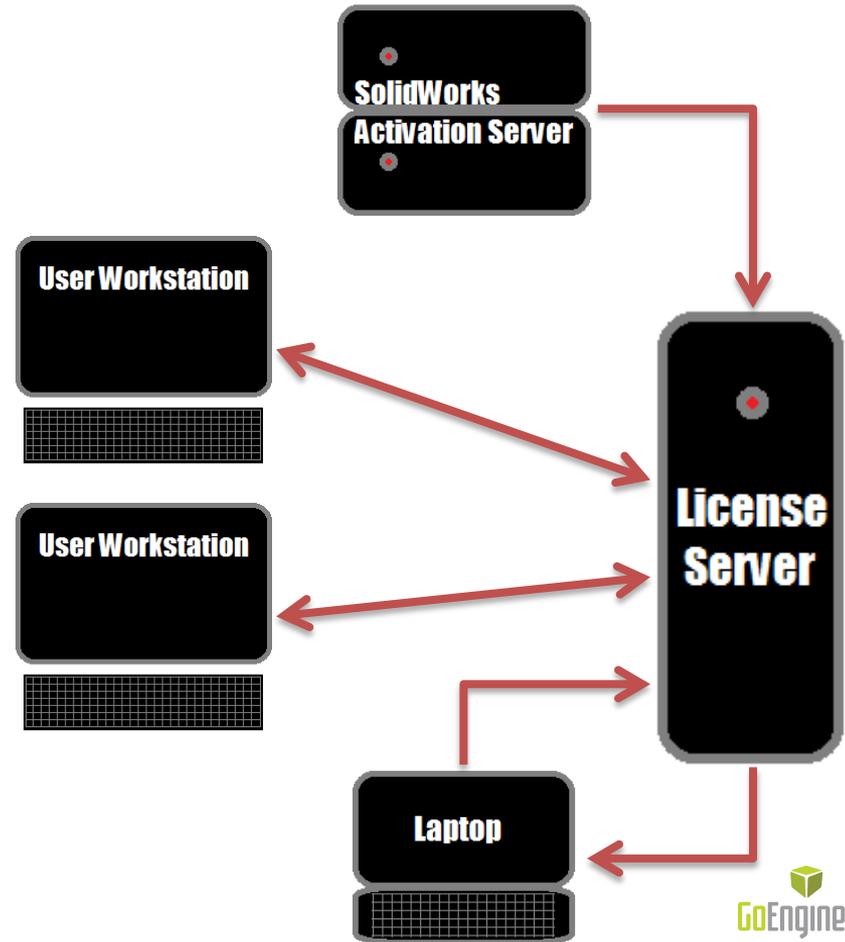
- ❖ Standalone licenses are for one user
- ❖ Once the license is activated, no internet connection or network server is required to start SOLIDWORKS.
- ❖ The activation stays on the user's computer until they deactivate the license from that computer.
- ❖ Two users may not share one standalone license, even if they use them at different times. This is a violation of the EULA.
- ❖ 1 Serial Number = 1 License = 1 User = 1 Computer at a time.
- ❖ Users must keep track of where they have activated their license.
- ❖ If the user gets a new computer to replace their existing one, they must deactivate the license off of the old computer before activating on the new one.





