# Table of Contents

**Installing the Enterprise Edition** ................................................................. i

1. Ease of Installation - Do It Step-By-Step! ............................................ i
2. The Installation Process ........................................................................... i

1. **Enterprise Server** .................................................................................. 1
   1.1. Configuration of the Network Environment ...................................... 5
   1.2. Setting up an SSH Server .................................................................... 7
      1.2.1. SSH Settings .............................................................................. 7
   1.3. CVS Support ....................................................................................... 9
   1.4. Setting Up Your License Keys ............................................................ 10
      1.4.1. Online Registration ................................................................... 10
      1.4.2. Web Registration ........................................................................ 14
   1.5. Starting the Server .............................................................................. 17

2. **Enterprise Client** .................................................................................. 19
   2.1. Installing the Client ............................................................................ 19
   2.2. Starting the Client .............................................................................. 20
      2.2.1. Settings and Passwords ................................................................. 21
      2.2.2. Connecting to the Enterprise Server ........................................... 22
      2.2.3. Starting a Collaboration ................................................................. 22

A. **Troubleshooting** .................................................................................... 23

B. **Configuring Server Properties** ............................................................. 25

C. **License Manager** .................................................................................. 27
   C.1. GUI Interface ...................................................................................... 27
      C.1.1. Key Descriptions .......................................................................... 28
      C.1.2. Buttons ......................................................................................... 28
      C.1.3. New Key ....................................................................................... 28
   C.2. Command Line Interface .................................................................... 29
      C.2.1. Command Line Flags ................................................................. 29
      C.2.2. First Alternative: Online Registration ........................................ 30
      C.2.3. Second Alternative: The Web Registration .................................. 36

D. **Installing the OpenSSH Server for Windows** ....................................... 43
Installing the Enterprise Edition

1. Ease of Installation - Do It Step-By-Step!

The Enterprise Edition (EE) is a sophisticated client-server system, and in order to make the most of the productive environment, you'll need to install a server and several clients and buy and register as many concurrent licenses as there will be clients working at one time. You should have an SSH service on your server machine for secure uploading and downloading of projects, and Poseidon's CVS support is extremely useful to keep versioning under control, so these services will also need to be configured.

This all may sound a bit complicated. As with any software that works over a network, there are many possible configurations to take into account. But if you follow this guide and complete each step in order, it should be simple.

However, to make the evaluation process as easy as possible, we allow the installation of a "stripped" system.

You may choose just to install one single client and use it - as if it was the standalone Professional Edition (PE). You can then install the server, and connect the client(s) to that server - all without having to register anything within the first three days after installation. You won't even need SSH or CVS for the evaluation. You can then extend the evaluation period by another 30 days by registering the product. If you like, you can later install an SSH service on your server to use even more features of the Enterprise Edition. And finally, you can also set up the system for working with CVS. But, as stated above, you should take your time and do things step-by-step.

2. The Installation Process

Please read this section carefully. You might miss important information otherwise!

Poseidon for UML Enterprise Edition has two components, the server and the client. The server contains everything needed to manage collaborations, clients and projects. The client is a complete modeling environment that connects to the Enterprise Server to enable collaborative working. This means that to run even one single client after the evaluation period has expired, you need to install and start the server first. In order to start the server and client applications, you need to have valid license keys, which are added by the manageConcurrentLicenses tool. (See Section 1.4)
**Installing the Enterprise Edition**

This document describes the installation process of the server and the client software. For convenience reasons, we are using a single installer for both the client and server. For the server installation, the installation program should be executed under the user account that will start and run the Enterprise Server later. The client installation must be run on each machine and for each user that will use this software. We will first describe the server installation because it is vital for the client to be able to connect to a server. Some parts of the server installation process are optional, they are clearly marked as ’**Optional**’. Essential parts are marked as ’**Essential**’.

Information about the client installation follows the description of the server setup.
Chapter 1. Enterprise Server

The software is installed using the installer program (PoseidonEE_2_Installer or PoseidonEE_2_*_JRE_Installer). Depending on the local operating system, it can be started by double-clicking on its icon or calling the file from the command line.

1. The installer will open a new window, prompting you for all of the required information during the installation process.

2. The first thing you will encounter while running the installer is an introduction stating that the installer is for both client and server installations. You will choose which kind of installation you want in the next stage.

3. The next screen allows you to choose the type of installation that should be
Chapter 1. Enterprise Server

performed. You can choose between a client and a server installation. Please select 'Server'.

