

3Delight For Softimage Installation Guide

Installing the software and the license server

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1 Downloading and Installing *3Delight For Softimage*

Downloading and installing the software is done by following these simple steps:

1. Uninstall any previous version of *3Delight for XSI*, as it won't be overwritten by *3Delight For Softimage* since they don't have the same name.
2. Click on the download link of the software for your platform of choice. Go to http://www.3delight.com/en/index.php/step_0 to make the selection.
3. Decompress the downloaded file.
4. Drag and drop the decompressed file (a *Softimage* add-on with the '`.xsiaddon`' extension) following the standard procedure to install a *Softimage* add-on.

In the installation folder, you can find the following manuals:

- `ReleaseNotes.txt` (release notes for the software)
- `doc/InstallationGuide.pdf` (this document)
- `doc/3DelightForSoftimage-UserManual.pdf` (main user manual)
- `doc/extra/3DelightUserManual.pdf` (user manual for *3Delight* standalone)

NOTE: The software can be removed from inside *Softimage* as for any other add-on.

2 Obtaining a License

NOTE: When running a demo version of *3Delight For Softimage*, for testing purposes, a watermark will be displayed. In this form, the renderer cannot be used for commercial work.

3Delight licensing is controlled through a separate proprietary program we provide called *license server*. That process can run on the same machine where the software is installed, or on another machine on the same network. Using this license server, we provide floating licenses: they can be used on any machine on a given network.

To obtain a license you must first 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 runs.

You can get the *hostid* from inside the *Softimage* software:

1. Open the *Script Editor* window.
2. Execute the command `Get3DelightHostID()`.

The returned *hostid* should be emailed to sales@3delight.com to obtain a license.

IMPORTANT: The license server we provide is designed to serve licenses easily to thousands of nodes even if running on a low performance machine. On the other hand, it can become unresponsive if installed on a powerful machine with a too heavy load (if it is also used for intense rendering for example). So, it is important to carefully choose the machine for the license server as it may affect the performance of an entire render farm.

IMPORTANT: The *hostid* is usually the MAC address of the machine, but not always. This is because on some machines, the MAC address changes after the machine is restarted. Our `Get3DelightHostID()` command automatically detects this and will provide a fixed and proper *hostid*. For this reason, it is important and necessary to use the `Get3DelightHostID()` command to obtain the *hostid*.

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 an hexadecimal string. A license looks like this:

```
# Feature name : 3DFX-a
# Host ID      : e08122074c
# Licenses     : 2 (up to 4 threads per machine)
# Expiration   : none
# Service Exp. : Wed Aug 30 00:00:00 2009

3DFX-a 2d 1c dc 0e ec d7 a9 1a 7d b9 3b 32 ba 93 f6 7f 77 e0 bc 1f 15 07 b0 fc
```

In this example, the # lines are not necessary for the license to work, they are only use as reminder of the features of the license; you can add your own # lines if you like.

Save provided license into a 'license.dat' file into the root of your installation. In *3Delight For Softimage*, you can browse the root of the add-on installation by opening the *Plug-in Manager* and selecting *Explore* on the add-on.

If you have licenses for more than one product, you can simply concatenate the license, such as:

```
# comments...
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
# comments...
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

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.

In *3Delight For Softimage*, 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.

Simply double-click on one of these batch file to start the license server.

3.3 Modifying the Configuration File

If you are running the software 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. 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 *hostid*. 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 How 3Delight Licensing Works in Multi-Processing

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

- Run a single render with four threads working in parallel on a single image.
- Run two different renders (working on two separate images), each one using two threads.
- Run four different renders, each one using one thread, working on 4 separate images.

All these options are independent on how many CPUs or Cores are available on the given machine. In practice, to fully use a dual CPUs / dual Core machine, one need a 4-thread license.

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

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.

5 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.