

# Versatility in Motion

## Your Perfect License



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<https://www.wibu.com/wibu-systems-webinars/versatility-in-motion-your-perfect-license/access.html>

# Agenda



Review of Part I – Basic Settings



Overview of the Product Item Options



Modeling typical licenses (Demo)



False friends and best practice tips



Preview of Part III – Feature-based Licenses

# Review of Part I – Basic Settings

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# Review of Part I – Basic Settings

- Implementing a new Firm Code
- Configuring the available Firm Codes
- Global settings for license creation
- Global settings for support processes
- Setting up CmContainer types

# Overview of the Product Item Options

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# Product Item Text

## Description

- License Description
  - Product name
  - Name of the enabled functionality
- Does not offer any security
  - Modification without CodeMeter License Central possible

## License Models

- All license models

# License Quantity

## Description

- Count of the concurrent licenses:
  - network and
  - stand-alone (local)
- Available access modes:
  - UserLimit
  - StationShare
  - NoUserLimit

## License Models

- Concurrent Licenses, Floating Network Licenses
- Countable license properties like axis, nodes, ...



# Expiration Time

## Description

- License is valid until...
- License is checked against CodeMeter System Time
- Offline use, no Internet connection needed
- Can be set absolute or relative
- Rules for automatic renewal in CodeMeter License Portal

## License Models

- Time-based licenses
- Subscriptions
- Trials, Demos
- Time-contingent licenses
- Field engineer licenses

# Feature Map

## Description

- Up to 32 different modules or versions can be bit-encoded
- Feature Code is part of the encryption process
- (Feature Code & Feature Map) == Feature Code

## License Models

- Version-based licenses
- (Feature-based licensing)
- Flagging versions or editions

# Maintenance Period

## Description

- Expiration affects the right for updates, not the usage of the license
  - Old versions keep running after expiry of the maintenance period
  - New versions released within the maintenance period run instantly
- Release Date is part of the encryption process
- Start Maintenance Period  $\leq$  Release Date  $\leq$  End Maintenance Period

## License Models

- Version-based licenses
- Maintenance contracts
- Support contracts

# Unit Counter

## Description

- Counter charged via CodeMeter License Central
- Decrement at runtime
- Counter recharged via CodeMeter License Central
- Encryption-based tamper-proof
- Tamper-proof feedback channel via Context File

## License Models

- Pay-Per-Use licenses
  - Pre-paid
  - Post-paid
- Elapsed operation time
- Overflow/standby licenses
- (Emergency licenses)

# Named User Licenses






















## Description

- Binding to a user
  - username
  - username & domain
  - user defined text (defined by vendor)
- Automatic check during access
- Stored as hash or plain
- Rules in CodeMeter License Portal for changing the users

## License Models

- Named User License

# Product Item Options

 Text	 Module Items	 License Transfer
 License Quantity	 Unit Counter	 User Data
 Activation Time	 Maximum Encryption Rate	 (Extended) Protected Data
 Expiration Time	 Access Password	 Customer Own License Information
 Usage Period	 Minimum Runtime Version	 Hidden Data
 Feature Map	 Named User License	 Secret Data
 Maintenance Period	 Linger Time	 Universal Data

# Modeling typical licenses (Demo)

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# False friends and best practice tips

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# Usage Period

## Description

- License is valid for ... days from first use
  - First call of an encryption / decryption operation
- Time stamp of first use is stored in CmContainer
- Expiration is checked against CodeMeter System Time
- No friend of CodeMeter License Central
  - No return of started Usage Period

## License Models

- Emergency Licenses
- Pre-delivered demo/trial licenses

# False Friends and Best Practice Tips

- **Usage Period**
  - ➔ Use relative Expiration Time
- **Activation Time**
  - Checked against Certified Time
  - Internet connection needed
  - ➔ Use in online projects only
- **Constraints**
  - Complex rule
  - Verification in the sequence of generation
  - ➔ Implement custom constraints
- **Activation Count > 1**
  - ➔ Implement process and rules for reactivation
- **Update and UpdateAdd items**
  - ➔ Use Replace, if possible
- **Multiple license entries per item**
  - ➔ see part III
- **Feature Map**
  - Limited usage for feature-based licenses
  - ➔ see part III

# Preview of Part III – Feature-based Licenses

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Cliffhanger ...

# Two Approaches for Feature-Based Licenses

## Within single Product Item

- Same root key for all features
- Difficult to realize Expiration Time or License Quantity per option
- Usage of Feature Map
  - Limited to 32 features
- Usage of proprietary data
  - No out-of-the-box support in CodeMeter License Central

## With separate Product Items

- Better flexibility thanks to different root feature
- Expiration Time can be set individually
- License Quantity needs to be set individually
- No correlation between Product Items for usage or license transfer

Module Items



Type your questions in the chatbox

# Thank You!

## Let's keep in touch

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