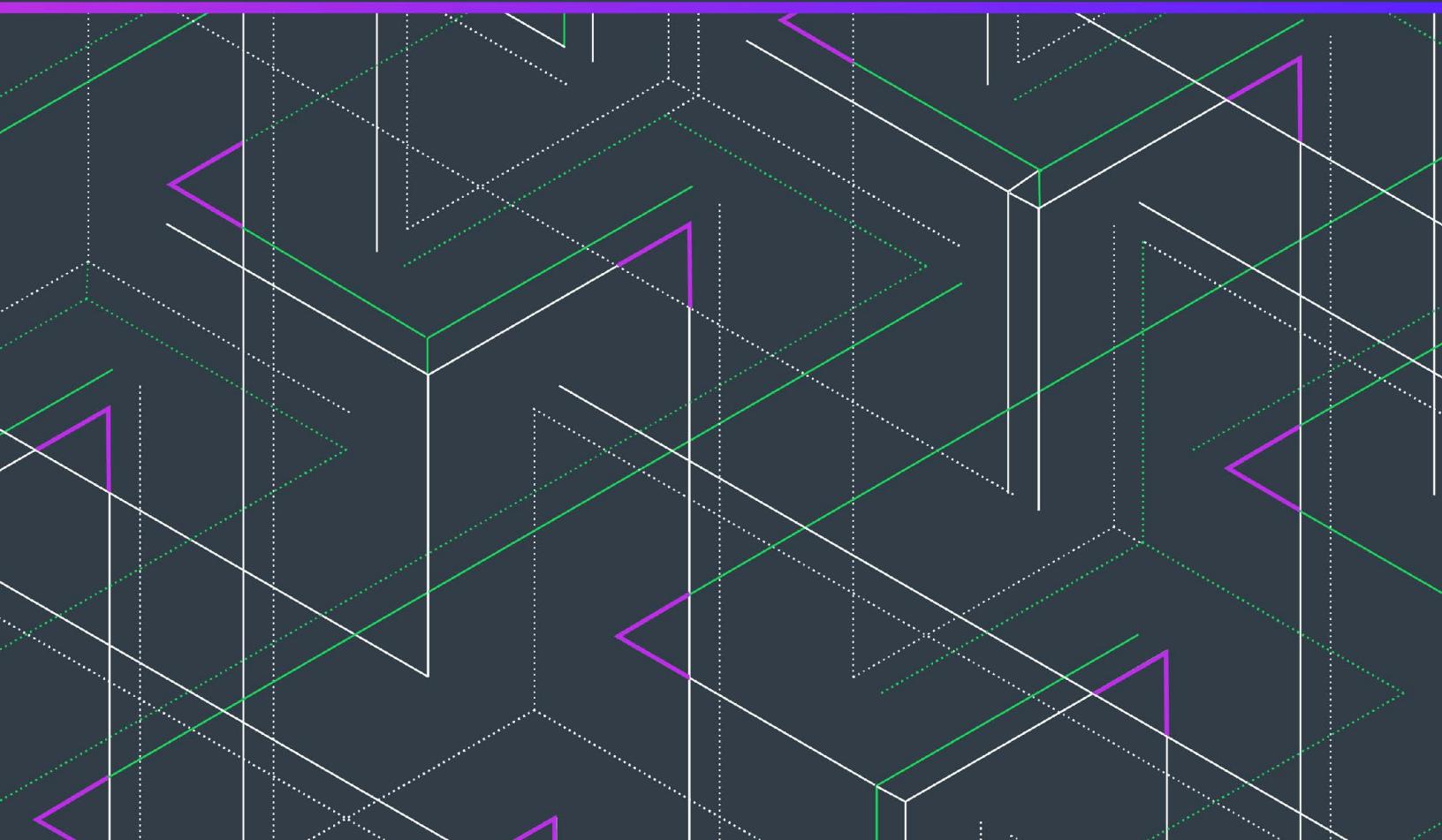


# FlexNet License Server Manager Guide 2026.01

FlexNet License Server Manager Guide



# Legal Information

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# Contents

<b>FlexNet License Server Manager Guide .....</b>	<b>5</b>
<b>FlexNet License Server Manager Installation.....</b>	<b>6</b>
Setting Up the FlexNet License Server Manager in Docker .....	6
FlexNet License Server Manager Requirements When Running in Docker .....	7
Customizing the FlexNet License Server Manager for Docker .....	7
Deploying the FlexNet License Server Manager with Docker .....	10
Starting the FlexNet License Server Manager in Docker .....	13
Updating the FlexNet License Server Manager in Docker .....	13
Setting Up the EXE-Based FlexNet License Server Manager.....	14
Requirements of the EXE-Based FlexNet License Server Manager.....	14
Installing the EXE-Based FlexNet License Server Manager.....	15
Uninstalling the EXE-Based FlexNet License Server Manager .....	16
<b>FlexNet License Server Manager Information and Settings .....</b>	<b>17</b>
<b>Providing Credentials on a Secured License Server .....</b>	<b>18</b>
<b>License Server Properties View.....</b>	<b>20</b>
<b>Page Navigation for Views in the FlexNet License Server Manager.....</b>	<b>22</b>
<b>Features View .....</b>	<b>22</b>
<b>Named License Pools View .....</b>	<b>27</b>
<b>Devices View .....</b>	<b>30</b>
<b>Reservations View .....</b>	<b>31</b>
<b>Online Server Updates View.....</b>	<b>34</b>
<b>Offline Server Updates View .....</b>	<b>36</b>
<b>Client Key Operations View .....</b>	<b>37</b>
<b>Product Support Resources.....</b>	<b>37</b>
<b>Contact Us .....</b>	<b>38</b>



# FlexNet License Server Manager Guide

The FlexNet License Server Manager is a browser-based interface used to monitor and configure the local license server or a Cloud License Server (CLS) instance.

## FlexNet License Server Manager Video Walkthrough

To watch a brief video that covers the end-to-end process for setting up and installing the FlexNet License Server Manager as well as a demonstration of its functionality, click one of the following links:

- Revenera Learning Center (login required): <https://learning.revenera.com/flexnet-embedded-license-server/1828455>
- YouTube: [FlexNet License Server Manager Overview](#)

## Sections in this Guide

The *FlexNet License Server Manager Guide* includes the following chapters to describe how to use the FlexNet License Server Manager (also simply referred to as *License Server Manager*):

- [FlexNet License Server Manager Installation](#), covering:
  - [Setting Up the FlexNet License Server Manager in Docker](#)
  - [Setting Up the EXE-Based FlexNet License Server Manager](#)
- [FlexNet License Server Manager Information and Settings](#)
- [Providing Credentials on a Secured License Server](#)
- [License Server Properties View](#)
- [Page Navigation for Views in the FlexNet License Server Manager](#)
- [Features View](#)
- [Named License Pools View](#)
- [Devices View](#)
- [Reservations View](#)

- [Online Server Updates View](#)
- [Offline Server Updates View](#)
- [Client Key Operations View](#)

# FlexNet License Server Manager Installation

The License Server Manager is available in two formats:

- Docker container (Windows and Linux)
- Executable (.exe) (Windows only)

You can choose the installation method that best suits your environment. Regardless of whether you deploy the License Server Manager as a Docker container or install the EXE-based version, the application provides identical functionality and a consistent user experience across both options.

Use the following links to navigate to the setup instructions:

- [Setting Up the FlexNet License Server Manager in Docker](#)
- [Setting Up the EXE-Based FlexNet License Server Manager](#)

## Best Practice: Keeping FlexNet License Server Manager Up to Date

Revenera recommends that you run the latest version of both the License Server Manager and the local license server so that you benefit from recent fixes and enhancements.

## Supported Browsers

To run the License Server Manager, you need a supported browser. The License Server Manager UI supports the following browsers:

- Mozilla Firefox version 122 and later
- Google Chrome version 114 and later
- Microsoft Edge version 121 and later

# Setting Up the FlexNet License Server Manager in Docker

The License Server Manager is provided as a Docker container, called `FlexnetLicenseServerManager-<version>.zip`, which holds the image `revenera/flsm:<version>`.

Producers can download the Docker container package from the [Product and License Center](#) (login required), and provide this to their customers.

This section covers the following topics:

- [FlexNet License Server Manager Requirements When Running in Docker](#)
- [Customizing the FlexNet License Server Manager for Docker](#)
- [Deploying the FlexNet License Server Manager with Docker](#)

- Starting the FlexNet License Server Manager in Docker
- Updating the FlexNet License Server Manager in Docker

## FlexNet License Server Manager Requirements When Running in Docker

The License Server Manager is provided as a Docker image in the form of a .zip file. You must therefore install Docker to be able to run the License Server Manager.

The License Server Manager runs on an Nginx web server. The Nginx web server is included in the FlexnetLicenseServerManager-<version>.zip package, therefore you do not need to install Nginx.

You also need a supported browser (see [Supported Browsers](#)).