4. After clicking the 'Next' button, the License Agreement will be presented to you. You can either accept the agreement by clicking the 'I accept ...' button followed by the 'Next' button, or reject it by clicking the 'Cancel' button. Please read the agreement carefully before you decide which button to click. If you decide to reject the agreement, the installer will end without installing the software.
5. Following the License Agreement, the ‘Choose Install Folder’ screen allows you to decide which folder to use to install Poseidon. To change the default setting, you can either open a file dialog or edit the folder path directly.

6. Clicking ‘Next’ leads to a dialog to select the Java installation that will be used for Poseidon. Please make sure that you select a Java 1.4-compliant installation. Otherwise, Poseidon will refuse to work.

7. The next screen lets you set some server-specific information. Adjusting the
Chapter 1. Enterprise Server

Port range for the server is needed only if the server should be accessible through a firewall. The chosen ports have to be opened in the firewall in order to allow communication. The first value names the starting port of the port range while the second value names the number of ports to be opened (the default settings mean that port 9000 to 9019 will be opened). The 'Administrator user name on the server' will be used for starting the administration tool. It should be the name of the user installing and running the Enterprise Server.

![Port selection screen](image)

8. The 'Choose Link Folder' screen allows you to decide where to create links on your system for faster access to the server and the administration tool. Although we recommend keeping the default settings, you can also choose other options or skip link creation completely.
Chapter 1. Enterprise Server

9. Finally, you will be presented with an installation summary for you to approve before the software is actually placed on your system. Click 'Install' to continue.

1.1. Configuration of the Network
Optional: If the Enterprise Edition is used only within a local network environment (for example, for a quick evaluation) and you haven’t changed the port range settings during the installation process, the Enterprise Edition will work without any additional configuration. You may then skip the rest of this section.

The Enterprise Edition features configurable ports used for the RMI connection between the Enterprise Server and its clients. If you plan on using the Enterprise Edition in a Wide Area Network that uses firewalls, a bit of configuration of the Enterprise Server and the affected firewall is needed.

The Enterprise Edition uses different ports to allow communication between the server and the clients, with each collaboration using its own port. In order to reduce the amount of ports that have to be opened in the firewall, the Enterprise Edition is able to restrict itself to use only a specific port range. Please be aware that the server machine must be visible to all clients. Port mapping is currently not supported.

The ports used for communication between the server and the clients can be configured either during the installation process or by editing the following properties in the `CollabServer.properties` file:

- **collabserver.portrange.start** - The port number of the first port in the sequential list of ports.
- **collabserver.portrange.size** - The number of ports to be used.

The first port is used for the RMI Naming Service, the second for the Enterprise Server, and the final ten ports for any started collaborations. The ports to be opened in the firewall will therefore be: 7000 (RMI Activation Daemon), and `collabserver.portrange.start` up to `collabserver.portrange.size`. For the default settings, the ports 7000 and 9000 – 9019 must be opened. Additionally, the Concurrent License Server also needs two ports, which are 6262 and 6263 by default. (See Appendix B).

Please contact your local system administrator for details on how to change the setting for your local firewall (in most cases, he will be the person responsible for doing the changes anyway).
1.2. Setting up an SSH Server

Optional: For a complete Enterprise System, an SSH service must be running on the server machine - it is needed to encrypt communication and to perform file transfers between the server and the clients. If you don’t have an SSH service, then some important features of the Enterprise Edition will be disabled. However, if you just want to perform a quick evaluation, then you may skip this section now and come back later once everything else is up and running.

Many systems (especially those running any kind of *NIX operating system) will already have an implementation of SSH installed. If the machine designated for the Enterprise Server has been used as workstation before, it is very likely that the SSH server isn’t started automatically.

For systems that do not have an SSH server installed, we provide an open source implementation of the SSH protocol along with the Enterprise Edition. See Appendix D for installation details.

If you are not sure if there is an existing SSH server installed (and running) on the server machine, ask your system administrator. We also recommended that you consult the system administrator before installing any SSH packages.

1.2.1. SSH Settings

Once the SSH server is up and running on the server machine, some basic tweaking of the SSH environment may have to be done. The following settings must be set in the SSH Server:
Chapter 1. Enterprise Server

PasswordAuthentication yes
PermitEmptyPasswords no
RSAAuthentication no
Protocol 2,1
Port 22

Most of these settings are the default settings for the configuration. At the minimum, the RSAAuthentication must be set to 'no', otherwise clients will not be able to use project files from the server. If you make changes to the configuration, you will also have to restart the SSH server.

If you don’t know where to change the settings, asking your system administrator might be a good idea.

