
flash v2.1 Installation Instructions (IRIX)

INTRODUCTION



This document provides all the information required for the installation of the *flash* software version 2.1 on the IRIX platform.

Although the content of this document makes it possible for a non-expert to execute the installation and licensing procedures, we recommend that these be performed by a system administrator who is familiar with the installation of software packages on IRIX platforms.

Before installing *flash* we recommend that you first read the sections "Operating System Requirements" and "Hardware Requirements" to make sure that your hardware and operating system can support the installation and adequate performance of *flash*. Then, to properly install *flash*, you must carefully follow the files extraction procedure included in section "Software Installation". Also, the section "User Account Configuration" allows you to configure the account of each user, and the section "Graphic Card Configuration" allows you to configure the proper graphic card settings for using *flash*. Finally, the section "Licensing" gives you essential information about obtaining and installing licenses, which are required to start *flash*.

Note: The term *flash* used in this document refers to both *flash* and *flash Pro* (exceptions are made in the section "Licensing" when specific references were required for proper explanations).

DIGITS 'N ART COORDINATES

Note that you may contact Digits 'n Art for more information or support concerning the installation process:

- Telephone: (514) 844-8448
- Fax: (514) 844-8844
- Web site: www.dnasoft.com
- E-mail address for requests concerning the installation process:

support@dnasoft.com

- E-mail address for requests concerning licensing: info@dnasoft.com

QUICK TOUR DOCUMENT

Once *flesh* is installed it is recommended that all new *flesh* users take the time to read through the Quick Tour document (using Acrobat Reader) that is included among the files that are extracted during the installation process.

The Quick Tour is located at the following location (if *flesh* was installed using the option Default Installation - see section "Software Installation" below):

/usr/dna/docs/flesh/QuickTour.pdf

OPERATING SYSTEM REQUIREMENTS

flesh is optimized for the SGI IRIX 6.5 operating system, and this document assumes you are using IRIX 6.5.

We do not recommend using *flesh* with IRIX 6.3 or 6.4, as these versions are now obsolete and no longer supported by SGI. IRIX 6.2, IRIX 5.3 and older versions are not supported by *flesh* 2.1.

HARDWARE REQUIREMENTS

Depending on the options, *flesh* uses 24 to 64 bits color images for Color and SpecColor textures, and 8 to 32 bits grayscale images for all the other surface attributes. An O2 configuration of 96 MB of RAM is sufficient to paint multiple textures of 512 x 512 pixels (8 bits per sample) or less. A minimum of 128 MB of RAM is required to paint multiple textures of 1024 x 1024 pixels or one texture of 2048 x 2048 pixels. A minimum of 256 MB of RAM is recommended to paint high resolution textures (2048 x 2048 pixels).

SOFTWARE INSTALLATION



You must detain root privileges to perform the procedures included in this section. We recommend that these procedures be performed by a system administrator who is familiar with the installation of software packages on SGI platforms.

This section is divided in the following subsections:

- "Files Extraction", which allows you to extract and install the files included in the *flash* distribution.
- "Wacom Tablet", which allows you to optionally install a Wacom tablet to use with *flash*.

The procedures included in these sections are simple to follow, and the whole process should only take you a few minutes to complete.

The procedures of these sections must be executed only once.



Before you can execute the procedures of these subsections, you must log in to the root account.

TO LOG IN TO THE ROOT ACCOUNT:

1. In a UNIX shell, type:

login root

2. Type the password for the root account when prompted to do so by the system.

Files Extraction

1. Insert the *flash* CD-ROM in the CD-ROM drive.
2. Start the Software Manager from a UNIX shell window using one of the two following instructions.^a
 - To install the files from the *flash* distribution in the default directory (/usr/dna), type:

a. You may also use the software installation tool called inst. For more details on the utilization of inst, refer to the online help modules of your system.

swmgr

- To install the files from the *flash* distribution in a directory other than the default directory (thus allowing you to preserve previously installed versions of *flash*), type:

swmgr -rpathname

where *pathname* is the pathname of the directory where you want to install. As a result, *flash* will be installed in *pathname*/usr/dna.