**Note** • *Installing Docker is not covered in this section. For information about downloading and installing Docker, see the [Get Docker](#) topic in the Docker documentation.*

You can verify if Docker is up and running using the following command:

```
docker -v
```

If Docker is running, you will see output similar to the following:

```
root@Admin:~# docker -v
Docker version 20.10.7, build 20.10.7-0ubuntu5~20.04.2
```

## Customizing the FlexNet License Server Manager for Docker



**Note** • *This step is optional and only relevant to producers. License server administrators can skip this section.*

This section describes the ways in which producers can customize the License Server Manager when it is running inside a Docker container.

- Instead of the Revenera logo, License Server Manager can show the logo of the producer organization. For the logo, the following file types are supported: JPG, JPEG, and PNG.
- The labels and icons of the navigation menu on the left side can be customized.

Producers edit the Docker container and create a new Docker image. They then distribute the Docker image to their customers who install the License Server Manager as described in the following section, [Deploying the FlexNet License Server Manager with Docker](#).



**Note** • *This section assumes Docker is already installed and running. For information about downloading and installing Docker, see the [Get Docker](#) topic in the Docker documentation.*

**Task****To customize the License Server Manager user interface when running in Docker**

1. Navigate to the directory where the image file is located.
2. Run the following command to load the image into Docker:

```
docker load -i <Flexnet License Server Manager image .zip file>
```

You will see output similar to the following:

```
D:\Git\FLSM>docker load -i FlexnetLicenseServerManager-2024-03.zip
7cd52847ad77: Loading layer [=====] 7.338MB/7.338MB
d8a5a02a8c2d: Loading layer [=====] 5.32MB/5.32MB
5e59460a18a3: Loading layer [=====] 3.584kB/3.584kB
152a948bab3b: Loading layer [=====] 4.608kB/4.608kB
c4d67a5827ca: Loading layer [=====] 3.584kB/3.584kB
f1bee861c2ba: Loading layer [=====] 7.168kB/7.168kB
042cd3f87f43: Loading layer [=====] 29.85MB/29.85MB
dd9369c9bea6: Loading layer [=====] 4.096kB/4.096kB
bf8fe155c7b7: Loading layer [=====] 6.38MB/6.38MB
Loaded image: revenera/flsm:2024-03
```

3. Use the following command to verify the image:

```
docker images
```

You will see output similar to the following:

REPOSITORY	TAG	IMAGE ID	CREATED	SIZE
revenera/flsm	2024-03	1c0383a444f7	5 hours ago	49.4MB
revenera/flsm	2023-09	c829323eea31	5 months ago	47.7MB

4. Use a command like the following to run the License Server Manager image and to set up the application environment:

```
docker run -p 8080:80 -e API_PORT=8080 -t revenera/flsm:2024-03
```

The command above uses the following flags:

- **-p**: Assigns the port configuration. Adjust the port numbers as required for your application environment. The first port is the Docker host and the second port is the port used by the License Server Manager application. The port numbers must be identical.
- **-e**: Sets an environment variable in the container.
- **-t**: Creates a tag that refers to the source image. In the example above, the image name is **revenera/flsm** and the tag value is **2024-03**.

You will see output similar to the following (shortened for brevity):

```
2024/03/04 11:53:20 [notice] 1#1: using the "epoll" event method
2024/03/04 11:53:20 [notice] 1#1: nginx/1.25.4
2024/03/04 11:53:20 [notice] 1#1: built by gcc 12.2.1 20220924 (Alpine 12.2.1_git20220924-r10)
2024/03/04 11:53:20 [notice] 1#1: OS: Linux 5.10.102.1-microsoft-standard-WSL2
2024/03/04 11:53:20 [notice] 1#1: getrlimit(RLIMIT_NOFILE): 1048576:1048576
2024/03/04 11:53:20 [notice] 1#1: start worker processes
2024/03/04 11:53:20 [notice] 1#1: start worker process 19
2024/03/04 11:53:20 [notice] 1#1: start worker process 20
2024/03/04 11:53:20 [notice] 1#1: start worker process 21
```

2024/03/04 11:53:20 [notice] 1#1: start worker process 22  
2024/03/04 11:53:20 [notice] 1#1: start worker process 23

5. Open a separate command-line terminal and use the following command to locate the ID or name of the active License Server Manager container. (Alternatively, you can copy the ID from the Docker desktop application.)

```
docker ps
```

You will see output similar to the following (shortened for brevity):

CONTAINER ID	IMAGE	COMMAND	CREATED	STATUS
8d2b9756f86a	revenera/flsm:2024-03	"/docker-entrypoint...."	2 weeks ago	Up 7 minutes

6. You can now perform one or both of the following customizations:

- **Add a custom logo:**

Use the following command to copy the image file for your organization's logo to the specified path within the running License Server Manager container:

```
docker cp <path>\logo.jpg <container_ID>:/usr/share/nginx/assets/logo.jpg
```



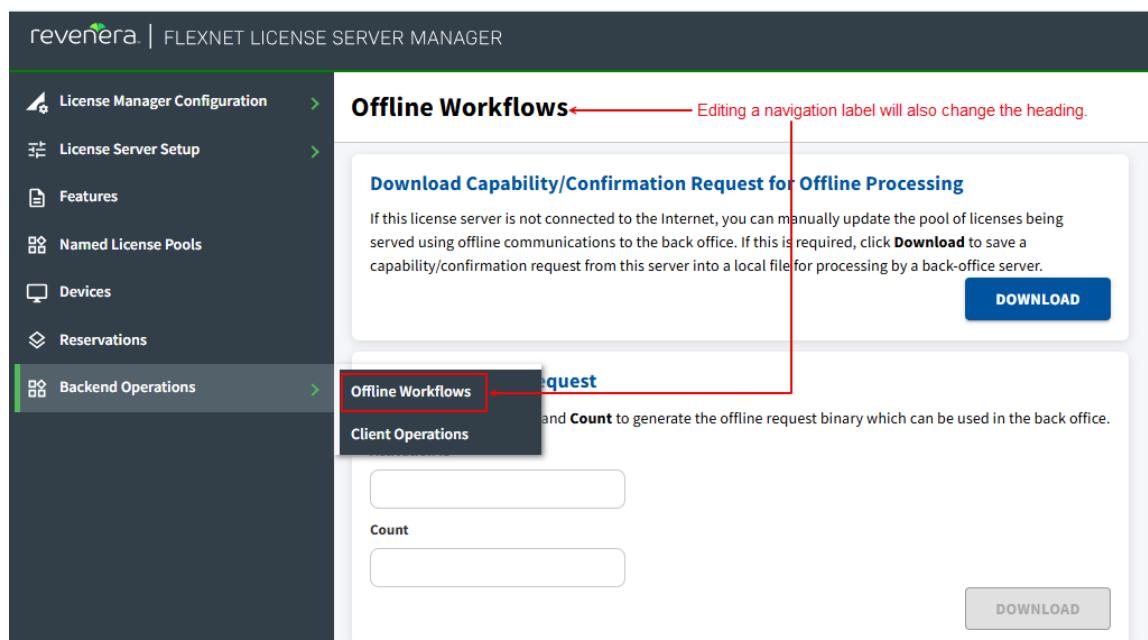
**Important** • Valid names for the logo are **logo.jpg**, **logo.jpeg**, or **logo.png**. If the logo has a different file name or a different extension, Docker returns an error.

You will see output similar to the following:

```
Successfully copied 37.9kB to 8d2b9756f86a:/usr/share/nginx/assets/logo.jpg
```

- **Customize the left navigation menu:**

You can edit the labels and icons that appear in the left navigation menu. When you edit a label in the navigation bar, the corresponding heading will also be changed, as shown in the following example screenshot:



The labels and icons are specified in a file called `data.json`. Prepare a custom `data.json` file where you edit the labels and icons as required. Use the icons from Material UI (see <https://mui.com/material-ui/material-icons>). Copy the icon name without the suffix; for example, to use the icon `PermDataSettingIcon`, specify `PermDataSetting`.



**Tip** • The Docker container contains a `sampleData.json` (located under `<container_ID>:/usr/share/nginx/assets/`) which helps you prepare your custom `data.json`.



**Important** • Only edit fields called either “label” or “icon”. Editing any other fields will result in errors.

When you prepared your custom `data.json` file, use the following command to copy it to the specified path within the running License Server Manager container:

```
docker cp <path>\data.json <container_ID>:/usr/share/nginx/assets/data.json
```

You will see output similar to the following:

```
Successfully copied 37.9kB to 8d2b9756f86a:/usr/share/nginx/assets/data.json
```

7. Commit the changes made to the License Server Manager container to create a new Docker image with the updated logo:

```
docker commit <container_ID> <image>:<tag>
```

where `<container_ID>` is the ID output by the `docker ps` command (see [Step 5](#)), and `<image>:<tag>` is the name of the new Docker image and tag, for example:

```
docker commit 8d2b9756f86a revenera/flsm-custom:2024-03
```

You will see output similar to the following:

```
sha256:7272b5523871c7d4f61b91b358613f8d20dacc5dc352ff6790023bf0a13b4c26
```

8. Use the following command to verify the new image:

```
docker images
```

You will see output similar to the following:

REPOSITORY	TAG	IMAGE ID	CREATED	SIZE
revenera/flsm-custom	2024-03	20413816ea62	About a minute ago	49.5MB
revenera/flsm	2024-03	1c0383a444f7	5 hours ago	49.4MB
revenera/flsm	2023-09	c829323eea31	5 months ago	47.7MB

9. Optionally, use the following command to save the image as a zip file:

```
docker save -o <file_name>.zip image_name:<tag>
```

You can now distribute the customized Docker image or zip to your customers.