For those of you who want to do it on your own anyway, the configuration file is located (*NIX systems) in /etc/sshd-config or <openssh-installation-folder>/etc/sshd-config.

In order to be able to upload and download files to the Enterprise Server in Windows systems, each SSH user must also have permissions to read and write to
Chapter 1. Enterprise Server

the temporary and project directories that are specified in the Enterprise Server properties file. SSH users are not the same as Poseidon users; a Poseidon username is used only to log on to the Enterprise Server, while the SSH username and password are specified in the Settings tab and are used to connect to the SSH server.

1.3. CVS Support

Optional: The Enterprise Admin Tool can be used to store and retrieve project files from a CVS system. If you don’t want CVS support (immediately), then you may skip this section and come back to it later.

The following explains how to set up your system for CVS support. See Chapter 17 in the Poseidon User Guide for information on how to use the Admin Tool.

To enable CVS support, you must have already created and checked out a directory from your CVS server and configured the Enterprise Server to use it as your project’s directory (using the setting `collabserver.project.file.location` in the `CollabServer.properties` file). To access the CVS server, the Admin Tool needs to know the password for the user who performed the initial cvs checkout. This password is stored in a file called `.cvspass`, usually located in the user’s home directory.

You can either specify the location of the file, or you can set the encoded password as a separate setting inside your `CollabServer.properties`. Your entry might look something like this (Windows notation):

```
collabserver.cvs.passFile=C:\Dokumente und Einstellungen\per.GENTLEW\.cvspass
```

or the alternative:

```
collabserver.cvs.encodedPassword=As84123
```

(with the latter entry being the encoded password taken from a `.cvspass` file, not the original one)

An exception to this occurs when using CVSNT as a versioning system. In this case, the CVSNT server doesn’t create a `.cvspass` file for storing passwords, rather they are added to system registry. Manually copy the encoded password from the following registry location:

```
HKEY_CURRENT_USER\Software\cvsnt\cvspass
```

On startup, the Enterprise Server displays a few values it reads from the properties files, including those above. It will also notify you if it was not able to read a password from the `.cvspass` file, or if the password could not be used to access CVS. The CVS support for the Admin Tool will then remain disabled.
When everything is set up properly, restart the Enterprise Server and then start the
Admin Tool (as described in the User Guide, Chapter 17). The lower part of the
screen will now display a CVS view and a few additional buttons for CVS access.

1.4. Setting Up Your License Keys

Optional Within The First Three Days: During the initial evaluation period,
you are not required to register your copy of the Enterprise Edition so you can
safely skip this step. After this three day introduction, you can extend your
evaluation by registering your copy.

Essential After Three Days: After the evaluation period, you will not be able to
use any Enterprise Edition Clients if you do not import your license keys into
the Enterprise Server.

To extend your three day evaluation period by 30 days, you have to register your
product. You can do this by using either by using a GUI-based or a command
line-based tool. We recommend using the GUI-based tool for local installations.
When installing on real server engine, you may have to resort to the command line
tool. This section describes registration via the GUI method. For command line
information, see Section C.2.

The Enterprise Edition utilizes a concurrent license manager. This means that if you
own one server license and two client licenses, then you may start one server and
two clients at the same time. As soon as one of the two clients is shut down, another
client (for example, another person working on a different computer) may start
another Enterprise Client. In contrast to the Standard and Professional Editions, you
do not supply the license keys to the clients, but rather to the server. You do this
using the ConcurrentLicenseManager tool, as outlined below. To set the amount of
time a user is allowed to keep a license, you will need to set the property
'fieldinglicenseserver.offline.license.max.period.hours' in the
'fielding.server.properties' file, located in the bin directory of the Enterprise Server
installation. This number must be an integer. Without this property set, the default
amount of time a user may have a license is 48 hours.

If you buy or evaluate the Enterprise Edition, you will receive serial numbers via
email. You have to register these serial numbers in order to receive your license
keys. There are two ways to register the serial numbers: First, ‘Online Registration’
(which is the recommended registration method), and second ‘Web Registration’
(preferrable for users with firewall issues or servers that are not connected to the
internet). Both ways are described below.
Chapter 1. Enterprise Server

1.4.1. Online Registration

1. Stop the Enterprise Server if it is active.

2. In the server’s ‘bin’ folder, start the script ’manageConcurrentLicenses’. If you have used Poseidon before, then you will understand the concept immediately as this license manager works just like Poseidon’s ‘ordinary’ license manager. The upper part of the screen displays all the licenses known to the Enterprise Edition Concurrent License Server. These licenses will allow the Enterprise Collaboration Server and the Poseidon clients to operate without bothering about local license installation. The lower part is where you enter your licenses.

