

PrintShop Mail License Manager

PrintShop Mail Multi User ~ LicenseManager

Version 2

~ Manual ~

| | |
|--|-----------|
| WHAT IS THE PRINTSHOP MAIL LICENSEMANAGER? | 3 |
| SYSTEM REQUIREMENTS | 3 |
| INSTALLATION | 4 |
| THE PRINTSHOP MAIL LICENSEMANAGER USER INTERFACE..... | 6 |
| CONFIGURING THE PRINTSHOP MAIL LICENSEMANAGER | 9 |
| ASSIGNING "TRUSTED USERS" | 10 |
| UPGRADING THE PRINTSHOP MAIL LICENSEMANAGER | 11 |
| FAQ (FREQUENTLY ASKED QUESTIONS) | 12 |
| COPYRIGHTS | 12 |

What is the PrintShop Mail LicenseManager?

The PrintShop Mail LicenseManager is a server application that allows multiple PrintShop Mail users in a network to print, without the need for a local hardware key (“dongle”). The LicenseManager only needs to be installed on a single computer in the network. The Multi-User hardware key should be connected to the computer running the LicenseManager.

System Requirements

Although the PrintShop Mail LicenseManager is a server-application, it is actually very lightweight. The minimum requirements are based on a medium office network, using a 10 user license.

| | |
|------------------|--|
| Processor | Minimum: Intel Pentium II, 300 Mhz or AMD K6-2 350 Mhz. Recommended: Pentium III, 450 Mhz or AMD K6-3, 500 Mhz. (Or faster). |
| Memory | Minimum: 128 MB. Recommended: 256 MB. |
| Harddisk space | Minimum: 25 MB available. Recommended: 75 MB available. |
| Operating System | Windows 2000 Server, Windows 2000 Professional, Windows XP Professional, Windows 2003 Server |
| Network | Local Area Network. Clients connect to the LicenseManager server using the TCP/IP protocol. |