3. Enter the following pathname in the text field Available Software:

/CDROM/dist

4. Click the LookUp button.
5. Select either Default Installation or Customize Installation.

If you selected Default Installation, the following will be extracted:

- Base
- Documentation and Online Help
- Alias Wire Translator
- Maya Translator
- Prisms Translator
- Softimage Translator
- Wavefront Translator
- *flash* Demos
- Maya Demos
- Softimage Demos
- Wavefront Demos

If you selected Customize Installation, select the subsystems to install. For example, select the translators that you need.

Notes:

- The Alias Wire Translator requires that you detain a license and an operational installation of PowerAnimator 9.0 that is installed at a location that allows the translator to operate correctly.

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- The Softimage Translator requires that you detain a license and an operational installation of Softimage 3.8 that is installed at a location that allows the translator to operate correctly.
 - The Maya Translator requires that you detain a license and an operational installation of Maya 2.5 that is installed at a location that allows the translator to operate correctly.

6. Click the Start button.

7. Quit the Software Manager.

Wacom Tablet

flesh provides extensive support for the Wacom Intuos tablet.

If you wish to install a Wacom tablet to use with *flesh*, an appropriate Wacom driver must be installed. If drivers are not provided with your tablet, Wacom drivers can be obtained from the Wacom Web site (www.wacom.com).

If not already installed, install the driver corresponding to your operating system following the Wacom installation instructions. It is highly recommended that you install the latest available driver from Wacom.

Once you have completed the installation of the driver, do the following to make the driver operational. For more information, refer to Wacom installation documentation.

1. Turn the computer off.
2. Connect the tablet to serial port number 2.
3. Reboot the computer.

You may then set up your own preferences in the Wacom's configuration interface (called *wacomcpl*) or use the default settings.

USER ACCOUNT CONFIGURATION

To allow users to start *flesh* easily, you should execute the following procedure to configure the account of each user. Also, if *flesh* was not installed in the default directory (*/usr/dna*), each user must have his own

account set properly (as in step 4 below) so that *flesh* can find the program libraries through proper paths.

Note: This procedure must be executed for each *flesh* user account.

1. Log in to the user account.
2. Edit the login file (*.login*) from the user's home directory by typing the following instruction:

```
jot ~/.login
```

3. In the login file, add the following line:

```
alias flesh /usr/dna/bin/flesh
```

(if *flesh* was installed in the default directory)

OR

```
alias flesh pathname/usr/dna/bin/flesh
```

(if *flesh* was not installed in the default directory, where *pathname* is the directory where *flesh* was installed).

After this modification takes effect, the user will be able to start *flesh* by simply typing **flesh** in a UNIX shell.

4. If *flesh* was not installed in the default directory, also add the following line:

```
setenv DNA pathname/usr/dna
```

where *pathname* is the directory where *flesh* was installed.

5. Once the modifications are completed, save and exit the login file.
6. For these modifications to take effect, log out and log in to the user's account.

GRAPHIC CARD CONFIGURATION

Setting the graphic card with 32 bits double buffer is highly recommended to get more accurate colors and avoid display artifacts. The way to do this may differ slightly depending on the type of workstation. On an SGI O2, you can setup the 32 bits double buffer by executing the following procedure:

TO SETUP THE 32 BITS DOUBLE BUFFER ON AN SGI O2:

1. On the O2 workstation where *flash* will be used, log in to the root account.
2. Enter the following command:

xsetmon
3. In the Video Frame Buffer Configuration section, select "32x32" and click the Load button.
4. When asked to make the frame buffer configuration the power-on default, choose Ok.