3. Copy the first license string from the email you received into the text area, and
Chapter 1. Enterprise Server

press the 'Add' button. This will move the license up into the list of known licenses.

4. You will have to register this license to make it work. To do so, select the license in the list, and then press the 'Register' button.

5. A new dialog will open and request for you to enter some basic user
6. You now have the choice to register the key immediately - provided your computer is connected to the internet - or register the key via the Gentleware website (covered in the next section). Select ‘Register Online’ and press ‘Finish’.

7. After successfully registering, the window closes and returns you to the main window. Your key should now have changed and display that it is ‘valid’.
8. Now repeat these steps with the other key(s) you received in your email. (For the evaluation, one key allows the server to start, the other key allows 3 clients to operate simultaneously). After you are done, close the license manager and restart the server.

1.4.2. Web Registration

Web Registration is recommended for those who either do not have an internet connection for the target machines or who are experiencing firewall issues when registering.

To register via the Gentleware website, first complete steps 1-5 as outlined above and then continue with the steps listed below.

1. Select ‘Web Registration’ and click ‘Finish’. A web browser will open and direct you to the Gentleware web site.
2. Your registration data will appear in a text box. Click ‘Get License Key’.

3. The license key will be generated. Copy this key and close the registration dialog box.
Chapter 1. Enterprise Server

4. Return to the License Manager and paste the license key into the lower section. Click 'Add' to add the key to the list of known licenses.

5. The license has now been successfully added.

6. Now repeat these steps with the other key(s) you received in your email.
the evaluation, one key allows the server to start, the other key allows 3 clients to operate simultaneously). After you are done, close the license manager and restart the server.

1.5. Starting the Server

Before the Enterprise Server can be started for the first time, some adjustments must be made to your environment variables. Please make sure that the variable POSEIDON_HOME is set to the folder in which Poseidon is installed on the server machine. The variable JAVA_HOME must be set to the folder of the Java installation you want to use for the Enterprise Server.

The Enterprise Server can be started from the command line only. The script for doing so is called startServer.{bat|sh} and it can be found in the bin directory.

Important note: Currently, you have to start the script from within the bin folder. You cannot type this:

C:\programs\PoseidonEE:> bin\startServer.bat

Instead you have to switch to bin first, and then start the server like this:

C:\programs\PoseidonEE\bin:> startServer.bat
Chapter 1. Enterprise Server

If, for some reason, it becomes necessary to shut down the server, the script `stopServer.{bat|sh}` will execute this task. Any client connected to the Enterprise Server will receive a notification that the server is being shut down and they will be disconnected immediately. Active collaborations will be closed and their content will be saved to the corresponding project files. Additionally, the RMI activation system will be stopped.
Chapter 2. Enterprise Client

Please note: You really should install and start the server first. We assume that you did, and will not explain technical details again, as they were already explained in the previous chapter.

2.1. Installing the Client

You install the client software with the same installer as the server software. Many screens and options will be similar, except once you have told the installer to install a Poseidon Client, an 'Enter Client Settings' screen will allow you to set some client specific information. All of the information is needed for establishing a valid connection to the Enterprise Server.
Chapter 2. Enterprise Client

- **server name** - can either be a logical name or an IP address.
- **username** - should be an account name that is known to the SSH service on the server machine, but you can skip this name if you don’t have an SSH service running yet.
- **port of the RMI registry** - on the server has to be the same as the starting port of the port range as set for the Enterprise Server (please contact the server administrator if you are in doubt about which port to use).
Chapter 2. Enterprise Client

2.2. Starting the Client

Once the installation is done, the client can be started either from the alias created during the installation process (such as a shortcut on the desktop) or by using the start script (`<installation_folder>/bin/poseidon.{bat|sh}`). The client will connect to the Enterprise Server machine in order to obtain a concurrent license.

When starting the client for the first time, the client will try to connect to the Enterprise Server machine and fetch a concurrent license. If retrieving a license fails for some reason, the license manager dialog will be displayed showing the concurrent license tab. You can change the name of the server machine and the port to use here. Pressing 'Connect' will try to establish the connection and fetch a license. A status line showing the result is displayed right below it. Please contact your server administrator for the correct server name and port if the connection failed. If it succeeds, the button 'Start Poseidon' will be enabled allowing you to continue starting the application.

2.2.1. Settings and Passwords

Before you can connect to the Enterprise Server, some additional settings must be entered. Open the Settings dialog (Edit->Settings) and choose the 'Enterprise' tab. The 'Temporary File Directory' is used to store temporary files needed for the communication between your client and the Enterprise Server. Please set this value to a valid and existing folder. If the value is not set correctly, the Enterprise Edition will not work properly.