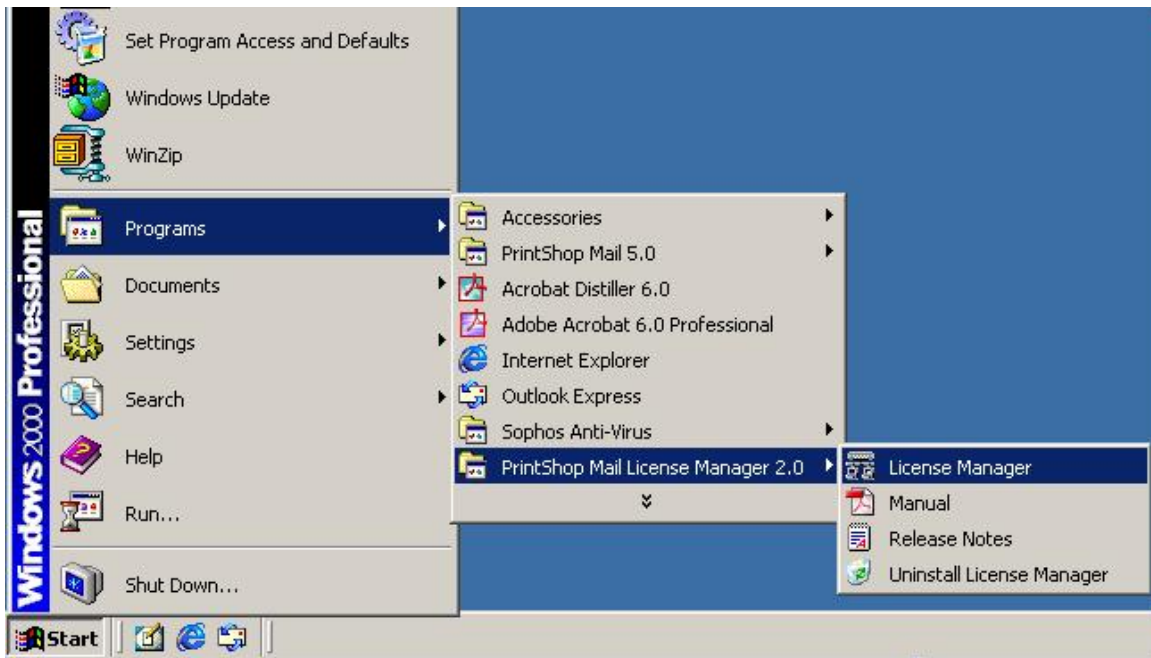
Installation

The PrintShop Mail LicenseManager is easily installed by using the Setup application from the PrintShop Mail CD, or from the PrintShop Mail website. Before you install PrintShop Mail LicenseManager, make sure you are logged on with full administrative rights on the computer.

The installation wizard installs the PrintShop Mail LicenseManager in a few simple steps.

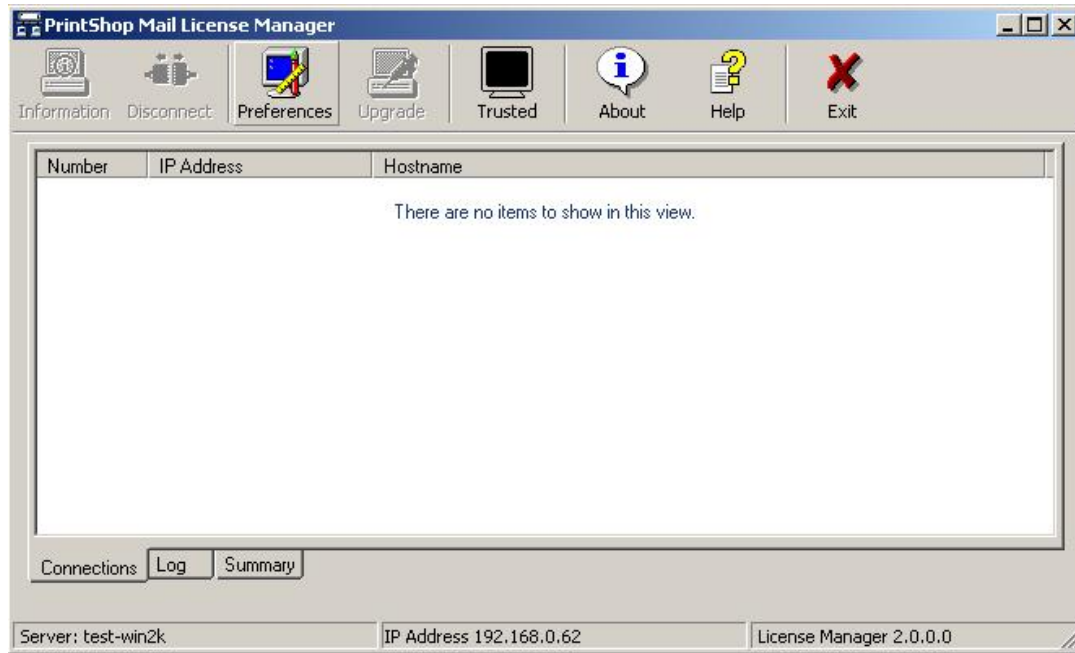


The Setup-application has created a program group called "PrintShop Mail LicenseManager". The LicenseManager can be started by clicking on the LicenseManager in the program group.