To install the customized License Server Manager, the license server administrator needs to perform the steps as described in the following section, [Deploying the FlexNet License Server Manager with Docker](#).

## Deploying the FlexNet License Server Manager with Docker

This section explains how to deploy the License Server Manager using Docker.



**Note** • This section assumes Docker is already installed and running. For information about downloading and installing Docker, see the [Get Docker](#) topic in the Docker documentation.



## Task

### To install and load the License Server Manager image

1. Navigate to the directory where the image file is located.
2. Run the following command to load the image into Docker:

```
docker load -i <Flexnet License Server Manager image .zip file>
```

You will see output similar to the following:

```
D:\Git\FLSM>docker load -i FlexnetLicenseServerManager-2024-06.zip
7cd52847ad77: Loading layer [=====] 7.338MB/7.338MB
d8a5a02a8c2d: Loading layer [=====] 5.32MB/5.32MB
5e59460a18a3: Loading layer [=====] 3.584kB/3.584kB
152a948bab3b: Loading layer [=====] 4.608kB/4.608kB
c4d67a5827ca: Loading layer [=====] 3.584kB/3.584kB
f1bee861c2ba: Loading layer [=====] 7.168kB/7.168kB
042cd3f87f43: Loading layer [=====] 29.85MB/29.85MB
dd9369c9bea6: Loading layer [=====] 4.096kB/4.096kB
bf8fe155c7b7: Loading layer [=====] 6.38MB/6.38MB
Loaded image: revenera/flsm:2024-06
```

3. Use the following command to verify the image:

```
docker images
```

You will see output similar to the following:

REPOSITORY	TAG	IMAGE ID	CREATED	SIZE
revenera/flsm	2024-06	135f63352db8	9 days ago	47.4MB



**Tip** • Note the value of the tag; this is required in the next step.

4. Use the following command to start the License Server Manager with the default nginx configuration file. Use the -p flag to assign the port configuration:

```
docker run -d -p 8080:80 revenera/flsm:<tag>
```

where <tag> is the TAG value that is displayed when you run the docker images command, for example:

```
docker run -d -p 8080:80 revenera/flsm:2024-06
```

5. To enable HTTPS mode for the License Server Manager, use a text editor to create a custom configuration file called default.conf. This will replace the existing default.conf file that is located inside the container under /etc/nginx/conf.d (see step 5). Create a default.conf file with the following text:

```
server {
    listen 1443 ssl http2;
    listen [::]:1443 ssl http2;
    server_name 127.0.0.1;
    ssl_certificate /etc/nginx/conf.d/servercert.pem;
    ssl_certificate_key /etc/nginx/conf.d/serverkey.pem;
```

```

#access_log /var/log/nginx/host.access.log main;
location /assets {
    root /usr/share/nginx;
    autoindex on;
}
location / {
    root /usr/share/nginx/html;
    index index.html index.htm;
    try_files $uri $uri/ /index.html;
}
}

```

6. Obtain or create the `servercert.pem` and `serverkey.pem` files.



**Note** • Revenera recommends using a certificate from a standard certificate authority. You can convert the certificate that you receive from the certificate authority to `.pem` format using a third-party tool (for example, see the [SSL Converter](#) tool from SSLShopper).

If you choose not to purchase a certificate from an authority, you can obtain a free certificate from providers such as [Cloudflare](#) or [Certbot](#).

7. Use the following command to copy the `servercert.pem`, `serverkey.pem` and `default.conf` to the container in which the License Server Manager is running:

```
docker run -it -v </path>/default.conf:/etc/nginx/conf.d/default.conf -v </path>/serverkey.pem:/etc/nginx/conf.d/serverkey.pem -v </path>/servercert.pem:/etc/nginx/conf.d/servercert.pem -p 1443:1443 revenera/flsm:<tag>
```

This command also starts the License Server Manager container on port 1443.

8. Point a web browser to <http://localhost:8080> (where 8080 is replaced by the correct port, if necessary) or <https://localhost:1443>.

By default, the License Server Manager opens to the **About** view. However, if administrative security is enabled on the license server and you have not provided your authorization credentials, the **Login** view is opened instead so that you can enter these credentials before proceeding with the next steps. (See [Providing Credentials on a Secured License Server](#) for details.)

9. On the left side of the interface, click **License Manager Configuration > Settings**.

10. On the **Settings** view, check that the following settings are defined correctly:

- **FlexNet License Server Host Name**—The host name of the machine on which the license server is running.
- **FlexNet License Server Port**—The port on which the License Server Manager will look for the license server. (The default port is 7070.)

To stop the License Server Manager, close the web page and stop the container in Docker.



**Note** • The License Server Manager runs in a container, therefore you cannot use the host name “localhost” for the local license server. For the License Server Manager to connect to a local license server that is running in https mode, License Server Manager must also run in https mode.

## Starting the FlexNet License Server Manager in Docker

This section describes how to start the License Server Manager when it is deployed as a Docker container.



**Note** • This section assumes Docker is already installed and running. For information about downloading and installing Docker, see the [Get Docker](#) topic in the Docker documentation.



### Task

#### To start the License Server Manager in Docker

1. Start Docker Desktop.
2. In Docker Desktop, locate the revenera/flsm:<version> image and click **Start**.
3. Point a web browser to **http://localhost:8080** (where 8080 is replaced by the correct port, if necessary).

The web browser displays the **About** page of the License Server Manager.

After starting the container, proceed to configure the License Server Manager. For details, see [FlexNet License Server Manager Information and Settings](#).

## Updating the FlexNet License Server Manager in Docker

This section describes how to update the License Server Manager when a new version becomes available.



**Important** • To avoid potential caching issues, Revenera recommend that you clear your browser cache or perform a hard reload. For more information, refer to your browser's documentation.



### Task

#### To update the License Server Manager when it is deployed in Docker

1. Perform the steps described in section [Starting the FlexNet License Server Manager in Docker](#) to start the License Server Manager.
2. Open a command prompt and run the following command to verify the current image version:

```
docker image ls
```

You will see output similar to the following:

REPOSITORY	TAG	IMAGE ID	CREATED	SIZE
revenera/flsm	2023-06	135f63352db8	3 months ago	47.4MB

3. Use the following command to show all running containers:

```
docker ps
```

You will see output similar to the following (shortened for brevity):

CONTAINER ID	IMAGE	COMMAND	CREATED	STATUS	PORTS
1b8df6ec4636	revenera/flsm:2023-06	"/docker-entrypoint...."	2 months ago	Up 9 seconds	0.0.0

4. Use the following command to stop the running FLSM container:

```
docker stop <containerID>
```

5. Use the following command to remove the old FLSM container:

```
docker rm <containerID>
```

6. Optionally, remove the old image file using the following command:

```
docker rmi <imageID>
```

You will see output similar to the following:

```
Untagged: revenera/flsm:2023-06
Deleted: sha256:e49c49ae2059d2a731cbd42fb88b53d852eeb03c11452e784310394f0a411ad7
Deleted: sha256:a13e3fadbe610a1255b0c0458e2ebd0866c604997054fbcfa24792aa434999a2
Deleted: sha256:9d3dbc2800ab74b817eae5f55c049e52b88d4881f06d537a48ebe72599d80a85
Deleted: sha256:070f136fdcee1cb6669f5057d296e1bc1fcfe87ead5c4dac8ca4c7c6dabcda2c
Deleted: sha256:84858bd9f6789f7b03241900b71d1324506222291d45d516d85c2f0d87f3299a
Deleted: sha256:48e01136a4fe25c5cdcc1aa6c5c4bdedfbecc1725ff53972e7327c36c4323c8e
Deleted: sha256:34325996f3c88e4aa749af90c2ae68985ff3ba7e530b07a54f73c6dbfaad2f39
Deleted: sha256:063d62e474734c802a5b3443a8ee8b365cc914771c6ce98f94a8ce003dce96d8
Deleted: sha256:6044cb9ca9f9c6b001c626536bba1d45e96dc9bf5b35232201c52010047cdf
Deleted: sha256:7e6c041bf6dfaff2f3084f510f9ce4803c5c6916554533816c0b774f48bd563f
Deleted: sha256:f1417ff83b319fbdae6dd9cd6d8c9c88002dc75ecf6ec201c8c6894681cf2b5
```

This concludes the steps for removing the old version of the License Server Manager.