'SSH Username' and 'SSH Password' are used to establish a secure connection between the client application and the Enterprise Server. The username is the name of a user that has been created on the server machine that has also been configured to handle connections. All SSH users must have read and write permissions to both the temporary and project directories that are specified in the 'CollabServer.properties' file. If you do not know this information, ask your server administrator.

To change the password, press the 'Change Password' button. This will open up a new dialog asking you for the old password, a new password, and a retype of the new password (to avoid problems encountered through mis-typing). None of the password fields will show the password as plain text. If you are setting the password for the first time, the default value for the old password is 'password'. As using this password is considered insecure, change the password as soon as possible, even when you don’t intend to connect to the Enterprise Server immediately.

Press the 'Change Password' button in the password dialog to evaluate your input.
and return to the settings dialog. (Due to a known bug in window management, the settings dialog might be hidden in the background.) Press ‘OK’ in the settings dialog to apply the changes. Now you are ready to make your first connection to the Enterprise Server.

Complete details regarding all of the Client Settings are available in the Poseidon User Guide.

### 2.2.2. Connecting to the Enterprise Server

In order to start your first collaboration with the Enterprise Server, choose ‘Enterprise->Connect to Server’ from the menu. In the field ‘Username’, enter a name the server can use to identify you. We recommend using your username, but any name is valid as long as it is unique to the server and does not contain whitespace.

From the combo box below, select the appropriate server. If this list is empty, add the new server to the combo box by clicking the ‘Edit server list’ button and entering the server details. Servers are identified by their network identification, either the logical machine name or the IP address in dotted format. If you don’t know the address of your local server, ask your system administrator.

### 2.2.3. Starting a Collaboration

Once you have successfully connected to the Enterprise Server, the Collaboration Management dialog will open. In the upper part, you will find a list of the currently active collaborations and their participants. You can choose to join one of them by selecting it from the list and pressing the ‘Join selected collaboration’ button. You can also start your own collaboration by pressing ‘Create collaboration’. In the upcoming dialog you will be asked for the name of the new collaboration. Please make sure that the name is unique to the server and that it does not contain whitespace.

In the lower part of the dialog, you will find a list of projects known to the Enterprise Server. You can start a collaboration based on one of these projects by selecting it and pressing ‘Load and start selected project’ - unless your Enterprise Server is not yet set up for SSH connections.

The initialization of the collaboration might take some time, depending on the size of the collaboration. Once the initialization is finished, you are part of a live collaboration and can start sharing your modeling experience and ideas with others.
Appendix A. Troubleshooting

**RMI-Activation Exception**

If starting Poseidon in the background fails with an exception coming from the RMI activation system, removing the log subfolder in the directory from which the start script is executed will solve this problem in most of the cases. The problem usually occurs only when the server machine changes its address (which can happen, particularly in DHCP aware environments).
Appendix A. Troubleshooting
Appendix B. Configuring Server Properties

The server properties can be found in the file `poseidon2/EE/CollabServer.properties` in the user’s home folder. (In Windows systems, this is typically `C:\Documents and Settings\<username>\poseidon2\EE`.)

In order to run properly, the Enterprise Edition requires access to a couple of file locations that are specified by the properties `collabserver.temp.file.location` and `collabserver.project.file.location`. Should these files be missing, the Enterprise Server will attempt to create them. If the settings are missing or the specified files are inaccessible, the Enterprise Server will attempt to use files (and if necessary, create files) at `<config-dir>/server/temp` and `<config-dir>/server/project` respectively. If the server cannot create and use these files, it will shut down with an error message.

The following server property entries are available:

- **collabserver.portrange.start** - The starting port used for the RMI communication between server and clients. Only the starting port has to be specified. This port and the following 11 ones will then be used. If this property is not changed, the default starting port will be 9000.
- **collabserver.temp.file.location** - Folder where temporary files are stored to by the Enterprise Server. This folder has to be accessible for the user running the server. On Windows systems, all SSH users must have permissions to this directory.
- **collabserver.pool.size** - Default is 1. Do not change this value.
- **collabserver.cvs.encodedPassword** - Location of the CVS password file
- **collabserver.cvs.passFile** - Location of the CVS password file.
- **collabserver.project.file.location** - Folder where project files are saved to and loaded from by the Enterprise Server. This folder has to be accessible for the user running the server. On Windows systems, all SSH users must have permissions to this directory.
- **collabserver.queue.refresh.size** - Number of events handled for one collaboration before the entrance of a new client to the collaboration forces temporary saving of the project. Use a smaller number than the default setting only if entering the collaboration late costs too much time or you have a slow network connection to the server.
Appendix B. Configuring Server Properties

- **collabserver.server.debugLocking** - Logs messages about the locking system behavior. For debug purposes only.

