

Managing Licenses

When you install FactoryStudio, you can only edit and run '**Express**' family projects until your computer is licensed.

When your project runs in Express mode, some advanced features are disabled and communication with external devices only runs for half-hour sessions.

To license your computer, you need to either use a physical dongle (hard key) or create a softkey license, as described here.

Licensing Methods

Hardkey

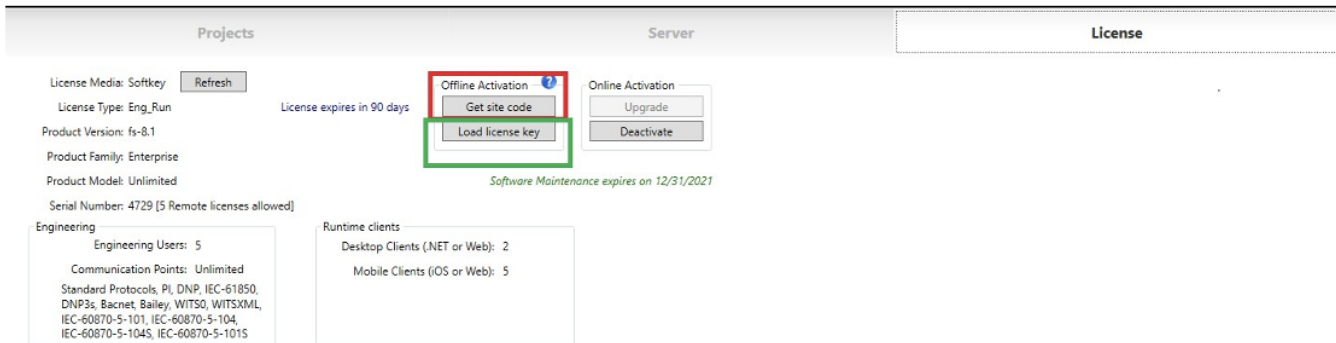
A hardkey license is stored in a flash drive that is sent to the client. The advantage of using a hardkey is that the license is not linked to a single computer like it is with softkey licenses.

If the flash drive goes missing, a new license must be acquired. There is no replacement.

Softkey

The softkey license is generated by the equipment SiteCode. In order to obtain this file, do the following steps:

- Go to the **Welcome page > License tab** and click on '**Get site code**'
- Send the generated file to a Tatsoft employee, and they will generate a license key.
- Click on the "**Load license key**" button on the License tab to load the received key.

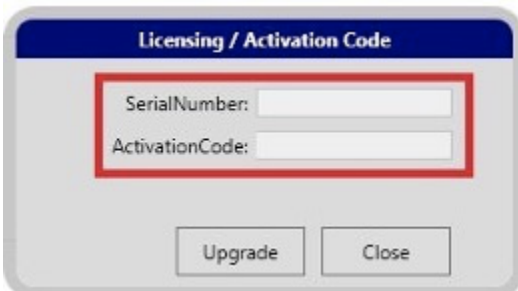


Online Activation

With na online activation, a softkey license is generated, which is not linked to a computer

The advantage of using an online activation license over the regular Softkey license is that it can be deactivated and reactivated in order to switch equipment.

To activate a license, go to the **Welcome page > License tab** and click on the OnlineActivation button. Enter your SerialNumber and ActivationCode in the popup window that appears.



License Types

Runtime + Engineering

Users are allowed to both edit and run a project.

Runtime

Users are not allowed to edit a project. However, the **'*.tproj*'** file can run without limitations.

A project can be edited even if it is located on equipment licensed for RuntimeOnly. To do so, a product with an Engineering license can perform a remote connection to the RuntimeOnly (through the **WelcomePage > Server Tab**). That way, a single Engineering license can edit multiples projects deployed on site.

The screenshot shows the 'Server' tab of a software interface. At the top, there are three tabs: 'Projects', 'Server', and 'License'. The 'Server' tab is active. Below the tabs, it says 'Connected Server: localhost running version fs-8.1'. There is a 'Runtime autostart' checkbox and a 'Settings...' button. Under the 'Project Server:' section, there are two radio buttons: 'Localhost' and 'Remote'. The 'Localhost' option is selected. Below it, it says 'IPs: 192.168.56.1, 192.168.15.31 - Running services: <none>'. The 'Remote' option is also visible, with a text input field containing 'http://<RemoteAddress>' and a 'Connect' button. A red rectangle highlights the 'Remote' radio button, the text input field, and the 'Connect' button. Below the 'Remote' section, there is a 'Virtual path:' label and an empty text input field.

Developer

A Developer license is only used for specific project development on site.

Using a developer license is not recommended when the product is installed in local machines due to the short expiration date; it is set to expire 1 to 2 days after activation.

License - Product Model and Family

The number of Max Communication Points available for a project can be changed according to the license type.

The existing licenses types are:

- Enterprise
- Standard
- HMI
- OPC Server
- Express
- Student

The current License type, designed Product Family, and Product Model can be found in the License Tab as well as the Engineering and Welcome environments.

Projects	Server	License
License Media: Softkey Refresh License Type: Eng_Run Product Version: fs-8.1 Product Family: Enterprise Product Model: Unlimited Serial Number: 4729 [5 Remote licenses allowed]	License expires in 88 days <div> Offline Activation ? Get site code Load license key </div> <div> Online Activation Upgrade Deactivate </div> Software Maintenance expires on 12/31/2021	
Engineering Engineering Users: 5 Communication Points: Unlimited Standard Protocols, PI, DNP, IEC-61850, DNP3s, Bacnet, Bailey, WITS0, WITSXML, IEC-60870-5-101, IEC-60870-5-104, IEC-60870-5-104S, IEC-60870-5-101S	Runtime clients Desktop Clients (.NET or Web): 2 Mobile Clients (iOS or Web): 5	

There are many communication protocols available for a Standard/Express license.

However, some communication protocols must be acquired separately, such as OSIsoft PI and DNP 3.0.

Procedures to Migrate or Kill a License

Migrating from One Computer to Another

- Send the SiteCode file from the original computer.
- The SiteCode will be processed, and you will receive a temporary license to install on the original computer.
- Install the temporary license on the original computer.
- After installing the temporary license on the original computer, generate and send the SiteCode file from the original computer again. This verifies that the temporary license has been installed properly.
- Generate and send the SiteCode file from the new computer.
- The SiteCode will be processed, and you will receive the license for the new computer.
- Install the new permanent license on the new computer.

Migrate a Softkey to Hardkey License

- Send the SiteCode file from the computer.
- The SiteCode will be processed, and you will receive a temporary license to install on the original computer.
- Install the temporary license on the computer.
- Attach the USB LicenseKey to the computer.
- Generate and send the new SiteCode file after the temporary license has been installed.
- The SiteCode will be processed, and you will receive a LicenseKey file for you to load onto the computer with the USB LicenseKey.

Killing a License

- Send the SiteCode file from the computer.
- The SiteCode will be processed, and you will receive a temporary (3-10 days) license to install on the original computer.
- Install the temporary license onto the original computer.
- After installing the temporary license on the original computer, generate and send the SiteCode file from the original computer again. This verifies that the license has been killed properly.