

RLM (Reprise License Manager)

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Tip:

The integrated RLM licensing in Cinema 4D is primarily meant for studios that already operate an RLM server. Therefore, these instructions cover special Cinema 4D properties accordingly. How to work with the RLM License Server is described in the manufacturer's own documentation (please refer to the .pdf file **RLM License Administration**, which can be downloaded here: http://www.reprisesoftware.com/RLM_License_Administration.pdf).

What is RLM?

RLM (Reprise License Manager) is a license management system from Reprise Software.

In principle, a computer (server) distributes licenses to other computers (clients) across a network. The clients must, of course, be connected with the server via the network. The RLM server offers a browser-based interfaces where parts of the control and management jobs with regard to the licenses can be managed. Cinema 4D supports RLM licensing with the introduction of Release 18.

Of course you can also use the [MAXON License Server](#), which is somewhat easier to work with.

What does a RLM license look like?

RLM server licenses

RLM licenses are delivered as *.lic files (they can be opened with any text editor). First, we will take a look at the RLM Server License itself. It will look like this:

```
HOST mxdewin312 40618674d0df 6112
ISV maxon

LICENSE maxon cinema4d_r18_i 18.99 permanent 3
issuer= customer=
contract=MT
issued=30-may-2016 _line_item=studio _id=1
```

Much of the license information can be obtained here.

- **HOST:** This is the name of the server, including the Ethernet address. RLM licenses are linked to Ethernet addresses, which means that you cannot simply switch the network card. If you do this you will have to request a new RLM license from MAXON.
- **ISV:** Displays the name of the company to which the license belongs. In this example, it's MAXON.
- **LICENSE:** Here information about the license itself is displayed. This license belongs to MAXON so ,maxon' is displayed first. The licensed product name follows: ,cinema4d_r18_i' ('i' stands for *interactive*), including the version number (18.99 is the current Release 18 version). This is followed by the license's expiration date (in our example, the license is ,permanent', which means it will never expire). A license with an expiration date will display information similar to ,17-nov-2016' (this license would expire on

November 17, 2016) The number next to ,permanent' (in our example 3) represents the maximum number of licenses that can be distributed to the clients simultaneously. These are also called *floating licenses*.

,issuer' is the name of the seller who sold the license; ,customer' is the name of the customer who purchased the license; ,contract' is the unique ID with which MAXON tracks the sale of the license; ,issued' is the date on which the license was created; ,_line_item=studio' is the licensed product (in our example Cinema 4D Studio). With ,_id' the server identifies each Cinema 4D license. This information is used to control who gets which license in your network. More information can be found below under ,The maxon.opt options file'.

You might also see a ,start' date among this information, which denotes the date from which the license is valid.

The RLM Server License should be installed on the machine that will subsequently distribute the licenses to the clients. This machine must run continuously and should do nothing else outside of distributing licenses.

RLM client licenses

Next we will take a look at the client licenses:

HOST mxdewin312 ANY 6112

You will see that the information here is very similar to that in the first line of the RLM server license. In fact, this information tells the client machine that it should keep an eye out for the ,host' with the name *mxdewin312* and should connect with it via port 6112; ,any' means that the client does not have to worry about Ethernet addresses (this is what the server does).

How do I get a license?

MAXON requires the following information to issue a license:

- **If you already use RLM** (you're already running an RLM server): The information from the first line of your RLM Server License (in the example above this would be ,HOST mxdewin312 40618674d0df 6112').
- **You are a new RLM user** (you are not currently running an RLM server): See *How do I find out my Ethernet address and machine name?* below. Follow the instructions and send the Ethernet ID and machine name (also referred to as host name) to MAXON.
- The operating system under which the RLM server will run (Windows, MacOSX or Linux; only 64-bit systems are supported).
- The number of licenses you want to purchase and the products (Prime, Studio, etc.) for which they are intended.

How do I install the RML License Server?