7. Perform the steps described in section [Deploying the FlexNet License Server Manager with Docker](#) to install the new version of the License Server Manager.

## Setting Up the EXE-Based FlexNet License Server Manager

The EXE-based License Server Manager is a standalone application that license administrators can install directly on a Windows machine.

Producers can download the EXE-based License Server Manager from the [Product and License Center](#) (login required), and provide this to their customers.

The EXE-based tool is provided as a zip, called `FlexnetLicenseServerManagerInstaller-<version>.zip`, which holds the executable `FlexnetLicenseServerManagerInstaller.exe`.

This section covers the following topics:

- Requirements of the EXE-Based FlexNet License Server Manager
- Installing the EXE-Based FlexNet License Server Manager
- Uninstalling the EXE-Based FlexNet License Server Manager

## Requirements of the EXE-Based FlexNet License Server Manager

The EXE-based License Server Manager does not have any special hardware or software prerequisites. The only requirement is that it must run on a supported Windows operating system.

Supported Windows versions include (but are not limited to):

- Windows 10 (64-bit)
- Windows 11 (64-bit)
- Windows Server 2019
- Windows Server 2022

## Installing the EXE-Based FlexNet License Server Manager

This section provides step-by-step instructions for installing the EXE-based License Server Manager.

Before you begin, ensure that you have downloaded the installation ZIP file from the [Product and License Center](#) (login required). If you are a license administrator, you may have received the file directly from your software producer.



### Task

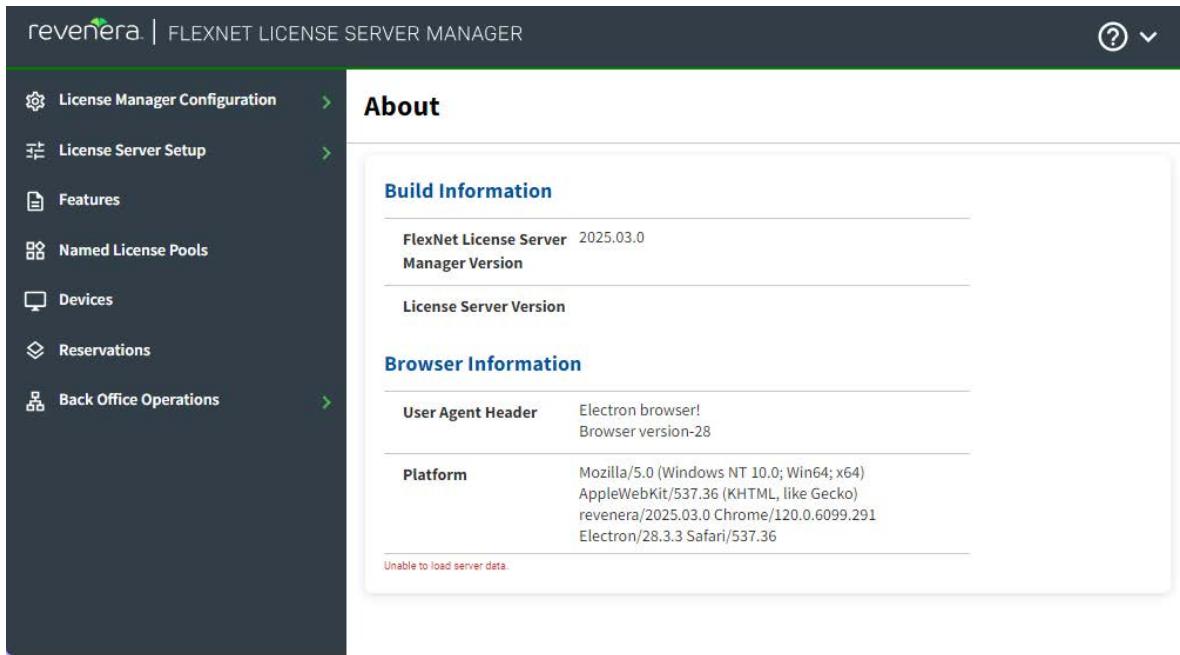
#### ***To install the EXE-based License Server Manager***

1. Locate the downloaded ZIP file, named FlexNetLicenseServerManagerInstaller-<version>.zip and unzip its contents to a directory of your choice.
2. Double-click the FlexNetLicenseServerManagerInstaller.exe file. The installer performs the following actions:
  - Installs the License Server Manager under the default directory:  
C:\Users\<username>\AppData\Local\Programs\revenera
  - Creates a desktop shortcut:



- Adds the License Server Manager to the Windows Start Menu under **Installed Apps**.

When the installation is complete, the License Server Manager launches automatically and displays the **About** page.



After installation, proceed to configure the License Server Manager. For details, see [FlexNet License Server Manager Information and Settings](#).

## Uninstalling the EXE-Based FlexNet License Server Manager

When you installed the EXE-based License Server Manager, an uninstaller was placed in the same directory as the installation. You can remove the License Server Manager either by running this uninstaller or by using the standard Windows uninstall.



### Task

#### ***To uninstall the EXE-based License Server Manager***

1. Close License Server Manager if it is running.
2. Navigate to the installation directory. The default path is `C:\Users\<user>\AppData\Local\Programs\revenera`.
3. Run the uninstaller by double-clicking `FlexNetLicenseServerManagerUninstaller.exe`.
4. Confirm the uninstall action in the dialog box. This process removes:
  - The contents of the `revenera` directory
  - The desktop shortcut
  - The entry under **Installed Apps**

# FlexNet License Server Manager Information and Settings



**Important** - You must first fill out all fields on the **License Manage Configuration > Settings** page before you can access any other License Server Manager pages.

The top menu item is the **License Manage Configuration** group, which contains the **Settings** and **About** views. The **About** view (not pictured) displays build, system, and browser information. In the **Settings** view, you set the server type (local license server or CLS instance), specify the port number/CLS instance ID and host name (network name or IP address) for the license server, as well as the number of records to show on a page. These configuration settings appear in a separate list because they can be modified even if the license server is inaccessible, unlike the license server policy settings and configuration properties.

The default port for the local license server is 7070.

## Settings

Specify configuration settings for the license server. These settings can be modified even when the license server is inaccessible.

**Page Size** ?  
50

**FlexNet License Server Host Name** ?  
flex1234.compliance.flexnetoperations.com

**Local License Server**  **Cloud License Server** ?

**Cloud License Server Instance ID** ?  
1234ABCD56EF

**Connect Using HTTPS** ?  
 Yes  
 No

**SAVE**

**Figure 1:** Settings view for License Server Manager

The properties available in this view include:

- **Page size**—The number of records to display per page

- **FlexNet License Server Host Name**—For a local license server, enter the host name of the machine the license server is running on. For a CLS instance, enter the base URL in the following format:

siteID.compliance.flexnetoperations.com

**Example:**

**flex1234.compliance.flexnetoperations.com**

Ask your producer to provide the site ID.

- **Local License Server | Cloud License Server**—The type of server that is being monitored. Depending on your selection here, fill out the following required field:
  - **FlexNet License Server Listen Port**—The port number for the license server. (The default port for the server is 7070.)
  - **Cloud License Server Instance ID**—The instance ID that uniquely identifies this CLS instance.
- **Connect Using HTTPS**—The option indicating which protocol—HTTP or HTTPS—must be used for License Server Manager communications with the license server:
  - **Yes**—Use HTTPS communications.



---

**Note** • (Communication to a Cloud License Server will always be over HTTPS.)

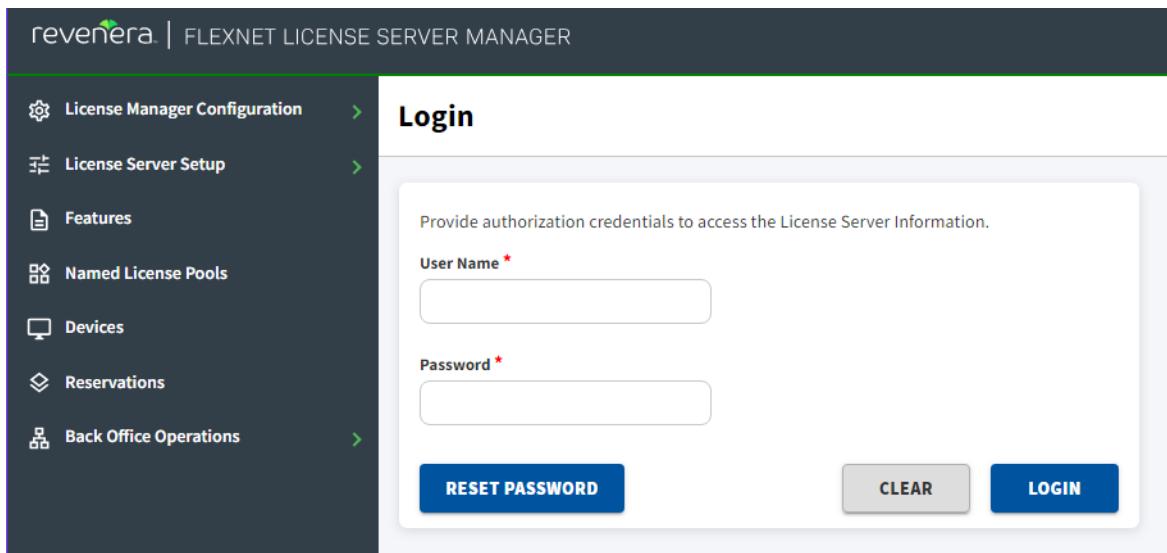
- **No**—Use HTTP communications.