LICENSING

A valid license is required to use *flash*. To get a license, you must first provide your authorized *flash* distributor (or Digits 'n Art (DnA) if you purchased *flash* directly), with pieces of information specific to the computer on which *flash* will be used. Then your distributor (or DnA) will send you a valid license for that computer.

flash supports three kinds of licenses: node-locked, demo, and floating.

This section is divided in the following subsections:

1. "Requesting and Installing Node-locked Licenses";
2. "Requesting and Installing Demo Licenses";
3. "Requesting and Installing Floating Licenses".

Requesting and Installing Node-locked Licenses



You must detain root privileges to perform the procedures included in this section. We recommend that these procedures be performed by a system administrator who is familiar with the installation of software packages on SGI platforms.

A node-locked license lets users run *flesh* only locally on the workstation for which the license was delivered. The installation of a node-locked license for a given workstation requires you to do the following:

1. Getting the fingerprints of the workstation;
2. Contacting your *flesh* distributor to get a license;
3. Creating a license file in the appropriate location.

The last section, *Troubleshooting Node-locked Licenses*, may be a precious resource in case you experience a problem related to this license.

Getting the Fingerprints of a Workstation

You must get the fingerprints of every workstation on which you will install a node-locked license. The fingerprints identify the workstation for which a license will be delivered.



Note: *flesh* must have been installed prior to executing this procedure.

TO GET THE FINGERPRINTS OF A WORKSTATION:

1. Log in to the root account on the workstation where *flesh* will be used. This procedure cannot be executed remotely across a network.
2. In a UNIX shell, type:

```
cd /usr/dna/bin
```

(if *flesh* was installed in the default directory)

OR

```
cd pathname/usr/dna/bin
```

(if *flesh* was not installed in the default directory, where *pathname* is the directory where *flesh* was installed).

3. Generate the fingerprints by entering the following command:

```
dnaid > ../config/dnaid.txt
```

4. Verify the fingerprints:

```
cat ../config/dnaid.txt
```

The output of the last two lines of this command should be similar to the following:

```
FingerPrints for workstation-name  
8C5B7E6A8C53041EFF5B776CFF5B776CAA13283E23F6AB2E
```

If an error message appears instead in the last line of the output, please refer to the *Troubleshooting Node-locked Licenses* section to correct the problem and repeat this step.

After executing the above procedure, you now have a file containing the fingerprints of the workstation. Thus, if *flesh* was installed in the default directory, the path of the generated fingerprints file is `/usr/dna/config/dnaid.txt`. Otherwise, the path is `pathname/usr/dna/config/dnaid.txt`, where *pathname* is the directory where *flesh* was installed.

Getting a License

To get a license, you have to send the fingerprints to your authorized *flesh* distributor, or to Digits 'n Art (DnA) if you purchased *flesh* directly.

Send the fingerprints file created in the above procedure either by attaching it to an e-mail or faxing a printout of it.

Upon receiving your fingerprints file, your *flesh* distributor or DnA will send you a valid license for your workstation, by e-mail or fax (or both).

Creating a License File

A license file is a text file that contains one license per line. It must be created at either one of three possible locations in order for *flesh* to find it:

- On the workstation where *flesh* will be used. In that case, the location of the license file should be:

/usr/local/dna/license.dat

- In the directory where *flesh* was installed. Then, the location of the license file would be:

/usr/dna/config/license.dat

(if *flesh* was installed in the default directory)

OR

pathname/usr/dna/config/license.dat

(if *flesh* was not installed in the default directory, where *pathname* is the directory where *flesh* was installed).

- In a location of your choice. In that case, the path of the license file must be specified in the DNA_LICENSE_FILE environment variable in each *flesh* user account.

Upon receiving your license, use a text editor to add the license information to the license file. The license information consist of a single line of text which may look like the following (the text below is wrapped in two lines but should really consist of a single line in the license file):

```
A 9B0BEDFBDB8BED62C742F634A0837E78A3CA CUSTOMER=DNA  
FEATURE=FLESH VERSION=2.0 LOCK=va DISPLAY=0 EXPIRATION=NO
```

If there are other licenses in the license file, do not remove them.