- **collabserver.project.extension** - File extension of the project files. Never change this value!

- **collabserver.server.debugCommandExecution** - Logs execution messages for each executed command. For debug purposes only.

- **collabserver.server.debugCommandHandling** - Logs messages about command transmission. For debug purposes only.

- **collabserver.portrange.size** - Number of ports made available to Poseidon

- **collabserver.floating.server.port** - Floating License Server port. The default is ‘6262’.

- **collabserver.floating.server.host** - The host of the concurrent license server. You can enter a host name or a id.

You can also configure the ports of the concurrent licenses server. We recommend that you not edit these properties. The property file is locate in the `bin` directory of your installation and it is called `floating.server.properties`. Currently you can only configure one property:

- **floatinglicenseserver.registry.port** - This is the port that the concurrent server registry is listening on. Keep in mind that the concurrent license server is running at the `floatinglicenseserver.registry.port +1`.

  For example, the default registry port is 6262; therefore the server is listening on port 6263. These two ports must be opened in the firewall in order to connect.
Appendix C. License Manager

Licensing for the Enterprise Edition is a bit different than for the other editions of Poseidon. The Enterprise Edition uses a concurrent license scheme, which means that the licenses are not tied to a particular machine or user. Each user is granted a license on startup, and that license is returned to the pool of available licenses when the user is finished working.

Concurrent licenses are added to the server license manager and do not need to be added to the client machines. The Concurrent License Manager has the same interface as the other Poseidon editions.

To start the license manager in a Windows environment, either double-click the ‘manageConcurrentLicenses.bat’ icon or run ‘manageConcurrentLicenses.bat’ from the command line. In a *NIX environment, run ‘manageConcurrentLicenses.sh’ from the command line.
Appendix C. License Manager

C.1. GUI Interface

C.1.1. Key Descriptions

Each license contains information about that particular key.

- **License Key** - Describes the key type. In the Enterprise Edition, you may have a Serial Number that requires registration after the first three days, or you may have a Server Concurrent License. Server Concurrent Licenses are used for both the Server and Client applications.

- **Product** - Indicates to which product the key applies. You may have either EnterpriseEditionServer (indicating that this license is for the Server application) or Poseidon (indicating that this license is for one or more Client applications).

- **Editions** - Indicates for which Editions the key is valid. The only option here is EE (Enterprise Edition).

- **Release** - The key is valid for the stated release number.

- **Expiration Date** - Indicates when this key expires. A Serial Number has a 3 day limit, and an Evaluation Key has a 30 day limit. Purchased copies do not have expiration dates.

- **Valid** - Indicates the status of the key. You may have a key that is valid but needs to be registered, a limited key that has expired, or a valid key.

C.1.2. Buttons

- **Remove** - Removes a key from the list of keys.

- **Register** - Registers a Serial Number with Gentleware.

- **Evaluate** - Opens the Gentleware web site in a browser so that you may select a program to download and evaluate

- **Buy** - Opens the Gentleware web site in a browser so that you may select a program to purchase and download.
C.1.3. New Key

- **Paste From Clipboard** - Places the contents of the clipboard into the text box above. This is used to copy the text key from an email or from the Gentleware web site.
- **Add** - Adds the pasted key to the list of available keys.

C.2. Command Line Interface

The ConcurrentLicenseManager tool is also available as a command line tool should you prefer not to use the included GUI interface. With this tool, there are two ways to register the serial numbers: First, "Online Registration" and second "Web Registration". Both ways are described below.

**Note:** Windows users can open a command line by opening Start -> Run and executing the command: "cmd". To copy or paste from the command line, use the icon located at the upper left of the window and choose Edit -> Copy.

C.2.1. Command Line Flags

There are several flags available when running the License Manager in command-line mode:

- **register-serial** - Automatically creates registration data and attempts to send this information to Gentleware in order to register the Serial Number and obtain a Final Key.
Appendix C. License Manager

- **create-registration-data** - Takes the Serial Number and creates all of the registration data required to obtain a final key. However, this registration data must be manually submitted to Gentleware via the Gentleware website.

- **show-licenses** - Displays important information about all keys currently available.

- **add-license-key** - Only used for web registration. Once the registration data has been created with the 'create-registration-data' option and submitted to the website, a license key is generated by the website. This option is then used to add the new license key to the list of available keys.