## Providing Credentials on a Secured License Server

When administrative security is enabled on your license server, anyone attempting to administer the license server will need to provide a set of authorization credentials before starting administrative operations. When you provide your credentials as a license server administrator, you will have administrative privileges on the license server. Additionally, other enterprise users can have credentials to perform limited administrative privileges.

Refer to [Managing Administrative Security on a Local License Server or CLS Instance](#) in the FlexNet Embedded License Server Administration Guide for details.

To enter authorization credentials, navigate to **License Server Setup > Login**. Enter the user name for your account in the **User Name** field, enter your password in the **Password** field, and click **Login**.



**Figure 2:** Login view to enter authorization credentials

Once the credentials have been verified, you can use the License Server Manager to perform the administrative operations for which you are authorized.

If you attempt to perform an operation in the License Server Manager that requires authorization, but you have not provided credentials or are not authorized to perform the operation, you receive an “access denied” message.

## Session Timeout

License Server Manager sessions are automatically terminated after 30 minutes of inactivity.

## Resetting the Administrator Password

You can update your administrator password using the **Reset Password** feature. This allows you to change the default password provided by your producer to a more secure or memorable one.

The **Reset Password** feature works differently depending on your login status:

- **First-time login or after an update:**
  - The **Reset Password** page includes a **Current Password** field, and you must enter your current password to set a new one.
- **While logged in:**
  - You can change your password without entering your current password.
  - The **Current Password** field is not displayed.
- **After a session timeout:**
  - Sessions expire after 30 minutes of inactivity.
  - You must log in again before changing your password.

**Task****To reset the administrator password**

1. Navigate to **License Server Setup > Reset Password**. This opens the **Reset Password** page.
2. Complete the fields on the **Reset Password** page:
  - **User Name**—Your administrator username.
  - **Current Password**—Your existing password (displayed only during first-time login or after session timeout).
  - **New Password**—Your desired new password
  - **Confirm New Password**—Re-enter your new password.
3. Click **Reset Password** to save the changes.

A confirmation message appears when the password has been successfully changed.

## License Server Properties View

The **License Server Properties** view (available by selecting **Properties** from the **License Server Setup** menu) displays the current policy settings used by the FlexNet Embedded local license server. Settings can be overridden in this view, with the exception of settings that could present a security vulnerability if editable by anyone but the producer—such as response lifetime, failover maintenance interval, or enablement of synchronization to the back office.

Any changes made in this view take effect when you click **Save** at the bottom of the page.

Refer to the [Reference: License Server Policy Settings](#) to determine which policy settings you are allowed to update, the internal name for each setting, and its description.

## License Server Properties

This page displays the current policy settings used by the FlexNet Embedded local license server. Any changes made in this view take effect when you click **Save**.

- > **General Property**
- > **Secure REST API settings**
- > **Server Sync Settings**
- > **License Generation**
- > **Settings for Server-to-Server Sync Between FlexNet Embedded Servers**
- > **Capability Polling Settings**
- > **Locally Deployed License Servers Settings**
- > **Logging Properties**

CANCEL

SAVE

**Figure 3:** License Server Properties view

The properties exposed on this page include:

- **General Properties:** The license server hostid, license server version, device UUID, and status. The license server's hostid value is used to fulfill capability requests against a back-office server. If the server has multiple hostid values, the list contains the available hardware Ethernet addresses and dongle IDs. If virtual hosts are supported, the VM UUID will also be listed. Select the value registered with your back-office system.
- **Secure REST API Settings:** Settings that control administrative security on the license server.
- **Server Sync Settings:** Properties for synchronizing to the back office.
- **License Generation:** Policies that help manage served features.
- **Settings for Server-to-Server Sync Between FlexNet Embedded Servers:** Policies for failover synchronization.
- **Capability Polling Settings:** Settings that control whether and how often the license server contacts the back office for license updates and how often the server should retry communications after a failed attempt.
- **Locally Deployed License Server Settings:** Settings specific to your license server and environment.
- **Logging Properties:** Log locations and the lowest level of granularity for log messages captured in the log.

The license server's producer settings are stored in the producer-settings.xml file. These settings are described in [Reference: License Server Policy Settings](#).

# Page Navigation for Views in the FlexNet License Server Manager

The [Features View](#), [Named License Pools View](#), [Devices View](#), and [Reservations View](#) provide a navigation tool that enables you to move easily between pages in the view to locate records you want to see. Note that the number of records per page is determined by the **Page Size** setting (under [License Manager Configuration > Settings](#)).

The navigation tool shows the total number of records available and enables you to select a specific page to which to navigate:



**Figure 4:** Page navigation tool

## Features View

In FlexNet Embedded, it is possible for a license server to display more than one record for the same feature or capability. This behavior is expected and can occur under several conditions.

### Common Scenarios

- **Different Activations or Entitlements**—Features activated through separate activation IDs or entitlements are treated as distinct line items, even if they represent the same feature name and version.
- **Different Product Associations**—The same feature may be bundled with multiple products. When activated, each product-specific instance of the feature is recorded separately.
- **Version Variations**—If multiple versions of a feature (for example, f1 v1.0 and f1 v2.0) are available, the license server may serve a combination of them to fulfill a client request. These are tracked as separate records.
- **Expiry Differences**—Features with the same name and version but different expiry are maintained as separate records. The server uses the most appropriate one based on the request context.

### Summary Tab

In the **Features** view, the **Summary** tab provides a consolidated view of feature usage on the license server. It groups feature records by feature name, summing up counts across different entitlements, activations, or product associations. This view is ideal for high-level monitoring and reporting. The individual columns are described in the following table:

Column	Description
<b>Feature</b>	The name of the feature or capability available on the license server.
<b>Version</b>	The version number of the feature.

Column	Description
<b>Total Count</b>	The total number of license units available for this feature across all entitlements and activations.
<b>Total Used</b>	The number of license units currently checked out or in use by clients.
<b>Total Available</b>	The number of license units still available for checkout. Calculated as Total Count minus Total Used.
<b>First Expiration</b>	The earliest expiration date among all line items for this feature. Helps identify the soonest expiring entitlement.
<b>Last Expiration</b>	The latest expiration date among all line items for this feature. Indicates the longest validity period.
<b>Total Overdraft</b>	The number of overdraft units used, if any. Overdrafts allow usage beyond the entitled count under specific conditions.
<b>Metered</b>	Indicates whether the feature is metered (usage is tracked and reported) or not.
<b>Counted</b>	Indicates whether the feature is counted (limited by quantity) or uncounted (unlimited usage allowed).

This screenshot shows the layout of the **Features** view with the **Summary** tab selected:

Feature	Version	Total Count	Total Used	Total Available	First Expiration	Last Expiration	Total Overdraft	Metered	Counted
F-gatling-1	1.0	1000	1000	0	permanent	permanent	0	true	true
F-gatling-2	1.0	1000	1000	0	permanent	permanent	0	true	true
F-gatling-3	1.0	1000	1000	0	permanent	permanent	0	true	true
F-gatling-4	1.0	1000	1000	0	permanent	permanent	0	true	true
F-gatling-5	1.0	1000	1000	0	permanent	permanent	0	true	true

Total Number of Records: 5

**Figure 5: Features view, Summary tab**

## Details Tab

Switch to the **Details** tab to see further information about each feature. The **Details** tab displays all individual feature records as they exist on the license server. This granular view helps in troubleshooting, auditing, and understanding how licenses are distributed. The following table gives details about each column:

Column	Description
<b>Feature</b>	The name of the feature or capability. Each row represents a distinct record, even if the feature name is the same.
<b>Version</b>	The version of the feature. This helps differentiate between multiple releases of the same feature.
<b>Count</b>	Number of license units allocated for this specific feature record.
<b>Available</b>	The number of license units still available for checkout from this record.
<b>Expiry</b>	The expiration date of this feature record. If marked as permanent, the feature does not expire.
<b>Start Date</b>	The date from which this feature record becomes valid and available for use.
<b>Vendor String</b>	Optional metadata defined by the producer, often used for filtering or categorization.
<b>Product Name</b>	The name of the product associated with this feature record.
<b>Activation ID</b>	A unique identifier used to activate this feature record on the license server.
<b>Entitlement ID</b>	The entitlement under which this feature was issued. Useful for tracking license ownership and source.
<b>Product Version</b>	The version of the product associated with this feature record.