If a pound sign "#" is present at the beginning of a line in the license file, that line will be ignored by *flesh*. This may be useful to add comments to the license file.

Optimizing *flesh* Starting Time

With node-locked licenses you may accelerate the starting of *flesh* by deactivating the application's searching for licenses throughout the network.

Note: This procedure must be executed once for each *flesh* user account.

1. Log in to the user account.
2. Edit the login file (.login) from the user's home directory by typing the following instruction:

```
jot ~/.login
```

3. In the login file, add the following line:

```
setenv DNA_LICENSE_NONETWORK
```

4. Once the modifications are completed, save and exit the login file.
5. For these modifications to take effect, log out and log in to the user's account.

Troubleshooting Node-locked Licenses

In the following table are messages that indicate problems that can occur while *flesh* initializes node-locked licenses. The column *Solution* tells you what to do in order to solve them.

Message	Problem	Solution
<i>Unable to open the license file filename</i>	The license file named <i>filename</i> could not be opened.	Check to see if the license file exists. If it does, make sure the application have read access to this file.
<i>No license found for flesh 2.1</i>	The license file does not contain <i>flesh</i> or <i>flesh Pro</i> licenses for the workstation on which you tried to run <i>flesh</i> .	Make sure the license you received from your <i>flesh</i> distributor (or from DnA) has been added to the license file, OR Contact your <i>flesh</i> distributor to purchase a license for the workstation, and make sure the fingerprints were generated on that workstation.
<i>The system date is corrupted</i>	The system date has been changed.	Reset the system date to make it accurate.
<i>Unable to get information from the DISPLAY variable</i>	The application tries to authenticate the DISPLAY used for this execution and does not succeed.	Set your DISPLAY environment variable correctly.

Message	Problem	Solution
<i>Invalid DISPLAY variable</i>	The value of the DISPLAY environment variable does not contain a colon ":" character.	Put a colon ":" character at the appropriate position in the value contained in the DISPLAY environment variable.
<i>The feature_name cannot be executed on a remote computer</i>	You are attempting to execute the application remotely with a node-locked license.	Start <i>flash</i> locally on a workstation for which a license was installed.
<i>Fingerprints cannot be taken in remote.</i>	You are attempting to get the fingerprints across a network.	Execute <i>dnaid</i> locally on the workstation on which <i>flash</i> will be used.

Requesting and Installing Demo Licenses



You must detain root privileges to perform the procedures included in this section. We recommend that these procedures be performed by a system administrator who is familiar with the installation of software packages on SGI platforms.

A demo license may be installed on any workstation and has an expiration date. The installation of a demo license for a given workstation requires you to do the following:

1. Contacting your *flash* distributor to get a license;
2. Creating a license file in the appropriate location.

The last section, *Troubleshooting Demo Licenses*, may be a precious resource in case you experience a problem related to this license.

Getting a License

To get a license, contact your authorized *flash* distributor, or to Digits 'n Art (DnA) if you purchased *flash* directly.

Creating a License File

A license file is a text file that contains one license per line. It must be created at either one of three possible locations in order for *flesh* to find it:

- On the workstation where *flesh* will be used. In that case, the location of the license file should be:

`/usr/local/dna/license.dat`

- In the directory where *flesh* was installed. Then, the location of the license file would be:

`/usr/dna/config/license.dat`

(if *flesh* was installed in the default directory)

OR

`pathname/usr/dna/config/license.dat`

(if *flesh* was not installed in the default directory, where *pathname* is the directory where *flesh* was installed).

- In a location of your choice. In that case, the path of the license file must be specified in the `DNA_LICENSE_FILE` environment variable in each *flesh* user account.

Upon receiving your license, use a text editor to add the license information to the license file. The license information consist of a single line of text which may look like the following (the text below is wrapped in two lines but should really consist of a single line in the license file):

```
A 9B0BEDFBDB8BED62C742F634A0837E78A3CA CUSTOMER=DNA
FEATURE=FLESH VERSION=2.0 LOCK=va DISPLAY=0 EXPIRATION=NO
```

If there are other licenses in the license file, do not remove them.