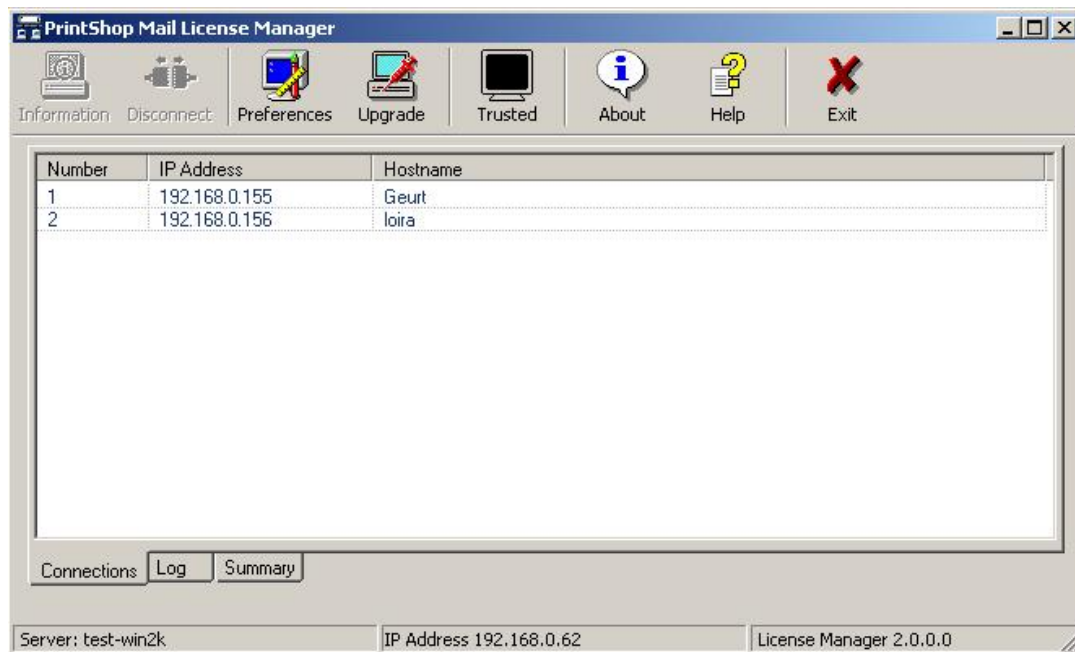


The PrintShop Mail LicenseManager User Interface

Once you have chosen to start the LicenseManager, by clicking the LicenseManager icon in the “PrintShop Mail LicenseManager” program group, the LicenseManager will start up and the following screen will be visible:

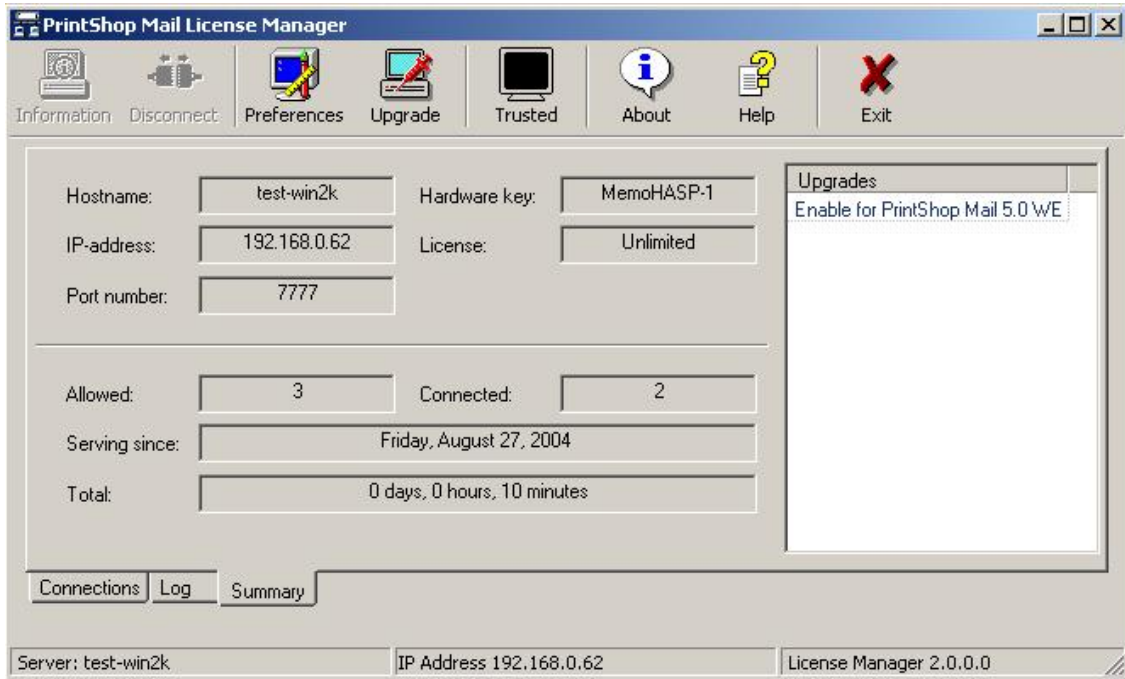


Once users start up **PrintShop Mail Net** on their client computer, this will become visible as follows:



Note: ‘Hostname’ here refers to the computername (client computer) from which a PrintShop Mail –net user is connecting to LicenseManager.

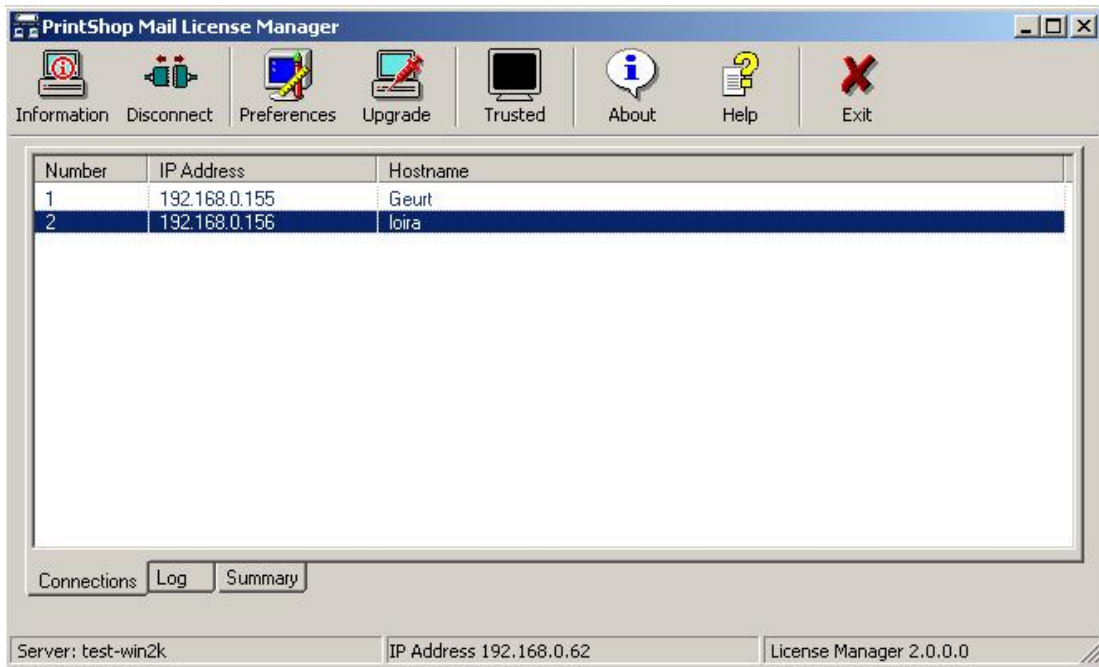
The **Summary** screen shows some detailed information about the computer which is running the LicenseManager, the number of connected users and your hardware key.



| | |
|-------------|---|
| Hostname: | The hostname used to identify the computer on the Local Area Network (LAN) where PrintShop Mail LicenseManager is running. This is retrieved from the Microsoft Windows network settings and cannot be changed from the LicenseManager. |
| IP Address: | The IP-address of the computer running the LicenseManager. This shows what IP-address (network card / NIC) the LicenseManager 'listens to'. |
| Portnumber: | The portnumber the LicenseManager 'listens to'; PrintShop Mail users connect with the LicenseManager using this port. |
| Allowed: | Shows the maximum amount of unique users that can connect at the same time, depending on your hardware key. |
| Connected: | The number of connected users at the very moment. |
| Upgrades | Shows what upgrade-options have been enabled in the hardware key. |

In this image you see that we have a 3-user licensed dongle and that 2 users are connected. We are just using a regular license. For other license types see the chapter *"Upgrading..."*. The IP-address of the computer running the LicenseManager is 192.168.0.62, hostname "test-win2k" and the port the LicenseManager listens to is 7777. For information about changing these values, see chapter *"Configuring the PrintShop Mail LicenseManager"*.