If you are already running an RLM License Server from a provider other than MAXON, it can be used in conjunction with the MAXON licenses (see *How can I use an existing RLM license server?* below).

Otherwise, install the license available at the MAXON website (note that it should only be installed on the server machine and not on the client machines). First, unpack the downloaded MAXON RLM Server Installation Package, then install as follows:

- **Windows:** Right-click on *Install_Windows.bat* and choose **Run as Administrator**.
- **MacOSX:** Open the Terminal window and execute the following command: `sudo ./Install_OSX.sh` (the correct path must be used for `./Install_OSX.sh`).
- **Linux:** Open the Terminal window and execute the following command: `sudo ./Install_Linux.sh` (the correct path must be used for `./Install_Linux.sh`).

Tip:

In addition to the executable RLM server file, an uninstall script (*uninstall.sh/bat*) will also be created during installation. To uninstall simply click on this file and follow the prompts.

You have now installed the server and set it up for use. Copy the license file you receive from MAXON into the following system folder:

- **Windows:** \Program Files\MAXON\RLM\
- **MacOSX:** /Applications/MAXON/RLM/
- **Linux:** /opt/maxon/rim

If the installation was successful, enter *localhost:6113* into your web browser's url field. The administrator start page for the RLM server should then be displayed.

Tip:

After new licenses have been added, you have to click on the **Reread/Restart Servers** button in the web interface.

How can I use an existing RLM License Server?

If you are already running an RLM server from a provider other than MAXON you don't have to install a new server. instead, copy the file *maxon.set* (MAXON RLM server installation directory/data/Common) into the folder in which the existing RLM executable file lies.

Place the license files that you receive from MAXON into the same folder in which the other active licenses lie. Do not combine license files from different providers. Each license file should clearly pertain to the respective provider.

If you want to update existing MAXON licenses, copy the license file text from the web interface (*Edit License Files* button) into the existing license.

The "maxon.opt" options file

The *maxon.opt* options file can be used to restrict license use to specific groups:

For example, if you have 1 Studio and 2 Broadcast versions and 3 clients (Jim, Jane and Joe) to which these licenses have to be distributed.

For cases such as this there is the *ISV option file* (in the .pdf file *RLM_License_Administration* you will find a description of all options with this name) in the *maxon.opt* file (you will receive this together with the license files; copy these into the same directory into which you copied the license files). This file can be called up via the RLM web interface (Status, ,maxon' button in the ,OPTIONS' field) and modified.

If you want to make the Studio version available only to Jim and Jane you first have to define a group (e.g. *Studio group*) using the ,GROUP' option:

GROUP Studio group Jim Jane

Next, you have to define which license these users should receive. Take a look at the RLM server license file (or open the corresponding via the *Edit License Files* button in the web interface and click on the bottom of the same name in the window that opens). Find ,_line_item=studio'; locate the corresponding identifier ,id=x' (e.g., ,_id=1') in the license and assign the ID to the group using the ,INCLUDE' option (the licensed product name (see above) must also be included):

INCLUDE cinema4d_r18_i group studio group id=1

Now only members of the group *Studio group* will have access to the Studio license. Joe can now only use the Broadcast license.

The same effect can be achieved using the following command:

EXCLUDE cinema4d_r18_i Joe id=1

This excludes Joe explicitly from using the Studio license.

Don't forget to do a **Reread** in the web interface if you make changes to the file.

If you do not use the INCLUDE or EXCLUDE options, the RLM server will assign the first available license (in the order in which the license files are listed) to the client making the query.

The names are the same as those used in the personalization (**Main menu: Help** in a Cinema 4D version using RLM). Of course host names, IPs, etc. can also be used.



How do I find out my Ethernet address and machine name?

To request a RLM server license you will need an Ethernet address (also referred to as physical address or MAC address) for the server - not the client. Make sure you send the correct Ethernet address to MAXON. In addition to the Ethernet address, MAXON needs the machine name (also referred to as host name, which can be seen in the image below, to the right of *RLM Info for System*).