If a pound sign "#" is present at the beginning of a line in the license file, that line will be ignored by *flesh*. This may be useful to add comments to the license file.

Optimizing *flesh* Starting Time

With a demo license you may accelerate the starting of *flesh* by deactivating the application's searching for licenses throughout the network.

Note: This procedure must be executed once for each *flesh* user account.

1. Log in to the user account.
2. Edit the login file (.login) from the user's home directory by typing the following instruction:

```
jot ~/.login
```

3. In the login file, add the following line:

```
setenv DNA_LICENSE_NONETWORK
```

4. Once the modifications are completed, save and exit the login file.
5. For these modifications to take effect, log out and log in to the user's account.

Troubleshooting Demo Licenses

In the following table are messages that indicate problems that can occur while *flesh* initializes demo licenses. The column *Solution* tells you what to do in order to solve them.

Message	Problem	Solution
<i>Unable to open the license file filename</i>	The license file named <i>filename</i> could not be opened.	Check to see if the license file exists. If it does, make sure the application have read access to this file.
<i>No license found for flesh 2.1</i>	The license file does not contain <i>flesh</i> or <i>flesh Pro</i> licenses for the workstation on which you tried to run <i>flesh</i> .	Make sure the license you received from your <i>flesh</i> distributor (or from DnA) has been added to the license file, OR Contact your <i>flesh</i> distributor to get a valid license.
<i>The system date is corrupted</i>	The system date has been changed.	Reset the system date to make it accurate.

Message	Problem	Solution
<i>The feature_name is expired</i>	This license has expired.	You can verify the expiration date in the license file. Contact your <i>flash</i> distributor to obtain a valid license.

Requesting and Installing Floating Licenses



You must detain root privileges to perform the procedures included in this section. We recommend that these procedures be performed by a system administrator who is familiar with the installation of software packages on SGI platforms.

A floating license allows users to run *flash* on different workstations on a network. Floating licenses are installed on a license server which authenticates license requests from client workstations over the network. For example, if you install six *flash* licenses on your license server, up to six client workstations on the network will be allowed to execute *flash* simultaneously.

The following sections cover these topics:

- Getting fingerprints of the license server;
- Contacting your *flash* distributor to get a license;
- Creating a license file in the appropriate location;
- Starting and stopping the license server application;
- Finding licenses, running license servers, and client workstations;
- Troubleshooting floating licenses.

The last section may be a precious resource in case you experience problems related to floating licenses.

Getting Fingerprints for the License Server

The license server is a computer that executes an application to authenticate license requests from client workstations over a network. The fingerprints identify the computer that acts as a license server.



Note: *flash* must have been installed prior to executing this procedure.

TO GET THE FINGERPRINTS FOR THE LICENSE SERVER:

1. Choose the computer that will act as the license server.
2. Log in to the root account (either locally or remotely) on the computer that will act as the license server.
3. In a UNIX shell, type:

```
cd /usr/dna/bin
```

(if *flash* was installed in the default directory)

OR

```
cd pathname/usr/dna/bin
```

(if *flash* was not installed in the default directory, where *pathname* is the directory where *flash* was installed).



Note: If the above directory does not contain a file named *echoid.dat*, this means *flash* was not properly installed and you will not be able to generate accurate fingerprints.

4. Generate the fingerprints by entering the following command:

```
echoid > ../config/echoid.txt
```

5. Verify the fingerprints:

```
cat ../config/echoid.txt
```

The last four lines of this command should be similar to the following:

```
SentinelLM 7.0.0 Host Lock Code Information Utility
Copyright (C) 1999 Rainbow Technologies, Inc.

Lock Code 1      1-288BB
```

After executing the above procedure, you now have a file containing the fingerprints of the workstation. Thus, if *flash* was installed in the default directory, the path of the generated fingerprints file is */usr/dna/config/echoid.txt*. Otherwise, the path is *pathname/usr/dna/config/echoid.txt*, where *pathname* is the directory where *flash* was installed.