This screenshot shows the layout of the **Features** view with the **Details** tab selected:

Feature	Version	Count	Available	Expiry	Start Date	Vendor String	Product Name	Activation Id	Entitlement Id	Product Version
f-gatling-3	1.0	1000	0	permanent	2024-11-06		Product_7_Features	116b-1f23-e65d-4087-98bb-fa76-d23d-e026	b721-6bbc-d73a-4a96-809e-4794-cc6a-0fa4	1.0
f-gatling-4	1.0	1000	0	permanent	2024-11-06		Product_7_Features	116b-1f23-e65d-4087-98bb-fa76-d23d-e026	b721-6bbc-d73a-4a96-809e-4794-cc6a-0fa4	1.0
f-gatling-2	1.0	1000	0	permanent	2024-11-06		Product_7_Features	116b-1f23-e65d-4087-98bb-fa76-d23d-e026	b721-6bbc-d73a-4a96-809e-4794-cc6a-0fa4	1.0
f-gatling-5	1.0	1000	0	permanent	2024-11-06		Product_7_Features	116b-1f23-e65d-4087-98bb-fa76-d23d-e026	b721-6bbc-d73a-4a96-809e-4794-cc6a-0fa4	1.0
f-gatling-1	1.0	1000	0	permanent	2024-11-06		Product_7_Features	116b-1f23-e65d-4087-98bb-fa76-d23d-e026	b721-6bbc-d73a-4a96-809e-4794-cc6a-0fa4	1.0

Total Number of Records: 5

NOTE: Product information (displayed in the columns **Product Name**, **Product Version**, **Activation Id** and **Entitlement Id**) is available only if you are using a Local License Server release 2024.10 or later.

**Figure 6:** Features view, **Details** tab

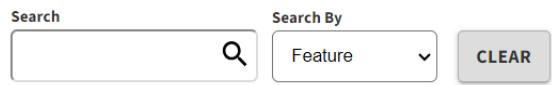
The following functionality helps you find specific features and focus on information that is important to you:

- **Page navigation**—If the list of features is extensive, you can use the navigation tool at the bottom of the page to locate records, as described in [Page Navigation for Views in the FlexNet License Server Manager](#).
- **Show/hide columns**—Click the **View Columns** button  to see a list of columns available for the page. Select the columns that should be shown in the table.



**Note** • The columns **Product Name**, **Product Version**, **Activation Id** and **Entitlement ID** display product information for features on a local license server only if the local license server is running release 2024.10 or later.

- **Search**—You can also search for a specific feature by entering its name in the **Search** field and then clicking the “magnifying glass” icon. (Provide the exact and complete feature name for the search string.)



**Figure 7:** Search tool for features

## Feature Details Page

When you click a feature name, the **Feature Details** page is displayed, containing detailed information about the feature. The view includes the following fields:

Column	Description
<b>Feature Name</b>	The name of the feature or capability.
<b>Version</b>	The version of the feature. This helps differentiate between multiple releases of the same feature.

Column	Description
<b>Start Date</b>	The date from which this feature record becomes valid and available for use.
<b>Total Count</b>	The total number of license units available for this feature across all entitlements and activations.
<b>Available</b>	The number of license units still available for checkout from this record.
<b>Used Count</b>	The count currently being used.
<b>Reserved Count</b>	The number of reserved licenses within the used count.
<b>Vendor String</b>	Optional metadata defined by the producer, often used for filtering or categorization.
<b>Feature Expiry</b>	The expiration date of this feature record. If marked as permanent, the feature does not expire.

This page also shows a **Served Device** section, which lists the active client devices that currently have count from this feature currently checked out. The following information is provided:

Column	Description
<b>Device ID</b>	The ID identifying the device that has count checked out.
<b>Device ID Type</b>	The device host ID type.
<b>Device Type</b>	The device on which the feature is used (client, served client, or license server).
<b>Device Alias</b>	A user-defined name (sometimes called host name) for the device.
<b>Total Count Served</b>	The total count served to the device.
<b>Expiry</b>	The expiration date of this feature record on the device. If marked as permanent, the feature does not expire.

This screenshot shows the **Feature Details** page with detailed information for a selected feature:

## Feature Details: VR\_MODE

Feature Name: VR\_MODE

Version: 1.0

Start Date: 2023-03-10

Total Count: 10

Available: 8

Used Count: 2

Reserved Count: 10

Vendor String: India:Bangalore,group:Eng,group:Sup

Feature Expiry: 2025-03-31

**Served Device**

Device ID	Device ID Type	Device Type	Device Alias	Total Count Served	Expiry
Controller1	STRING	UNKNOWN		0	2023-06-12
Controller0	STRING	UNKNOWN		0	2023-06-12
Controller2	STRING	UNKNOWN		2	2023-06-12

**BACK TO LIST**

Figure 8: Feature Details page

Click the **Back** button to return to the **Details** view.

# Named License Pools View

## About Named License Pools



**Important** • You can use either reservations or named license pools for license allocation. Reservations and named license pools cannot coexist alongside each other.



**Note** • In previous releases of the FlexNet Embedded license server, named license pools used to be referred to as “partitions”.

In a generic setup, each license server has a license pool which contains all the licenses available to its client devices. The license server distributes licenses from this license pool on a first-come-first-served basis to client devices requesting them. This license pool is also referred to as the *default license pool*.

However, in addition to the server’s default license pool you can create *named license pools*, which divide your license estate into groups of licenses. By defining rules of access, you can allocate licenses to a group of client devices or users to help ensure that these entities have access to the features they need.

Thus, a license server serves licenses from its default license pool and any named license pools that you create. Each named license pool contains license counts for one or more features, which can be allocated to client devices or users. It is important to note that in a named license pool, licenses are not assigned to individual client devices or users. Instead, counts allocated to a named license pool can be accessed by a number of devices or users that meet certain criteria, such as, for example, be member of a particular business unit or have a certain hostid. Allocated license counts can be checked out by any device or user that fulfills the specified criteria.

As the license server administrator, you can choose to allocate the entire pool of licenses, a portion of the licenses, or none of the licenses. Any license that is not allocated to a named license pool remains in the default license pool and is available to any device on a first-come-first-served basis.

## The Named License Pools Tab

The **Named License Pools** tab in the **Named License Pools** view displays the list of named license pools that have been defined on the license server as well as the default license pool.

**Figure 9:** Named License Pools view

When you click a license pool name, the view expands to show details about the features that are currently included in the license pool.

The screenshot shows the 'Named License Pools' view. At the top, there are two tabs: 'Named License Pools' (which is selected) and 'Model'. Below the tabs, a message says 'Click a named license pool name for further details.' A dropdown menu shows 'ID: 45 / Name: Pune'. The main content is a table with the following data:

Feature Name	Version	Expiration Date	Allocated	Used	Status
3D Rendering	3.2	2022-11-01	100	75	Normal
VR Mode	4.8	2023-02-03	85	63	Normal
Exporting	7.1	2023-06-30	150	100	Normal
Advanced Printing	1.2	2023-12-31	75	50	Normal

**Figure 10:** Details of named license pool

## The Model Tab

The **Model** tab displays the model definition that is currently active on the license server. The model definition specifies the license pools and the rules of access that define how licenses are allocated to license pools (named or default).

The screenshot shows the 'Model' tab in the 'Named License Pools' view. At the top, there are two tabs: 'Named License Pools' (selected) and 'Model'. Below the tabs, a message says 'A model definition consists of named license pools (partitions) and rules of access. Browse for your model definition file and then click **Upload**'. There is a 'Model Definition File' section with a 'No file chosen' button, a 'BROWSE' button, and a 'UPLOAD' button. Below this is a 'Current Model Definition File' section containing the following text:

```

model "exampleModelDefinition" {
    // Total feature count of eb-feature-android-eval: 8
    // Default partition shall get 0 lic and 8 in below partitions
    partitions {
        partition "0000 - PUNE" {
            "eb-feature-android-eval" 2.0 3    // P1 license count = 3
        }
        partition "0000 - PUNE" {
            "eb-feature-android-eval" 2.0 2    // P1 license count = 2
        }
        partition "2200 - NECKARSULM" {
            "eb-feature-android-eval" 2.0 3    // P1 license count = 2
        }
        partition "4600 - BRUSSELS" {
            "eb-feature-android-eval" 2.0 2    // P1 license count = 1
        }
        partition "1400 - KASSEL" {
            "eb-feature-android-eval" 2.0 1    // P1 license count = 4
        }
    }
}

```

**Figure 11:** Model tab in the Named License Pools view

To change the model definition, browse for the model definition that you want to use by clicking **Browse** and then click **Upload**.

# Devices View

The **Devices** view displays the client devices recognized by the license server as having been served licenses from the server's shared pool or from licenses reserved for the client. Each client is identified by its device ID, the ID type, and the device type—physical, virtual, or unknown. In addition, a device alias might be displayed if this has been set on the device. (A device alias is also sometimes referred to as a device name or host name. It is a human-readable alias—in contrast to the hostid—which can optionally be included in a capability request.)