C.2.2. First Alternative: Online Registration

For this registration process you need access to the Internet. This is the optimal way of registering your licenses, provided you do not have firewall issues while connecting to the Gentleware server during the registration process.

The examples are shown for a *NIX machine, but for *indows you just need to replace the slashes with backslashes.

1. Using the command line of your operating system, change from the current directory to the installation directory of your Enterprise Edition Server. Now change into the 'bin' directory of the installation.

```bash
poseidonEE-2.3.0> cd bin
bin> 
```

2. Start the 'manageConcurrentLicenses’ script in the ‘bin’ folder with the option ‘register-serial’.

Example:

- Windows
  > manageConcurrentLicenses.bat register-serial
Appendix C. License Manager

- Unix
  
  ```
  > manageConcurrentLicenses.sh register-serial
  
  2004-04-07 18:37:58,869 INFO {main}: {FloatingKeyManagerRead} licensekey file from: /usr/jvm-currroot/gentlemare-posesiden2/dist/pose1AppMLE-2.0.0/bis/floating-license-keys.txt
  Please enter or paste a serial number followed by one blank line:
  ```

3. You will need to supply at least two concurrent licenses to the manageConcurrentLicenses tool in order to get the Enterprise Server and Client to run.

For example, if you evaluate the Enterprise Edition you will receive the email below. Copy the first concurrent serial number (server).
Appendix C. License Manager

4. Paste the number you just copied into the command line. Be aware that you have to press 'Enter' twice in order to get to the next step.
Appendix C. License Manager

5. Now fill in your personal information. The tool will connect a Gentleware server to submit the registration data; therefore, you need access to the Internet.

6. You will see the following screen if the first serial number was registered successfully. Now we can proceed with the serial number for the client.
Appendix C. License Manager

7. Copy the serial number for the client from the email into the command line.

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Thank you for requesting an evaluation of Gentleware software.


The software is not for resale.

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*Tip: To install the software, first download the evaluation package.*

**For information on installing the software, please refer to the installation guide available at [http://www.gentleware.com/downloads/installation-guide](http://www.gentleware.com/downloads/installation-guide).**

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If you need support, please contact Gentleware Support at [support@gentleware.com](mailto:support@gentleware.com).
Appendix C. License Manager

8. The tool asks you again to type in your personal information. Just hit 'Enter' to accept the values in the square brackets. The tool connects to the server and your serial numbers are registered. Congratulations!

To verify that the license keys are truly there, type the following at the command prompt:

- **Windows**

  > manageConcurrentLicenses.bat show-licenses
Appendix C. License Manager

• Linux
  > manageConcurrentLicenses.sh show-licenses

C.2.3. Second Alternative: The Web Registration

Below is an alternate way to register for those who experience problems connecting to the Gentleware server using the above registration method. This method should also be used by those who are installing the Enterprise Server on a machine that does not have Internet access. In that case, copy the keys provided by Gentleware and transfer them to the destination machine.

For this registration process you need access to a web browser that has access to the Internet.

The examples are shown for a *NIX machine, but for *indows you just need to replace the slashes with backslashes.

1. Using the command line of your operating system, change from the current directory to the installation directory of your Enterprise Edition Server. Now change into the bin directory of the installation.

2. Start the manageConcurrentLicenses script in the bin folder with the option create-registration-data.

Example:

• Windows
  > manageConcurrentLicenses.bat create-registration-data

• Unix
  > manageConcurrentLicenses.sh create-registration-data
Appendix C. License Manager

3. For example, if you evaluate the Enterprise Edition you will receive the email below. Copy the first concurrent serial number (server).

Dear Customer,

Thank you for requesting an evaluation of Gentleware software.

Download the software from

http://www.gentleware.com/redirect-download

Please use a Java/JRE Version 1.4 or higher.

Evaluation keys are valid for 30 days.

Floating Evaluation key for Pentadom for SQL Enterprise Edition Server

*** Please note that the installation process for floating keys differs from standalone keys. Please follow the instructions below.***

**f0310m0ksp4kge2k6j5u66Sunue6sM3Kl+qcm2q91ulkfetlvuS3kL+e02cU26Ls7xW201W91a92h58765jxd93h2**

Floating Evaluation key for Pentadom for SQL Enterprise Edition Client

*** Please note that the installation process for floating keys differs from standalone keys. Please follow the instructions below.***

**uy9u200d64c7j865m35kGsa5q3a7c9Fm3k25mN56R81yqyj9l6y3y9e130yu4U2651929223519392**

*** The mechanism for registering Enterprise Edition floating serial numbers differs from the standard registration process. Please follow the steps below or consult our detailed installation guide at http://www.gentleware.com/redirect-see-installguide ***

1. Download the software from

http://www.gentleware.com/redirect-download

   (Please use JRE/JRE Version 1.4 or use the installers that include a JRE)

2. Start the Installer, and choose the SERVER installation.

3. Start the Installer, and choose the CLIENT installation.


5. Start the Enterprise Edition CLIENT.

You may now work in a standalone context, or create a collaboration-project and work as a small team (collaborations are limited to three clients).