When a user connects to the LicenseManager, you see the IP-address and name of that user's computer in the list of connected users, in the **Connections**-tab:



Details of this connected user (selected in the screen above) are the IP-address: 192.168.0.156 and the hostname (computername): "loira".

Click on the **Information** button to view the connection time of this selected user:



The **Disconnect** button allows the Administrator to remotely disconnect a user. Simply select the user and click:



The user can easily re-connect via the menu **Help > Credit Information** in the PrintShop Mail Net application on the client computer. There is no need to restart PrintShop Mail Net.

Configuring the PrintShop Mail LicenseManager

After installing, the PrintShop Mail LicenseManager is ready to be used immediately. In most cases, you will not have to change the application preferences and/or network settings. However, if your LAN does not allow you to use certain features that are by default used by the LicenseManager, you might want to make some changes.

You can view and modify the preferences by clicking the button **Preferences**.



| | |
|-------------------------|--|
| Listen to IP-address | When you have more than one network card (NIC) in the computer running the LicenseManager, you can specify the IP-address of the NIC that the LicenseManager uses to handle connections. |
| Listen to portnumber | By default, the LicenseManager listens to portnumber 7777. When PrintShop Mail Net is started, it tries to connect with the LicenseManager on that port. However, if that port is already used (for example by another process), you can change the portnumber. (¹) |
| Log connections to disk | The PrintShop Mail LicenseManager logs connections. You can directly view the log in the Log-tab, but it is also possible to have LicenseManager generate and save a separate log file on disk; this log file will be saved in the application folder (usually C:\Program Files\Atlas Software\PrintShop Mail LicenseManager). The LicenseManager logs all incoming and outgoing requests in the log file. |

Note (¹):

In some cases it is required to change this setting for all PrintShop Mail clients as well. This is best done through a "licensemanager.ini" file, which usually is located in "C:\Documents and Settings\%user%\Application Data\PrintShop Mail\licensemanager.ini". You may have to be logged in with administrative rights to be able to find this file. If it is not located on your system, you can make this file yourself through a new textdocument and save this as 'licensemanager.ini' in the above mentioned location. Content of this file is typically the following:

[Server]

IPAddress="xxx.yyy.zzz.aaa" (=the IP address of the computer where LicenseManager is installed, f.i. "192.168.0.62")

PortNr=7777

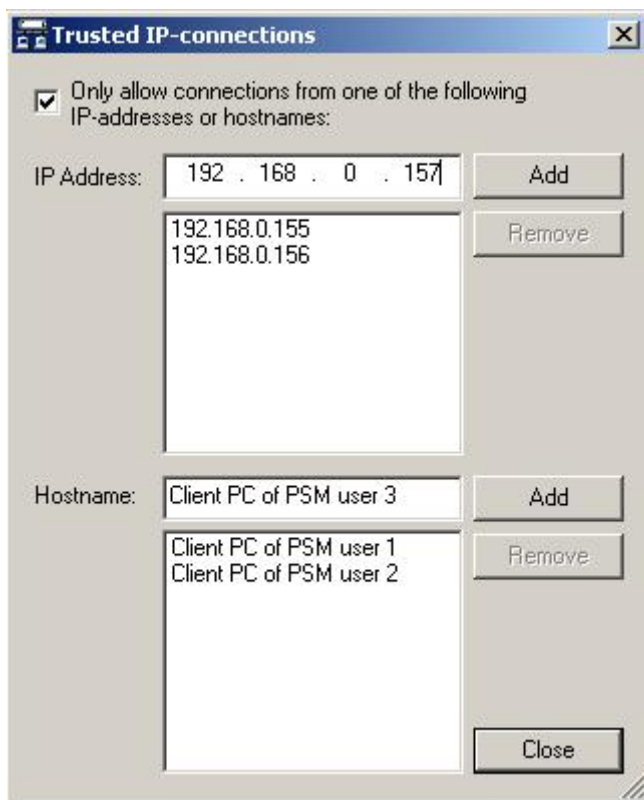
[QueryNetwork]