Network (Floating) Licenses

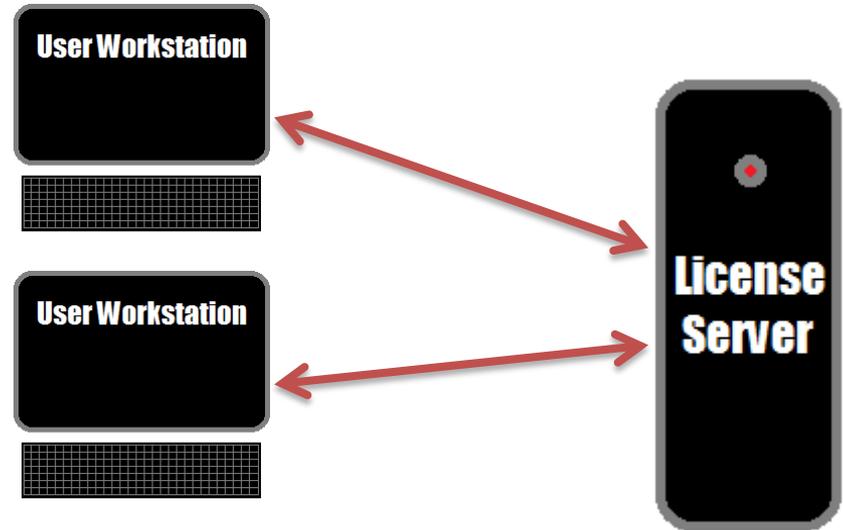
- Network licenses are activated on one server within the user's company network.
- That license may contain many "seats" of SOLIDWORKS.
- The SolidNetWork License manager deals out those seats to user's machines on an as-needed basis.
- When SOLIDWORKS is started on a user's machine, it uses a seat from the server, if one is available.
- Seats can also be "borrowed" from the server and taken out of the network for a set period of time.
- The license manager keeps track of who has each seat and for how long.
- "Home Use Licenses" can be issued for network licenses ONLY. Consult your sales person for details.
- Multiple licenses may be included on a single server (for example: a SOLIDWORKS license and a Simulation license)
- Network licenses can also contain multiple products within a single license which all share one serial number.





Network License Usage

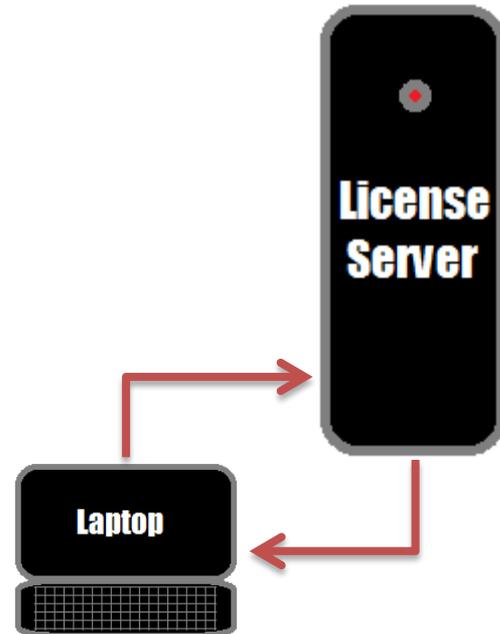
- When a user's computer is connected to the network with a license server, the computer will "use" a license whenever they start SOLIDWORKS.
- When the program starts, it sends a request to your license server for a seat of SOLIDWORKS. If a seat on the license is available, then the license manager allows the user's program to open.
- While SOLIDWORKS is running on the user's computer, the license server will check in on the user at regular intervals. If the server sees that the user is done using SOLIDWORKS, then the seat is returned to the server and becomes available for another user.
- Regardless of the version of SOLIDWORKS you have, the license manager deals out a seat of SOLIDWORKS Standard initially, and then deals out higher tier seats (like professional or premium) when the user turns on features that require them (like Routing or Toolbox).
- All of this requires little or no monitoring but the status of license can be viewed in the SolidNetWork License Manager on the License Usage tab





Network License Borrowing

- If a user needs to take a seat out of the network temporarily, they can “borrow” it using the license manager’s License Borrowing tab.
http://help.solidworks.com/20xx/English/SolidWorks/Install_Guide/t_borrowing_snl_licenses.htm
- The computer must be inside the company’s network in order to borrow or return a seat from the license manager.
- Seats can be borrowed for up to 30 days but should only be borrowed for the amount of time that is actually needed. This helps avoid long term seat loss in case of a computer crash while it has a borrowed seat.
- Once the user is done with the seat, they must return the license from the same menu that they borrowed it. Seats must also be returned before re-borrowing them again.
- If a user needs to borrow a license frequently or for long periods of time, then it would be best to get them a standalone license instead.





Network License seat count discrepancies

In the SolidNetWork License Manager, you can look at the License Usage tab to see how many seats are being used and who is using them, and how many seats are available to use. It is important to note how licenses are counted on this tab.

