
Installing Harlequin License Server/ Manager

Technical Note Hqn 064

January 2005



1 Introduction

This technical note provides details of the files that need to be installed for:

- The Harlequin License Server (HLS)—see Section 2, *and*
- The Harlequin License Manager—see Section 3.

This is to enable you to include these products in your own installation package.

Note: The Harlequin License Server and the Harlequin License Manager are independent products. For example, the Harlequin License Manager can be used without HLS installed to get information about the Harlequin RIP dongle, and to determine the unique ID for a machine (as used by HLS). However, we recommend that you install both products.

This technical note also explains how to obtain information about the installation process by reading the Warehouse XML files supplied with products such as HLS. See Section 4 on page 7 for more details.

2 Installing the Harlequin License Server

This section describes the installation process for HLS. The process varies according to platform.

2.1 Windows installation process

HLS is installed on Windows platforms as follows:

1. You must run the following command:

```
<top directory of distribution>\Tools\LicenseServer\<version>\  
<revision>\win_32-pentium\rel-dng-corba\runtime\bin\hqn_lsd.exe  
-remove
```

This command stops and removes any existing HLS services.

2. You must copy the following HLS files:

```
hqn_lsa.exe
hqn_lsd.exe
omniDynamic304_rt.dll
omniORB304_rt.dll
omnithread2_rt.dll
```

from the distribution media:

```
<top directory of distribution>\Tools\LicenseServer\<version>\
<revision>\win_32-pentium\rel-dng-corba\runtime\bin
```

into the folder:

```
<system disk>\Program Files\Common Files\Global Graphics
Software\Harlequin License Server\bin
```

3. You must then run the following command:

```
<system disk>\Program Files\Common Files\Global Graphics
Software\Harlequin License Server\bin\hqn_lsd.exe -install
```

This command adds the new HLS as a Windows service. To start the HLS service, you should use the `hqn_lsd.exe -start` command, or reboot, or let the Harlequin RIP start it for you.

2.2 Mac OS X installation process

HLS is installed on Mac OS X platforms as follows:

1. You must copy the following folder and all sub-folders from the distribution media:

```
<top directory of distribution>/Tools/LicenseServer/<version>/
<revision>/macos_x-ppc/rel-dng-corba/runtime/bin
```

to:

```
/Library/Application Support/Global Graphics Software/Harlequin
License Server/bin
```

2. You must copy the following folder and all sub-folders from the distribution media:

```
<top directory of distribution>/Tools/LicenseServer/<version>/
<revision>/macos_x-ppc/rel-dng-corba/runtime/Frameworks
```

to:

```
/Library/Application Support/Global Graphics Software/Harlequin  
License Server/Frameworks
```

3. You must then run the following command:

```
/Library/Application Support/Global Graphics Software/Harlequin  
License Server/bin/InstallingTheLicenseServer 1  
HarlequinLicenseServer
```

This command creates the

`/Library/StartupItems/HarlequinLicenseServer` directory, described in step 4. When running this command the user will be prompted for an administrator password, as this command requires administrator privileges

4. Finally, you must copy the contents of the following folder:

```
/Library/Application Support/Global Graphics Software/Harlequin  
License Server/bin/HarlequinLicenseServer
```

into the folder:

```
/Library/StartupItems/HarlequinLicenseServer
```

To start and stop the License Server, you can open a terminal window and use the commands:

```
sudo sbin/SystemStarter start HarlequinLicenseServer  
sudo sbin/SystemStarter stop HarlequinLicenseServer
```

Alternatively, you can let the Harlequin RIP start the License Server for you.

2.3 Linux installation process

HLS is installed on Linux platforms as follows:

1. You must copy the following folder and all sub-folders from the distribution media:

```
<top directory of distribution>/Tools/LicenseServer/<version>/  
<revision>/linux_2-pentium/rel-dng-corba/runtime/bin
```

to:

```
<installation directory>/HLS/bin
```

Note: Some of the items in the folders are soft links rather than separate files.

To start the License Server, you can open a terminal window and navigate to:

```
<Harlequin RIP folder>/HarlequinRIP/HLS/bin/
```

and enter:

```
./hqn_lsd &
```

Note: Before using commands in terminal window you must set the locale using:

```
export LANG=en_US
export LC_ALL=en_US
```

3 Installing the Harlequin License Manager

This section describes the installation process for the Harlequin License Manager. The process varies according to platform.

3.1 Windows installation process

The Harlequin License Manager is installed on Windows platforms as follows:

1. You must copy the following Harlequin License Manager files:

```
hlsatool.exe
omniDynamic304_rt.dll
omniORB304_rt.dll
omnithread2_rt.dll
```

from the distribution media:

```
<top directory of distribution>\Tools\LicenseManager\<version>
\<revision>\win_32-pentium\rel
```

into the folder:

```
<system disk>\Program Files\Common Files\Global Graphics
Software\License Manager
```

2. You should then create a shortcut to `hlsatool.exe`.

3.2 Mac OS X installation process

The Harlequin License Manager is installed on Mac OS X platforms as follows:

1. You must copy the following Harlequin License Manager application package:

LicenseManager

from the distribution media:

*<top directory of distribution>/Tools/LicenseManager/<version>/
<revision>/macos_x-ppc/rel*

into the folder:

*/Library/Application Support/Global Graphics Software/License
Manager*

3.3 Linux installation process

The Harlequin License Manager is installed on Linux platforms as follows:

1. You must copy the following Harlequin License Manager file:

hlsatool

from the distribution media:

*<top directory of distribution>/Tools/LicenseManager/<version>/
<revision>/linux_2-pentium/rel*

into the folder:

<installation directory>/LicenseManager

2. You must copy the following Harlequin License Manager file:

LicMan

from the distribution media:

*<top directory of distribution>/Tools/LicenseManager/<version>/
<revision>/linux_2-pentium/rel*

into the folder:

```
<installation_directory>/LicenseManager
```

3. You must copy the following folder from the distribution media:

```
<top_directory_of_distribution>/Tools/LicenseManager/<version>/  
<revision>/linux_2-pentium/rel/i586_linux_2.0_glibc2.1_gcc2.96
```

to:

```
<installation_directory>/LicenseManager/  
i586_linux_2.0_glibc2.1_gcc2.96
```

Note: Some of the items in this folder are soft links rather than separate files.

