

What is the right Sentinel licensing configuration for your Rocket® Uniface application?

Rocket® Uniface is moving from DLM to Sentinel for its licensing tool as of versions 10.3.03 and 10.4. Change is never easy, but this change comes with a lot of benefits that will help you to reduce license administration and manual overhead. The first step is understanding the right type of Sentinel license for your Uniface application and deployment environment.

Get in touch with your Rocket® Uniface representative to discuss your options and to get your new Entitlement.

At the heart of Sentinel is the Entitlement Management System (EMS), a central cloud service that maintains the licenses for all Rocket® Uniface customers and users. It provides a self-service portal that you can use to obtain and extend licenses using your Entitlement ID. Your Entitlement ID represents your specific licensing rights to use Rocket® Uniface products and features.



You can discuss with your Rocket® Uniface representative which of these approaches to licensing is best for you:

Standalone licensing, where each client has an independent license (known in DLM as *node-locked*)

Network licensing, where clients connect to a license server over the network (known in DLM as *concurrent licensing*)

With Sentinel, we now deliver cloud-served licenses, so that your client or server connects automatically to a cloud-hosted license server to get licenses and updates. In cases where an internet connection isn't available, we still offer local license files. We call those **on-premises served licenses**.

Let's look at these options in more detail:

01 Standalone cloud-served licensing

Ideal if you previously used node-locked licensing with DLM



- ✓ Configure your Rocket® Uniface clients to directly connect to the EMS
- ✓ Provide a zero-maintenance environment for your Rocket® Uniface clients
- ✓ Easily enter your Entitlement ID during installation or when distributing your Rocket® Uniface clients with the Entitlement
- ✓ Allow operation with only a periodic internet connection required

02 Network cloud-served licensing

Ideal if you previously used concurrent licensing with DLM

- ✓ Configure your Rocket® Uniface clients to connect to the server-based Rights Management System (RMS) License Manager
- ✓ Synchronize the RMS License Manager with the EMS, extending licenses automatically based on your Entitlement
- ✓ Centralize license management with concurrent licenses
- ✓ Obtain commuter licenses (similar to DLM license borrowing)
- ✓ Configure redundant license servers for fail-over to make sure your licensing system is always online
- ✓ Overcome unexpected server failures, as the application will continue to function for a short period (known as grace licensing)

- ✓ Save time and effort by updating licenses remotely, with no need to revisit the servers
- ✓ Locate all active License Managers in your network
- ✓ Access the cloud-licensing plug-in available for Windows and Linux