Getting a License

To get a license, you have to send the fingerprints to your authorized *flash* distributor, or to Digits 'n Art (DnA) if you purchased *flash* directly.

Send the fingerprints file created in the above procedure either by attaching it to an e-mail or faxing a printout of it.

Upon receiving your fingerprints file, your *flash* distributor or DnA will send you a valid license for your license server, by e-mail or fax (or both).

Creating a License File

A license file is a text file that contains one license per line. It may be created at any location accessible from the license server.

Upon receiving your license, use a text editor to add the license information to the license file. The license information consist of a single line of text which may look like the following (the text below is wrapped in four lines but should really consist of a single line in the license file):

```
INFINITE_KEYS 1 JAN 2000 NEVER NO_SHR SLM_CODE  
1_LOG_ENCRYPTION_LEVEL NON_COMMUTER FLOAT NON_REDUNDANT  
288BB001,Ni NiL Ni NO_HLD NiL 5_MINS DNA CHK_TAMPER Ni  
MS2858QMRX
```

If there are other licenses in the license file, do not remove them.

If a pound sign "#" is present at the beginning of a line in the license file, that line will be ignored by *flash*. This may be useful to add comments to the license file.

Starting the License Server Application

The license server application authenticates the license requests from client workstations over the network.



You must start the license server application in order to allow users to run *flash*. We recommend this task be performed from the root account by a system administrator.

TO START THE LICENSE SERVER APPLICATION:

1. Open a UNIX shell (either locally or remotely) on the computer that will act as the license server.

-
2. Type the following command, where *license_filename* is the full path and name of the license file:

```
/usr/dna/bin/lserv -s license_filename
```

(if *flash* was installed in the default directory)

OR

```
pathname/usr/dna/bin/lserv -s license_filename
```

(if *flash* was not installed in the default directory, where *pathname* is the directory where *flash* was installed).

The following message displays, where *hostname* is the name of the computer running the license server application:

Running on host *hostname*

The license server is now running and you can start using *flash*.

If the license information contained in the license file does not correspond the computer on which you try to run the license server application, the following error message appears:

ERROR: License code [...] is not authorized on this machine

The license server application must be executed on the computer on which the fingerprints were generated.

Finding License Servers

You may want to confirm that the license server application is running. The following command allows you to find on which computers the license server application is running and responding successfully to requests made from client workstations.

TO GET THE LIST OF LICENSE SERVERS:

In a UNIX shell, type:

```
/usr/dna/bin/lswhere
```

(if *flesh* was installed in the default directory)

OR

pathname/usr/dna/bin/lswhere

(if *flesh* was not installed in the default directory, where *pathname* is the directory where *flesh* was installed).

As a result, you get the network address and hostname of the active license servers on the network. Consider the following example:

Server Address: 127.0.0.0
Server Name: toserve

Finding Licenses and Client Workstations

This section explains how to get a description of the licenses managed by a given license server and to find which workstations and users are currently using licenses from that license server.

TO GET THE LIST OF LICENSES AND CLIENT WORKSTATIONS:

In a UNIX shell, type the following command, where *hostname* is the name of the computer acting as the license server:

/usr/dna/bin/lsmon hostname

(if *flesh* was installed in the default directory)

OR

pathname/usr/dna/bin/lsmon hostname

(if *flesh* was not installed in the default directory, where *pathname* is the directory where *flesh* was installed).