4 Using the XML files to gain installation details

The Warehouse XML files supplied with the Harlequin License Server and the Harlequin License Manager describe the steps that are necessary to install each product. This section explains how to extract the installation information from the appropriate XML files, using HLS as an example.

The different types of XML file that may be present in a Warehouse distribution are:

- `product.xml`—Lists the different varieties of a product that are present in the distribution.
- `prep.xml`—If present, defines any pre-installation actions to be performed.
- `partlist.xml`—Lists the files to be copied during installation and/or other products to be included.
- `setup.xml`—If present, defines any post-installation actions to be performed.

Note: For a general description of how the XML files are structured and what the various tags mean, please read the *Warehouse User Manual*. For further details of how the XML is used/interpreted by the installer and other Warehouse tools, and how it can be modified to change delivery/installation behavior, please refer to Technical Note Hqn055.

4.1 Windows example

In the following extract from the `partlist.xml` file for HLS, the relevant items are shown in bold.

```
<PARTSPEC>

  <PATTERN>
    <MATCH>
      <VAR n='dongled_hls' v='yes' />
      <VAR n='ipc' v='corba' />
      <VAR n='platform' v='win_32-all' />
    </MATCH>
  </PATTERN>

  <PARTS>

    <FILE name='% (platform) % (FS) % (regime) -dng-
    % (ipc) % (FS) % (type) ' install-to='!NONE' />

    <PRODUCT category='Tools' name='LicenseManager'
              version='1.0' rev='Final'>
      <PATTERN>
        <MATCH>
          <VAR n='platform' v='% (platform) ' />
          <VAR n='regime' v='% (regime) ' />
        </MATCH>
      </PATTERN>
    </PRODUCT>

  </PARTS>
</PARTSPEC>
```

The `PATTERN` section is used to select which `PARTSPEC(s)` will be processed by the installer. In this case the only relevant `MATCH` value is `platform`, which must correspond to the system on which the installer is running.

Each `FILE` tag lists files and/or directories to be copied during the installation. However in the extract above the qualifying `install-to` attribute is set to `"!NONE"`, indicating that no files should be copied at this stage of the installation process. This implies either that these particular files are not needed/permitted for the end-user installed package, or that they are handled in a special way by the pre- and/or post-installation processes.

Finally, the `PRODUCT` tag shows that the Harlequin License Manager is always included when the Harlequin License Server is installed.

In the following extract from the Harlequin License Server `setup.xml` file, the relevant items are shown in bold and we have used an abbreviated version of the directory specification (shown in *italics*) to reduce the number of confusing line breaks.

```

<STEP>

  <PATTERN>
    <MATCH>
      <VAR n='platform' v='win_32-pentium' />
      <VAR n='dongled_hls' v='yes' />
    </MATCH>
  </PATTERN>

  <CMD>
    "location%(platform)%(FS)%(regime)-dng-
    %(ipc)%(FS)%(type)%(FS)bin%(FS)hqn_lsd.exe" -remove
  </CMD>

  <COPY from=location%(platform)%(FS)%(regime)-dng-
  %(ipc)%(FS)%(type) " to="%(COMMON-FILES-DIRECTORY)%(FS)Global
  Graphics Software%(FS)Harlequin License Server"/>

  <CMD>
    "%(COMMON-FILES-DIRECTORY)%(FS)Global Graphics
    Software%(FS)Harlequin License Server%(FS)bin%(FS)hqn_lsd.exe"
    -install
  </CMD>

</STEP>

```

where *location* in the actual file is the string:

```

%(INSTALLED-FROM)%(FS)%(THIS-CATEGORY)%(FS)%(THIS-
NAME)%(FS)%(THIS-VERSION) %(FS)%(THIS-REV)%(FS)

```

For a description of these variables see the *Warehouse User Manual*.

The `PATTERN` section is used to select which `STEP(s)` will be processed by the installer. In this case the only relevant `MATCH` value is `platform`, which must correspond to the system on which the installer is running.

The `CMD` tags contain ‘native’ executable command lines which the installer is to invoke “as is” and then wait for them to complete before continuing.

The first `CMD` tag above invokes the `hqn_lsd` tool (from its pre-installation location) with the `-remove` parameter to remove an existing copy of the Harlequin License Server from the list of Windows services, if necessary.

The second `CMD` tag invokes the `hqn_lsd` tool (from its new post-installation location) with the `-install` parameter to install the new copy of the Harlequin License Server as a Windows service. For further information on the `hqn_lsd` tool please refer to the *Harlequin License Server Manual*.

In between the two `CMD` tags, the `COPY` tag instructs the installer to copy the files/directories specified by its `from` attribute to the new location specified by its `to` attribute.

Change history		
v1.1	January 18, 2005	Updated and new copyright and logos
v 1.0	October 8, 2004	New Document



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