Device ID	Device ID Type	Device Type	Device Alias
Controller0	STRING	PHYSICAL	
Controller1	STRING	PHYSICAL	
Controller2	STRING	PHYSICAL	
Controller3	STRING	PHYSICAL	
Controller4	STRING	PHYSICAL	
Controller6	STRING	PHYSICAL	

**Figure 12:** Devices view

If the list of devices is extensive, you can use the navigation tool to locate records, as described in [Page Navigation for Views in the FlexNet License Server Manager](#).

When you click the device ID for a specific client, the **Device Details** view opens, showing details about the client device and the list of features currently served to the client. (Click **Back** to exit the **Device Details** page.)

Feature Name	Version	Used	Expiry	Start Date	Vendor String
2DLine	1.0	1	Permanent	2022-11-08	hijjnok
AdvancedFilter	1.3	4	Permanent	2024-02-25	jklaadtwd
Reporting	4.1	3	Permanent	2024-02-25	addgqegg

**Figure 13:** Device Details page

Note that the **Device Expiry** field in the **Device Details** section shows the timestamp when all currently checked-out features will expire on the device. This timestamp is determined either by the borrow expiration for the checked-out concurrent features or the final expiration date (as defined in the back office) for checked-out metered features.

The **Expiry** field for a feature in the **Consumed Features** list shows its final expiration date as defined in the back office.

# Reservations View

## About Reservations

A factor that can affect the feature set included in the license server's responses is the use of *reservations*. A reservation is an optional mapping of a client device or user to a feature name, version, and count, which represents licenses to be reserved for that specific client devices or users in the enterprise. When a particular client sends the license server a capability request with no desired features, the license server response contains all features reserved for that client (and user, if the user has reservations). When a capability request contains desired features, the license server grants the client device these features based on reserved counts and available shared counts.

The reservations saved to the license server are ordered in a hierarchy, enabling more granularity in the managing them. For example, *reservation entries* are the actual feature reservations that you define for a *reservation*, which specifies the hostid for the specific client device or user to which the feature reservations apply. One or more reservations are assigned to a *reservation group*, which represents a more global entity to which the client devices and users identified by the reservations belong.

For more information about the reservation format and how the license server processes reservations, see [License Reservations](#) in the [More About License Server Functionality](#) FlexNet Embedded License Server Administration Guide chapter.



**Important** • You can use either reservations or named license pools. Reservations and named license pools cannot coexist alongside each other. For more information, see [Named License Pools vs. Reservations](#) in the FlexNet Embedded License Server Administration Guide. For general information about named license pools, see [Allocating Licenses Using Named License Pools](#) in the FlexNet Embedded License Server Administration Guide.

## The Reservations View

The **Reservations** view enables you to view existing reservations, add reservations to a new reservation group, delete a reservation group, as well as import and export reservation definitions in a JSON format.

Status	Device ID	ID Type	Reservation Group	Feature Name	Version	Count
<input type="checkbox"/> <span style="color: red;">!</span>	Controller1	PHYSICAL	Group 45	3D Rendering	3.1	131
<input type="checkbox"/> <span style="color: green;">✓</span>	Controller21	PHYSICAL	Group 98	Export to CSV	4.8	32
<input type="checkbox"/> <span style="color: green;">✓</span>	Device18	PHYSICAL	Marketing Group	Rotation	6.1.3	65
<input type="checkbox"/> <span style="color: red;">!</span>	Unit42	PHYSICAL	Engineering Group	Animation	2022.01	198
<input type="checkbox"/> <span style="color: red;">!</span>	Controller89	PHYSICAL	Group 43	2D Wireframes	14.6	13
<input type="checkbox"/> <span style="color: green;">✓</span>	Unit98	PHYSICAL	Sales Group	VR Mode	19.8	45

**Figure 14:** Reservations view

The **Reservations** view displays the contents of the currently defined reservations. The notation in the **Status** column indicates whether enough licenses exist on the license server to satisfy the reservation. The green circle indicates that a reservation can be satisfied, and the red circle with an exclamation point indicates a reservation that cannot be satisfied.

If the list of reservations is extensive, you can use the navigation tool to locate records, as described in [Page Navigation for Views in the FlexNet License Server Manager](#).

Clicking **Add** displays the **Add Reservation** page, where you add a single reservation entry to a new reservation group. You can add multiple reservation entries to the same group by using the same group name for each entry you create. You can also create multiple groups.



**Important** • If you were previously using partitions, you must delete the active model definition before you can manage reservations. See [Delete the Model Definition](#) in the *FlexNet Embedded License Server Administration Guide*

Also note that, in the **Device ID** field, you can specify either a client device hostid to define a device-based reservation or a user hostid to define a user-based reservation. Be sure specify the correct hostid type in the **ID Type** field.



**Note** • Currently the License Server Manager only adds reservations to a new reservation group. If you want to add or delete reservations in an existing group, you must delete that group and then re-create it using the **Add Reservation** page or the **Import** function to import a JSON file with the re-created group and its reservations.

## Add Reservation

Specify settings for the new reservation.

**Group Name**  
group1

**Device ID**  
client3

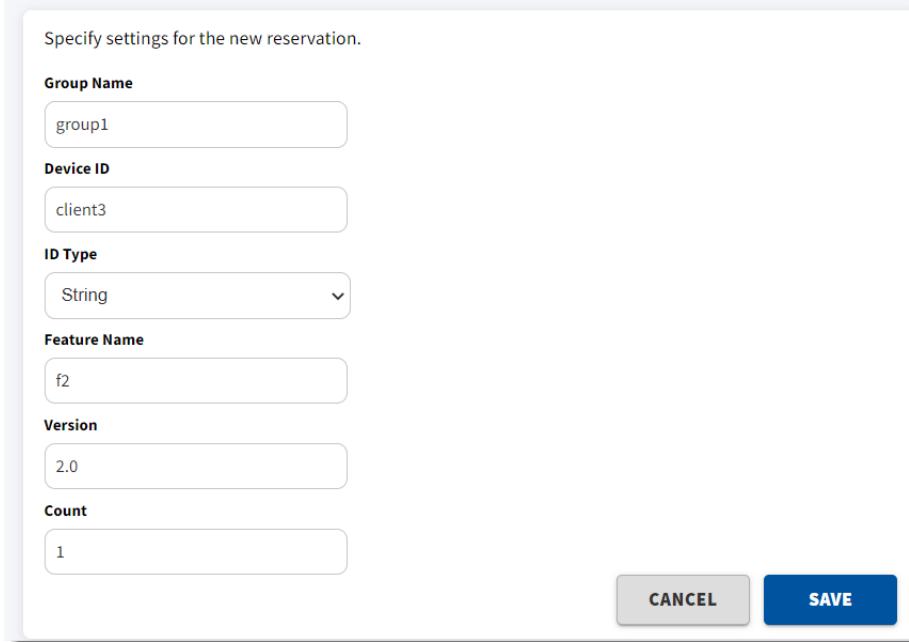
**ID Type**  
String

**Feature Name**  
f2

**Version**  
2.0

**Count**  
1

**CANCEL** **SAVE**



**Figure 15:** Add Reservation page

In a reservation entry, the version of the feature to be reserved must be a valid FlexNet Embedded version in numeric *a.b* format, and the reserved count must be a valid positive numeric value.

Note that the version of a feature reservation need not exactly match an actual feature's version: the reservation will succeed if the feature version is greater than or equal to the reserved version. For example, a reservation for version 1.0 of a feature can be satisfied by version 2.0 of that feature, but not the other way around. (Reservation versions follow normal feature-version syntax rules.)

Click **Add** to add the reservation entry to the pending reservation group, or click **Clear** to reset the current entry value without saving. Reservation entries are saved in a **Reservations (Pending Submission)** table below the edit fields. Click **Submit** to finalize the reservation list, or click **Cancel** to exit.

Clicking **Delete** in the **Reservations** view enables you to delete an existing reservation group.

Reservations						
<input type="button" value="IMPORT"/> <input type="button" value="EXPORT"/> <input style="border: 2px solid red;" type="button" value="DELETE"/> <input type="button" value="ADD"/>						
Status	Device ID	ID Type	Reservation Group	Feature Name	Version	Count
<input checked="" type="checkbox"/> 	Controller1	PHYSICAL	Group 45	3D Rendering	3.1	131
<input type="checkbox"/> 	Controller21	PHYSICAL	Group 98	Export to CSV	4.8	32
<input type="checkbox"/> 	Device18	PHYSICAL	Marketing Group	Rotation	6.1.3	65
<input type="checkbox"/> 	Unit42	PHYSICAL	Engineering Group	Animation	2022.01	198
<input type="checkbox"/> 	Controller89	PHYSICAL	Group 43	2D Wireframes	14.6	13
<input type="checkbox"/> 	Unit98	PHYSICAL	Sales Group	VR Mode	19.8	45

Total number of records: 7 1 2 3 4 5 ... 56 >

**Figure 16:** Deleting reservation groups

To delete a reservation group, select the check box to the left of the group, and click **Delete** to add it to the list of pending deletions. After you have selected the groups, click **Submit** to delete them from the license server.