As a result you get information including the type of licenses that are used, the number of concurrent users, the license expiration date, and the identity of the client workstations and users. Consider the following example:

```
[Contacting SentinelLM server on host "toserve"]
License type      : "Normal License."
Commuter License Allowed : NO
Feature name     : "FLPR"
```

```

Feature version           : "0200"
Max concurrent user(s)    : 1
Unreserved keys in use    : 0
Available unreserved      : 1
Reserved keys in use      : 0
Available reserved        : 0
Soft limit on users       : Unlimited.
License start date        : Sat Jan  1 00:00:00 2000
Expiration date           : License has no expiration.
Log Encryption Level      : 1
App-server locking        : Floating license.
Additive/exclusive        : Exclusive license (overrides additive
licenses).
Key lifetime (heartbeat): 300 secs (5 min(s))

Users:
  User name               : jfb
  Host name               : va
  X display name          : :0.0
  Group name              : DefaultGrp
  Status                  : Running since Tue Feb  1 13:23:30 2000
  Is Commuter Key         : NO

```

As you can see in that example:

- There is only one floating *fl e s h Pro* license (**Feature name: "FLPR"; Max concurrent user(s): 1**);
- A user named *jfb* (**User name: jfb**) currently uses this floating license on a workstation called *va* (**Host name: va**);
- This floating *fl e s h Pro* license is managed by a license server that resides on a workstation called *toserve* (**Contacting SentinelLM server on host "toserve"**).

Stopping the License Server Application

After editing the license file while the license server application is running, you may have to stop and restart it for the changes to take effect.



When the license server application is stopped, any *fl e s h* user currently using licenses managed by that server will be unable to continue using *fl e s h* except for saving his work. It is recommended not to stop the license server application while some licenses are still in use.

When it is required to stop the license server application, we recommend the task be performed from the root account by a system administrator. Only the user who started the license server application (or one with sufficient privileges) may be able to stop it.

TO STOP THE LICENSE SERVER APPLICATION:

In a UNIX shell, type the following command, where *hostname* is the name of the computer acting as the license server:

`/usr/dna/bin/lsvdown hostname`

(if *flash* was installed in the default directory)

OR

`pathname/usr/dna/bin/lsvdown hostname`

(if *flash* was not installed in the default directory, where *pathname* is the directory where *flash* was installed).

TO CONFIRM THAT A LICENSE SERVER IS STOPPED:

In a UNIX shell, type:

`/usr/dna/bin/lswhere`

(if *flash* was installed in the default directory)

OR

`pathname/usr/dna/bin/lswhere`

(if *flash* was not installed in the default directory, where *pathname* is the directory where *flash* was installed).

As a result, you see a list of license servers that are active on your network. If the license server is stopped, it should not appear in that list. If it appears, the license server was not stopped properly.

Troubleshooting Floating Licenses

In the following table are messages that indicate problems that can occur while *flesh* initializes floating licenses. The column *Solution* tells you what to do in order to solve them.

Message	Problem	Solution
<i>No license found for flesh 2.1</i>	No license server application is running, OR The license file does not contain <i>flesh</i> or <i>flesh</i> Pro licenses;	If it is not already running, start the license server application on the computer for which the fingerprints were generated (refer to the section <i>Finding Licenses and Client Workstations</i> to get the list of running server applications), OR Make sure the license you received from your <i>flesh</i> distributor (or from DnA) has been added to the license file, OR Contact your <i>flesh</i> distributor to purchase a license for the computer you would like to act as a license server (refer to the section <i>Finding License Servers</i> to get the list of licenses).
<i>The feature_name is expired</i>	This license has expired.	You can verify the expiration date when viewing the list of licenses. Contact your <i>flesh</i> distributor to obtain a valid license.

Message	Problem	Solution
<i>ERROR: License code [...] is not authorized on this machine</i>	The license was issued for a computer other than the one you tried to use as a license server, because the fingerprints were generated for another computer.	Start the license server application on the computer for which the fingerprints were generated OR Contact your <i>flesh</i> distributor to purchase a license for the computer you would like to act as a license server.
<i>SentinelLM: You are not authorized to perform the requested operation</i>	You do not have the permissions to stop the license server application.	Ask the system administrator to stop the license server application from the root account.