

# 3Delight Licensing

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3Delight Licensing Explained

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# 1 How 3Delight Licensing Works

3Delight licenses are related to threads or processes and are bound to a machine, not to actual CPUs. So a 4-threads license can run the following configurations on a given machine:

- Run a single render with four threads.
- Run two different renders, each one using two threads.
- Run four different renders, each one using one thread.

All these configurations are independent on how many CPUs one has on the given machine.

Additionally, all licenses are *floating*; they can be used on any computer in a particular network. They are also *platform independent*.

Products pricing is detailed on our web site and licenses can be purchased by contacting us at [sales@3delight.com](mailto:sales@3delight.com).

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NOTE: When running *3Delight* without a license, for testing purposes, a watermark will be displayed. In this form, the renderer cannot be used for commercial work.

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## 2 Obtaining a License

Before asking for a license, determine on which machine the license server will be run and find the “hostid” of that machine. The “hostid” is a unique identifier to each machine and is used by the licensing software to correctly identify the system on which it is run. The “hostid” *3Delight* uses is the MAC address of the network card installed in the machine.

The obtained hostid has to be sent to [sales@3delight.com](mailto:sales@3delight.com).

### 2.1 3Delight Standalone and 3Delight for Maya

To get the MAC address of a particular machine, run the `licutils` command distributed with *3Delight*:

```
C:\> licutils hostid
e08122074c1
```

On windows you need to open a command prompt (also known as *DOS box*) to run the command. With that identifier in hand, fill the form at <http://www.3delight.com/en> and wait for the license key file that will be sent to you by e-mail.

### 2.2 3Delight for XSI

If you are running *3Delight for XSI*, you can get the hostid from inside XSI:

1. Install the add-on
2. Open the *Plug-in Manager* window (*File -> Plug-in Manager*)
3. Right click on the *3Delight for XSI* add-on and select *Command Prompt*. This will open a command prompt with the current directory being the root of the add-on installation.
4. In the command prompt, issue the following command: `cd Application\bin\nt-x86`
5. And then issue: `licutils hostid`

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<sup>1</sup> The given MAC address is only an example, you will get something different.

## 3 Setting Up and Running the License Server

### 3.1 Installing the License File

The license will be sent by e-mail in the form of one hexadecimal string. A license string looks like this:

```
3Delight 2d 1d 40 b6 b7 17 67 99 04 74 b4 f6 93 01 5b 28 07 a4 53 bc 6d bc 00 e5
```

The next step is to copy the provided string into a ‘license.dat’ file into the root of your installation. If you don’t know the root of the installation:

- In *3Delight for XSI*, you can browse the root of the add-on installation by opening the *Plug-in Manager* and selecting *Explore* on the add-on.
- In a standard *3Delight* installation, simply inspect the DELIGHT environment variable which points to that specific location (the default installation path on Windows platforms is ‘C:\Program Files\3Delight\’).

If you have licenses for more than one product, you can simply concatenate the license strings, one per line, as in :

```
3DFX-a 0b 94 66 97 93 0b fc 1e 58 d2 1a d7 7e e8 87 54 dc f9 cc a5 6e 93 56 cc
3Delight 2d 1d 40 b6 b7 17 67 99 04 74 b4 f6 93 01 5b 28 07 a4 53 bc 6d bc 00 e5
```

### 3.2 Starting the License Server - licserver

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**IMPORTANT:** One license server can serve licenses for all platforms, there is no distinction between a license for Windows and a license for Linux. Additionally, only one license server can be started on a LAN: starting multiple license servers will not work.

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#### 3.2.1 3Delight Standalone and 3Delight for Maya

On windows systems it is possible to launch the license server through the *Start->All Programs->3Delight* menu, given that the ‘license.dat’ file was installed properly. It is also possible to start it by hand:

```
C:\> licserver "%DELIGHT%/license.dat"
```

On Linux systems, the license server has to be started manually. The ‘-d’ options launches the license server in “daemon” mode.

```
% licserver -d $DELIGHT/license.dat
```

#### 3.2.2 3Delight for XSI

In *3Delight for XSI*, the license server binary (‘licserver’) is installed in the ‘/Application/bin’ directory of the add-on. There are two batch files to start the license server:

`'licserver-foreground.bat'`

Starts the license server in *foreground* mode. This is useful to see all the log messages and we recommend this when starting the license server for the first time.

`'licserver-background.bat'`

Starts the license server in *background* mode. This starts the license server and returns control to the user. This can be executed at startup time on the license serving machine.

### 3.3 Modifying the Configuration File

If you are running the product in a networked environment, it is necessary to indicate to *3Delight* where the license server is running. This is done by modifying the configuration file. For *3Delight* standalone and *3Delight for Maya* the configuration file is named `'rendermn.ini'` and is located in the root of the installation. In *3Delight for XSI*, the file is named `'settings.txt'` and is located in the root of the add-on installation. Adding the following line is enough to indicate where the license server is located:

```
/3delight/licserver servername
```

Here, *servername* is the name of the machine for which you provided the MAC address. A network name or an IP address is accepted. Note that this is **not** the “hostid”. If you are unsure about the name of the license server, log on to the machine and issue the following command in a *DOS* box:

```
C:\> licutils hostname
```

## 4 Troubleshooting

### Q:

Why does *3Delight* displays the following message and adds a watermark on the image ?

```
3DL INFO: Please complete the 'rendermn.ini' file. See licensing docs.
```

### A:

This happens when the `'rendermn.ini'` file doesn't contain the `"/3delight/licserver"` entry. Please modify that file as explained in [Chapter 2 \[Obtaining a License\]](#), page 3.

### Q:

Why does *3Delight* displays the following message and stops the render ?

```
3DL SEVERE ERROR: Unable to contact license server (Connection refused)
3DL INFO: Make sure the license server is running on 'servername'
```

### A:

If *servername* is really the name of the machine entered in the `'rendermn.ini'` file then probably the license server hasn't been started. If *servername* is not the machine specified in the `'rendermn.ini'` file then it might mean that there is another `'rendermn.ini'` file that is overriding the one containing the right *servername*. Such a thing might happen if there is, for example, another `'rendermn.ini'` file in user's home directory. To assess this, one could set the `DL_DUMP_DEFAULTS` environment variable and start a render; all loaded `'rendermn.ini'` files will then be displayed.

### Q:

What do these error messages mean when starting the license server ?

```
unable to bind TCP address
unable to bind UDP address
```

### A:

There is most likely another license server process already running on the machine. It needs to be stopped first. Some software firewalls can also cause that kind of error.