



eDeveloper Licensing Mechanism

Since Magic eDeveloper 9.4 Service Pack 3, eDeveloper has a built-in license-metering mechanism that uses your local area network (LAN) to communicate between eDeveloper instances running on different machines on the network.

The metering mechanism helps organizations avoid any unintentional violation of the Magic Software Enterprises' (MSE) license. The license-metering module ensures that no more than the allowed number of connections uses eDeveloper concurrently.

 **General Information*****The License-Metering Mechanism***

Each eDeveloper instance uses the license defined in the **License Name** property of the eDeveloper Environment settings, for example MGCSRT94. The license name must correspond to an entry in the **License.dat** file defined in the eDeveloper Environment settings.

Each time you run an eDeveloper instance, a message is sent over the LAN to find other eDeveloper instances using the same license. If other eDeveloper instances are found using the same license, the number of concurrent users is reported back to the new eDeveloper instance. The new instance computes the number of users and then checks whether there are enough available users so that the new instance can run. If there are insufficient available users, the new instance will not load.

If there is no reply to the initial message, a new message is broadcast every few minutes. There may be no reply if the computer is either not connected to the network or the current instance is the only one running. The broadcast mechanism is only disabled when a reply is received.

License Counting

There is a difference between the license counting of client licenses and that of server licenses. For client licenses, the eDeveloper license-metering mechanism counts machines, with each machine counted as a single license.

For a server license, the metering mechanism counts the number of threads. When the eDeveloper instance requires a server license, it counts the answers it receives from each instance, including those running on the same machine. The number of threads that a server license requires is defined in the **MaxConcurrentRequests** Environment setting.

Serial Code

The license check is made against a special serial code defined in the license itself. Therefore, if you received two different licenses from MSE, the broadcast mechanism regards these as two separate licenses.

Information Transmission

eDeveloper does not transmit any messages out of your LAN, or over the Internet. In addition, the eDeveloper instances only send a limited number of small network packets so as to not overload the network.

Firewalls

If you are using a firewall, you should make sure that all machines running eDeveloper instances are behind the firewall. If you have a firewall between different eDeveloper instances, you should make sure you have an alternative way of allowing license verification.

MGStations Utility

The **MGStations** command line utility lets the developer see who is connected to a particular license. For more information, see the *eDeveloper 9.4 SP3 Release Notes* document.