As mentioned before, network users will always pull a standard seats first, then grab additional seats as needed for higher tier add-ins. To make the seat count come out correctly, the license manager includes an additional standard seat for each professional and premium seat on the license.

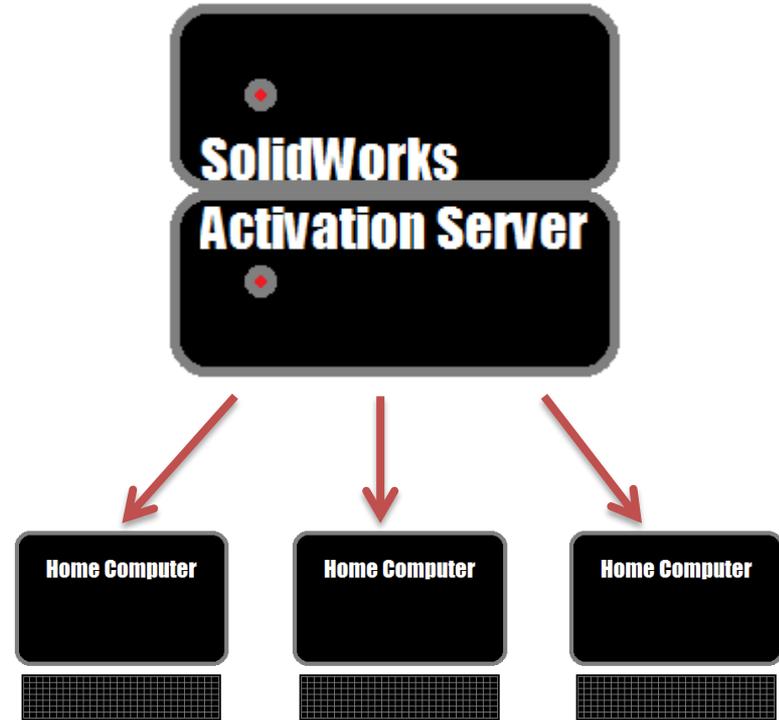
For example, if a network license contains 3 seats of standard, 3 seats of professional, and 3 seats of premium, then the license counts will display as 9 standards, 3 professionals, and 3 premiums. This means that the total number of users that can get on SOLIDWORKS at once is 9, not 15.

Additionally, if a user uses License Borrowing to take out a seat of premium, then the user must also borrow a seat of standard. The borrowing tab, however, will display this as 1 seat of premium borrowed and doesn't show the borrowed standard license. The License usage tab will display this correctly.



Home Use Licenses

- Home Use licenses are issued as companions to Network licenses so their users can have SOLIDWORKS at home without having to bring their computer into work to borrow a seat every day.
- Home Use licenses activate in the same way that standalone licenses do.
- Home Use licenses differ from standalone licenses in that they can be activated on multiple different user's computers.
- Home Use licenses can only have one type of license on it (like SOLIDWORKS Standard or SOLIDWORKS Premium, but not both).
- Home Use licenses cannot be used on workstations. This is a violation of the EULA





If activation, usage, or borrowing fails...

- Common failure messages and possible fixes include:
 - “...activation count exceeded.”
 - Your license is activated on another computer already. You need to find the computer that is holding the activation and deactivate it.
 - “Could not obtain a license for SOLIDWORKS...”
 - Your SolidNetWork License Manager might be down or not installed.
 - All the seats might be used by other users at the moment.
 - Your SolidNetWork License Manager might be an older version than the one the user is trying to use and the license manager needs to be updated.
 - Your SolidNetWork License Manager might need to be reactivated.
 - Your network is down so the SolidNetWork License Manager is not reachable.
 - Your user’s machine isn’t pointed at the wrong location. You can repoint it in the license manager (on the user’s machine, not the server) and go to the Server List tab to repoint it.
 - “Failed to borrow license...”
 - Mostly the same as the fixes for “could not obtain a license...”
- If you can’t resolve these issues on your own or you get an error not listed here,
 - contact support@goengineer.com
 - or call 1-888-559-6167



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