Start the RLM server (it will also run without a license) and then enter *localhost:6113* into your web browser's url field. This will open the RLM server's web interface. Click on the **System Info** button in the left column:

You will find the Ethernet address and the machine name at the marked locations.

Tip:
 Make sure you get this information from the RLM server. It is essential to know which Ethernet address RLM sees as its primary address (even if other applications work differently).
 If multiple Ethernet addresses are listed, use the first one on the list.

How do I connect a client with the RLM server?

Cinema 4D requires the host address of the RLM server (it can be found in the RLM client license *maxon_xxxx_client.lic* that you received from MAXON).

Cinema 4D will search at different locations on the client machine to find this file:

- Copy the *maxon_xxxx_client.lic* file you received from MAXON into the same folder in which the Cinema 4D executable file lies or
- Copy the *maxon_xxxx_client.lic* file you received from MAXON into the directory *\Program Files\MAXON\RLM* (Windows) or */Applications/MAXON/RLM* (MacOSX).

During the Cinema 4D installation, RLM client licenses can be generated while the RLM server (and installed Cinema 4D licenses) is running. Enable the *Use License Server* option during installation. In the dialog window that opens, enable the *Use RLM License Server* option and enter the server name and port. The RLM client license file will be generated.

Handling errors

If the RLM connection fails, you can do the following:

- Read the error message carefully. This information can be more useful than you may assume. A license can, for example, simply be expired, or all licenses can currently be in use, or you might not have the correct type of license.
- Make sure you did not start a program for which you do not have a license. Take a look at the RLM web interface. Click on the **Status** button on the left and then on the **maxon** button in the left column (server status):

Reprise License Server Administration
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Logins disabled

RLM Administration Commands

Choose a command from the list below

Status

Shutdown

Reread/Restart Servers

Switch Reportlog

New Reportlog

Switch Debuglog

Edit License Files

Manage Windows Service

Activate License

Diagnostics

RLM Manual...

System Info

About...

ISV maxon status on MXDEWIN312 (port 49160)

Server software version	4.11.2 Build 1
Server license version	4.1.2
Server log file	C:\Program Files\Reprise Software\Reprise License Server\log.txt
Server log file	...

Server Statistics	Server Start	Server Messages	Server
Start Time	Monday, 12/28/14 10:00:00 AM	Monday, 12/28/14 10:00:00 AM	Monday, 12/28/14
Messages	1,000 (000)	200 (000)	10 (000)
Connections	50 (000)	10 (000)	5 (000)
Checkouts	50 (000)	10 (000)	5 (000)
Errors	0 (000)	0 (000)	0 (000)
License Requests	0 (000)	0 (000)	0 (000)
Server License Status	0		

License pool status

Product	Pool	Ver	Expires	count	soft lim	inuse	res	timeout	share	checkouts	Show Usage
bodypaint_r18_i	1	18.99	permanent	3	3	0	0	0	Host	0	usage...
cinema4d_r18_i	2	18.99	permanent	3	3	2	0	0	Host	36	usage...
cinema4d_r18_i	3	18.99	permanent	3	3	0	0	0	Host	0	usage...
cinema4d_r18_i	4	18.99	permanent	3	3	0	0	0	Host	0	usage...
cinema4d_r18_i	5	18.99	permanent	3	3	0	0	0	Host	0	usage...
cinema4d_r18_r	6	18.99	permanent	3	3	0	0	0	Host	0	usage...
cinema4d_r18_r	7	18.99	permanent	3	3	0	0	0	Host	0	usage...
cinema4d_r18_r	8	18.99	permanent	3	3	0	0	0	Host	0	usage...
cinema4d_r18_r	9	18.99	permanent	3	3	0	0	0	Host	0	usage...

Here you can see which licenses are made available by the RLM License Server. You can see which Cinema 4D versions are available, when a license expires and much more. To get even more information you can click on the **Diagnostics** button, which will save all available information for a given file.