After three days you will have to register your product in order to extend the evaluation period by another 30 days. Registration works like this:

A. Stop the enterprise-server, start the "manageFloatingLicenses" script in the server's 'bin' folder.

B. In the window that opens, paste the SERVER license key from this mail into the textboxes and press the 'Add' button.

C. Select the key in the list above, press the 'Register' button, and follow instructions.

D. Repeat step B and C with the CLIENT license key from this mail. Then close the window and restart the enterprise-server.

If you need support or have any questions concerning our products, please contact us at http://www.gentleware.com/redirect-contact

With kind regards,
Your Gentleware Team

4. Paste the number you just copied into the command line. Be aware that you have to press 'Enter' twice in order to get to the next step.
5. Now fill in some personal information.

6. The manageConcurrentLicenses tool will then generate the registration data (a block of ASCII-characters) that you need in the next few steps.
7. Copy the registration data from the command line.


   After you have pasted the registration data, click the button 'Get License Key’ to receive your license key.

9. You will then see a web page that displays the license key. Copy this key.

10. Now start the `manageConcurrentLicenses` script in the `bin` folder with
Appendix C. License Manager

the option 'add-license-key

Example:

- Windows
  > manageConcurrentLicenses.bat add-license-key

- Unix
  > manageConcurrentLicenses.sh add-license-key

11. After executing this command, paste the license key that you copied from the web site into the command line.

12. Press 'Enter' twice. You should receive the following message: 'Successfully added concurrent license.'

13. Congratulations, you have successfully added a concurrent license. To enjoy the full functionality of the Enterprise Edition, you must also add client...
licenses to the server. Follow the same steps above for the second license you received in the email.

The concurrent license server will be listening on port 6262. It is essential that no other process use this port. In this release, the port is configurable in the CollabServer.properties file (collabserver.floating.server.port, see Appendix B). Changes to this setting must be announced to all clients and changed in the configuration of each, using the License Manager dialog. If some clients connect through a firewall, the port for the concurrent license server and the following port have to be opened in the firewall as well (for the default settings this means that 6262 and 6263 have to be opened).
Appendix C. License Manager
Appendix D. Installing the OpenSSH Server for Windows

The implementation included is based on OpenSSH and offers its own installation process through a self-extracting executable. For Windows, a small Unix environment (reduced Cygwin) is installed as well.

Note that you should not install OpenSSH over an existing Cygwin installation, as it can corrupt both the OpenSSH and the Cygwin installations.

Although the installation guide for the SSH server looks rather complicated, a 'normal' installation for using it in conjunction with the Poseidon Enterprise Edition is very straightforward. You only have to look at the SSH installation guide in case the following short description does not work or does not suit your needs.

We assume here that you know which users should be using the Enterprise Edition. Let’s say for example, you want John, Sven and Li to work together.

1. **Create local accounts**

   You should first create three local Windows user accounts on the machine running the SSH server. Note that domain user accounts do not work due to a bug in the OpenSSH software. Let’s assume the accounts are called ‘john’, ’sven’ and ‘li’.

2. **Derive OpenSSH accounts from the Windows accounts**

   Now you must tell the OpenSSH server that these accounts will have access to the OpenSSH server. For simplicity, we will show how to make ALL local user accounts work with the OpenSSH server. (If you want to specify that only those three accounts are granted access, please refer to the OpenSSH guide.)

   Switch your command line to the \bin directory inside the OpenSSH installation directory.

   To create OpenSSH user accounts from your local Windows accounts (with the same password), type

   ```
   mkgroup -l >> ..\etc\group
   mkpasswd -l >> ..\etc\passwd
   ```

   This makes the information about the users on your local machine available for the OpenSSH server.
Appendix D. Installing the OpenSSH Server for Windows

3. **Restart the OpenSSH server**

   Restart the OpenSSH server now from the System Configuration/ Services. From now on, when you are installing the Enterprise Clients, each user has to enter their appropriate name when asked for it.