You can also click **Import** to import a JSON file containing new groups and their reservation entries, or click **Export** to save the current reservations in a JSON file format.

## Online Server Updates View

The **Online Server Updates** view (available from the **Back Office Operations** menu) enables you to activate entitlements online and to trigger an immediate sync with the back office (FlexNet Operations).

### Online Activations

On the **Online Activations** tab, you can activate the product licenses that you received with your welcome email. If you received multiple activation IDs, you can activate them in a single request. Enter your activation ID or IDs (click the **+** button to add a new field to the page) and their count, then click **Activate**.

To delete a line, click the  button.

After submitting a request, License Server Manager displays the activation status for the request. If activation fails (for example, due to an invalid activation ID, insufficient entitlements or connectivity issues), License Server Manager displays a meaningful error message. Otherwise, it shows that the request was successful and that entitlements have been activated.

The following screenshot shows an example of the **Online Activations** tab:

Activation Id	Count	
8b27-0e20-7e4e-4221-8184-ed3d-de4e	200	<input type="button" value=""/>
a0ce-f45d-b5ee-4abe-aaaa-c8c7-eae7	150	<input type="button" value=""/>
f3ab-1eac-e650-4488-bb6f-8c2f-1d5b.	500	<input type="button" value=""/>

Figure 17: Example of the **Online Activations** tab

## Update Licenses

On the **Update Licenses** tab, click the **Refresh** button to trigger a synchronization with the back office (FlexNet Operations). This forces the license server to retrieve any pending license updates from the back office.

Figure 18: The **Update Licenses** tab

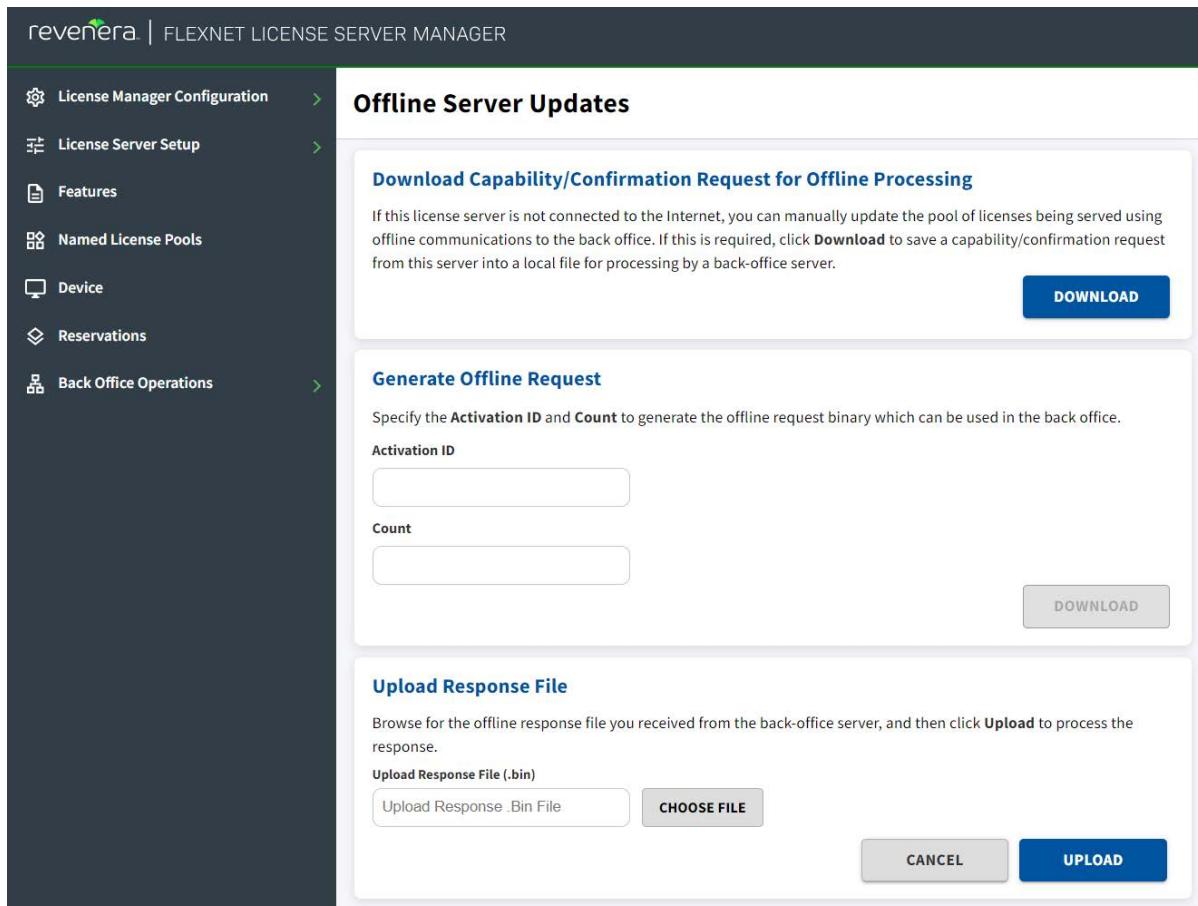
# Offline Server Updates View

The **Offline Server Updates** view (available from the **Back Office Operations** menu) enables you to update the served license pool using offline operations instead of direct communication to a back-office server. In the upper half of the view, you can do either:

- Save a capability request into a local binary file by clicking **Download** in the **Download Capability/Confirmation Request...** section. This request is used to poll for any license updates for the license server.
- Enter an activation ID and count in the **Generate Offline Request** section. When you click **Download**, the activation request is saved as a binary file. This request is used to obtain license rights for the license server through a specific activation ID that the software producer has provided you.

Once the request is downloaded as a binary file, you then communicate the binary request to the back-office server through an offline means.

When you have received a binary response file from the back office, browse for the file by clicking **Choose File** in the lower half of the view and then click **Upload**. The license server then processes the response, which updates the contents of the server's trusted storage.

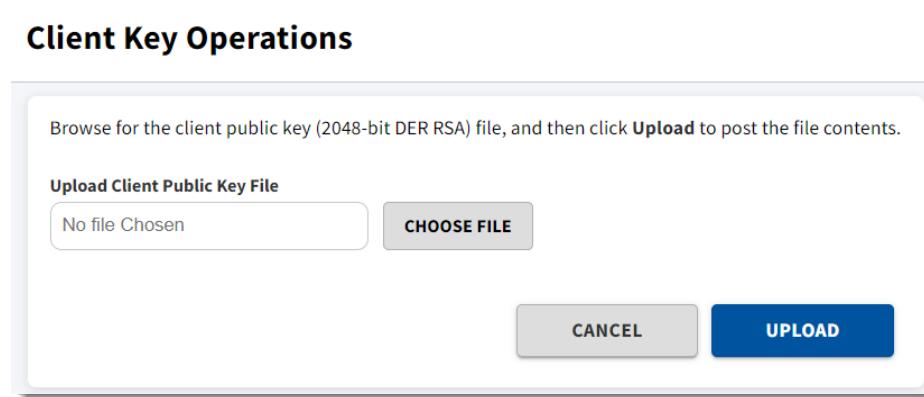


**Figure 19:** Offline Server Updates view for performing offline capability exchanges with the back office

# Client Key Operations View

The **Client Key Operations** view (available from the **Back Office Operations** menu) provides a means of uploading a file containing a client-side RSA public key (2048-bit DER-encoded) in octet-stream format to the license server. The producer will provide details about obtaining and uploading this key should such a key be required. License-server administrator credentials are required to use this option.

To upload the file, click **Choose File** to browse for and select the appropriate file, and then click **Upload**.



**Figure 20:** Client Key Operations view for uploading a public key from the client

# Product Support Resources

The following resources are available to assist you:

- [Revenera Product Documentation](#)
- [Revenera Community](#)
- [Revenera Learning Center](#)
- [Revenera Support](#)

## Revenera Product Documentation

You can find documentation for all Revenera products on the [Revenera Product Documentation](#) site:

<https://docs.revenera.com>

## Revenera Community

On the [Revenera Community](#) site, you can quickly find answers to your questions by searching content from other customers, product experts, and thought leaders. You can also post questions on discussion forums for experts to answer. For each of Revenera's product solutions, you can access forums, blog posts, and knowledge base articles.

<https://community.revenera.com>

## Revenera Learning Center

The Revenera Learning Center offers free, self-guided, online videos to help you quickly get the most out of your Revenera products. You can find a complete list of these training videos in the Learning Center.

<https://learning.revenera.com>

## Revenera Support

For customers who have purchased a maintenance contract for their product(s), you can submit a support case or check the status of an existing case by first logging into the [Revenera Community](#), clicking **Support** on the navigation menu to open the **Support Hub** page, and then clicking the **Open New Case** or **Case Portal** button.

# Contact Us

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