

# Using MARIN SLL node locked licenses on Scientific Linux 6 or 7

## Introduction

MARIN software is secured with MARIN's Simple License Library (SLL) licensing. There are two kinds of SLL licenses, node locked licenses and floating licenses.

A node locked license is a license that can be used on one PC. It is created for that PC and will not work on another PC. Floating licenses are licenses that are installed on a license server and that can be used by PC's that have network access to that license server. Floating licenses are used to share a limited amount of licenses among a larger group of users.

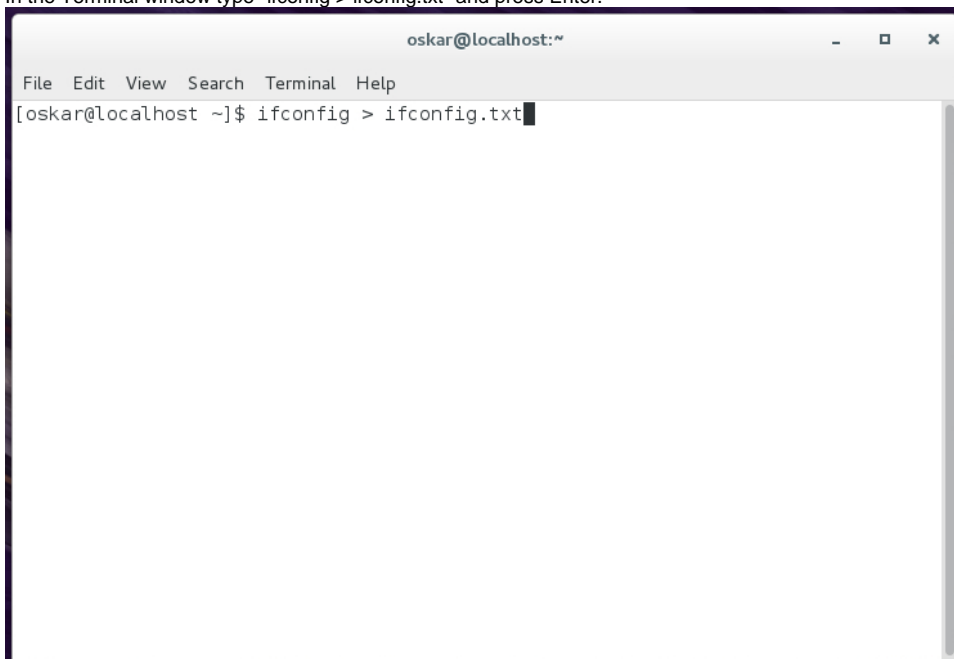
This document describes how to use node locked licenses on Scientific Linux 6 or 7.

To be able to create a license for you, MARIN needs the host ID of your PC.

MARIN SLL licenses usually are named after the program they are for and always have the extension ".sll". You need to store the license in one of the default locations mentioned below. Additionally you need to store a configuration file, called `sll_client.cfg`, there. That file is used to easily switch between a node locked and a floating license.

## Obtaining the host ID

1. Open a Terminal.
2. In the Terminal window type "`ifconfig > ifconfig.txt`" and press Enter.



3. The `ifconfig.txt` will be in your current working directory.
4. E-mail the `ifconfig.txt` to [support@marin.nl](mailto:support@marin.nl) so MARIN can create a license for you. In the e-mail, please specify the program name and version number that you need a license for.

## Storing the license file

MARIN SLL license files and/or client configuration files can be stored in one of the following default locations on Linux:

```
/opt/marin/licenses  
/usr/local/marin/licenses  
/cm/shared/licenses/marin
```

These locations do not exist on your PC by default. You need to create one of them if they do not exist yet. For more information on creating these folders and storing the license, please read [Creating a folder for your license and storing the license on Linux](#).

MARIN SLL license files and/or client configuration files can also be stored in other locations on your PC. If you do that, make sure that location is stored in environment variable `MARIN_LICENSE_PATHS`. Several license locations can be stored in this environment variable. They have to be separated with a colon(":"). For more information on how to set this variable in Scientific Linux, please read [Adding the MARIN\\_LICENSE\\_PATHS environment variable](#).

## Storing the configuration file `sll_client.cfg`

MARIN SLL Licensing needs a configuration file, `sll_client.cfg`. This file enables the user to switch between a node locked license and a floating license easily. The contents of this file, for a node locked license is:

```
<sll>
  <local enabled="true" />
  <server enabled="false" host="yourlicenseserver.server.local" port="27005" />
</sll>
```



Put the `sll_client.cfg` file in the same directory as the license file so it can be found by the application.