TimeOut=n (n = time in milliseconds, f.i. 10000)

Assigning “Trusted Users”.

The PrintShop Mail LicenseManager allows you to specify a list of trusted IP addresses or hosts. When this feature is enabled, a connection to the LicenseManager will only be allowed if the PC running the PrintShop Mail Net (client) is in this list.

This feature can be turned on by clicking on the **Trusted** button, and then checking the box marked "Only allow connections from one of the following IP-addresses or hostnames:". To turn off this feature, uncheck this box.



To add an IP address, type it in the box marked "IP Address". Then click on the **Add** button to add it to the list. To remove an IP address, select it from the list, and click the **Remove** button.

To add a hostname, type it in the "Hostname" textbox, and then click **Add** to add it to the list. To remove a hostname, select it from the list, and click the **Remove** button.

Note: if no hostnames or IP-addresses are listed whilst the checkbox is checked, no connections to the LicenseManager will be possible. If a user who is not in the Trusted User-list tries to connect to LicenseManager, this will be visible in the log.

Upgrading the PrintShop Mail LicenseManager

Certain features in PrintShop Mail require you to obtain an additional license. An example of this is Automated Printing, or the VIPP print technology. To view what additional licenses are available to upgrade your hardware key, you can click the **Upgrade** button. The following window will then appear:



You can select the desired upgrades and click the **Order Online** button. You will then be forwarded to the PrintShop Mail Upgrade Webpage where you can specify personal details and submit your order. You will be contacted by a local Atlas Software representative who will provide you with a so-called "Upgrade ID". You then need to enter that Upgrade-ID in the box and press the **Upgrade** button. This will enable the chosen option(s) on the hardware key.

FAQ (Frequently Asked Questions)

Please read this list of Frequently Asked Questions.

Q: Can I run the PrintShop Mail LicenseManager on a regular workstation, or should it run on a server?

A: Yes, you can run the PrintShop Mail LicenseManager on a regular workstation. However, it is recommended to run it on a server, since a server is usually always powered on.

Q: Can I use the PrintShop Mail LicenseManager over the internet?

A: No, the PrintShop Mail LicenseManager is designed only for local area networks (LAN).

Q: Can the PrintShop Mail LicenseManager handle connections through a firewall or router?

A: No, the PrintShop Mail LicenseManager works with both TCP and UDP packets, of which the portnumber is decided dynamically. The only way it will work, is if you open all possible ports on the router and/or firewall, and you certainly don't want to do that.

Q: Why is a driver called "Hasp driver" installed with the PrintShop Mail LicenseManager?

A: The PrintShop Mail LicenseManager uses the Hasp driver to communicate with the hardware key. Without this driver installed, you will not be able to use the hardware key.

Q: Does the PrintShop Mail LicenseManager differ from the eAladdin License Manager?

A: Yes, it does. You cannot use the eAladdin License Manager to work with PrintShop Mail, it simply won't connect.

Copyrights

PrintShop Mail LicenseManager is copyright © Atlas Software BV.

PrintShop Mail is copyright © Atlas Software BV.

Windows® is a registered trademark of Microsoft Corporation.

HASP® and eAladdin License Manager are registered trademarks of eAladdin.

September 2004

Atlas Software BV

Daltonstraat 42-44

3846 BX Harderwijk

the Netherlands

sales@atlassoftware.com