Rocket
LEGACY POWERS LEGENDARY

How to correctly configure Sentinel licensing for your Rocket® Uniface application

Moving from DLM to Sentinel all starts with an Entitlement. This is an ID that represents your specific licensing rights to use Rocket® Uniface products and features. **Then it's just a matter of configuring your Rocket® Uniface application to use your chosen license type:**

01
Standalone (*node-locked*): cloud-served or with a local license file

02
Network (*concurrent*): using a server-based Rights Management System (RMS) License Manager

You can configure your Sentinel licensing when installing versions 10.3.03 or 10.4.01 of Rocket® Uniface, or by manually following the steps below.

01 Standalone, cloud-served

Cloud-served licensing is only available for Windows and Linux.

To set up standalone, cloud-served licensing on *Windows*:

- **Run the Rocket® Uniface License Management utility (ulic)**
  After obtaining your Entitlement ID from your Rocket® Uniface representative, launch License Management from the Start menu.

- **Enter your Entitlement ID**
  Enter the Entitlement ID when prompted and select **ACTIVATE** and continue to confirm. *Now you're good to go!*

To set up on Linux:

- **Run the command line ulic /act <entitlement ID>**

02 Network using RMS server

Network licensing can be cloud-served using an Entitlement ID or served on-premises with a license file. To set up network licensing using the server-based RMS License Manager:

- **Install RMS**
  You can download the RMS installation scripts for Windows or Unix from the downloads site.

- **Choose the license type**
  The RMS installer will prompt you to choose either a cloud-served license or a license file. Enter your Entitlement ID or the license file path when prompted. You also have the option to configure a proxy server for cloud-served licenses.

- **Edit your application's assignment file**
  In your application's assignment file, set $LICENSE_OPTIONS to include the hostname for your RMS. See the documentation for the correct syntax.

```
[settings]
$LICENSE_OPTIONS=LM_LICENSE_FILE=your.rms.hostname.tld
```

03 On-premises served, standalone

A license file can only be used on one specific machine, and the file is always locked to the machine where your application is run. To set up licensing using a local license file:

- **Log in to the EMS self-service portal**
  Log in to the EMS portal with your Entitlement ID and click **ACTIVATE**. You are prompted to enter the client info for the license you are activating. This is the unique machine identification.
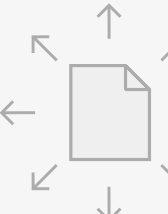
- **Get the unique machine identification**
  In the **\COMMON\BIN** directory of the Rocket® Uniface installation, you will find the Wechoid utility for Windows. Use this utility to match the locking criteria of your machine to your Entitlement's criteria, which you can find on the portal. This generates the client info code, which is your unique machine identification. An equivalent command line utility, echoid, is available for Linux, Aix, Solaris, and Windows.

- **Get a license file for each unique machine**
  On the same EMS activation screen, enter the unique machine code and click **ACTIVATE**. This creates a license file that you can download.

- **Distribute the license files to each machine**
  Copy the downloaded license file to the machine for which it was created.

- **Edit the application assignment file**
  On each machine, configure the $LICENSE_OPTIONS to point to the local license file. See documentation for the correct syntax.

Note: When installing versions 10.3.03, 10.4.01, or higher of Rocket® Uniface, you can easily configure licensing options by following the prompts in the installer.