

Applied AutoMod® 12.6.1

Installation Guide

think it. apply it.

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Applied AutoMod Installation Guide

About this guide

To help you find the right information about working with Applied AutoMod®, this section briefly describes the purpose, organization, and typographical conventions used in this guide. It also lists additional documentation that you can reference to learn more about the product and explains how to contact software support.

Purpose

This guide explains how to install and uninstall the Applied AutoMod software, as well as the AutoMod Runtime Licenses and the Network License Server. It also contains activation information and troubleshooting suggestions.

Organization

This guide contains the following sections:

Overview	Introduces AutoMod and the installation process.
Preparing for installation	Lists the hardware and software you need before you install and run the AutoMod packages.
Installing AutoMod	Describes how to install and uninstall the base AutoMod software. Also explains how to authorize the software and troubleshoot problems.
Installing the AutoMod Runtime License	Describes how to install a runtime license for AutoMod. Also explains how to authorize the software and troubleshoot problems.
Installing the Network License Server	Describes how to install, start, stop, and restart the Network License Server. NLS allows you to run Applied Materials products on any machine in a local area network. Also explains how to install and run Applied software on clients and on remote servers. Includes troubleshooting suggestions.

Conventions

The following table describes the writing conventions used in this guide.

This	Represents	Example
bold ; Title Caps	Menu names, tab names, options, and commands that you need to choose to complete a step of a procedure.	On the File menu, click Exit .
Title Caps	The names of windows and dialog boxes.	The Select a Model to Run dialog box opens.
<i>italic</i>	- Emphasis or an important term that you should pay particular attention to. - Folders, packages, file names, and script names.	AutoMod <i>cannot be installed in a directory with a space in its name.</i> Delete the <code>.am2rc</code> and <code>.mviewrc</code> files.
ALL CAPS	The names of keys on your keyboard.	Click the first record in the range, press SHIFT, and then click the last record in the range.
monospace	All code including keywords, data types, constants, method names, class names, variables, and interface names when used in an example or in the main body of text.	To use <code>DateOfWeek</code> structures in AutoMod, you must first declare the <code>DateOfWeek</code> structure.
<angle brackets>	- Required parameters when used in commands. - Placeholder variable names in code.	Type <code>servinst -f <tmpfile></code> where <code><tmpfile></code> is the name of the temporary file. <code>MultiModelSync -me <data_file_path></code>
[square brackets]	Optional arguments when used in commands.	<code>MultiModelSync -p [port number]</code>

Related documentation

The following table lists additional documentation deliverables provided with Applied AutoMod.

Document title	Purpose
<i>AutoMod Release Notes</i>	Describes the main enhancements, fixed problems, and known issues associated with the latest release.
<i>AutoMod Documentation Library</i>	Provides a single point of access to all the AutoMod user documentation described here.
<i>AutoMod Online Help</i>	Provides task-oriented, reference, and context-sensitive help information when using AutoMod and the components bundled with it.

Document title	Purpose
<i>AutoMod User's Guide</i>	Provides task-oriented, reference, and conceptual information about how to build, run, and analyze a model using AutoMod, and how to design, animate, and record model graphics.
<i>AutoMod Model Communications User's Guide</i>	Explains how to run models as a combined simulation on networked machines, control models from third-party applications, and communicate with an OPC server
<i>Getting Started with AutoMod</i>	Explains general simulation principles and provides step-by-step instructions for using AutoMod to build, run and analyze models.
<i>Beginning AutoMod Tutorial</i>	Provides guidance on the basic steps of creating, editing, and running an AutoMod model.
<i>Designing Legacy ACE Graphics Tutorial</i>	Provides guidance on the steps of building graphic representations to use in AutoMod path mover models.
<i>Using Kinematics Tutorial</i>	Provides guidance on the use of graphics in a movement system and how to define and configure a machine for a kinematic system.
<i>AutoStat 5.0 Release Notes</i>	Provides important information about the AutoStat version bundled with this release of AutoMod.

Software support

If you have questions about the installation or upgrade process, contact your local support center. To obtain the latest contact information for your support center, click the following link, scroll down the login page, and then select your region:

www.softwaresupport.appliedmaterials.com

Overview

The AutoMod software enables you to build, run, and analyze a model that graphically simulates a manufacturing process. The model can assist you with capacity analysis, production planning, and scheduling.

AutoMod is easy to install, but there are several things you should understand first. Please read these instructions carefully before you proceed with the installation.

Preparing for installation

This section describes the hardware and software required to install and use the Applied AutoMod software package.

System requirements

Most professional PC-compatible computers built after the year 2000 are able to run AutoMod and its associated applications. The recommended system specifications are:

O/S	AutoMod 12.6.1 is supported as a 32-bit and 64-bit application on: - Windows 8 and 8.1 - Windows 7 - Windows Vista - Windows Server 2008 - Windows Server 2003 - AutoMod 12.6.1 also requires .NET Framework 3.5						
CPU	Intel P4/Centrino or AMD Athlon XP/FX/Mobile, 2.8 GHz or faster. (Intel Celeron/Atom and AMD Duron/Sempron are not recommended. Netbooks and thin-client machines are not recommended. Small caches on these processors and systems degrade execution speed.)						
Graphics	Graphics needs are dependent on the complexity and scope of your model. Most graphics processors animate correctly, but workstation-class 3D graphics processors are recommended for best performance. A minimum of OpenGL hardware acceleration, non-shared memory of at least 128 MB, and PCI Express 1.0 are recommended for basic performance.						
RAM	512 MB minimum. 1 GB or more recommended.						
Disk	The AutoMod packages require the following minimum disk space (plus model storage space): <table><tr><td><i>AutoMod</i></td><td>250 MB</td></tr><tr><td><i>AutoMod Runtime License</i></td><td>60 MB</td></tr><tr><td><i>NLS</i></td><td>5 MB</td></tr></table>	<i>AutoMod</i>	250 MB	<i>AutoMod Runtime License</i>	60 MB	<i>NLS</i>	5 MB
<i>AutoMod</i>	250 MB						
<i>AutoMod Runtime License</i>	60 MB						
<i>NLS</i>	5 MB						

NLS also requires a network adapter and a network connection that supports the Internet Protocol (TCP/IP).

AutoMod uses either a USB hardware key or Sentinel software key for local authorization. Legacy parallel port keys are still supported. Contact customer support for any questions.

Software compatibility

This release of the AutoMod product has been certified with the following operating system and third-party software.

- **Note** Installers are available for both 32-bit and 64-bit AutoMod applications.
 - Windows 8 and 8.1 32-bit and 64-bit
 - Windows 7 32-bit and 64-bit
 - Windows Vista 32-bit and 64-bit
 - Windows Server 2008 32-bit and 64-bit licensed from the Network License Server (NLS)
 - Windows Server 2003 32-bit and 64-bit licensed from the Network License Server (NLS)
 - Microsoft .NET Framework 3.5
 - Microsoft Visual Studio .NET 2010
 - AutoStat 5.0
 - AutoSched AP 10.1.0
- **Note** AutoMod versions 12.5 and later will not run with versions of AutoStat older than AutoStat 5.0, nor will it run with versions of AutoSched AP older than 10.0.3.

Installing AutoMod

Preparing to install

Exporting your models

► Complete the following steps *before* installing the software

1. Export all models.
2. Delete the <modelname>.dir directory for each model, because it is version-specific.
3. Delete the .am2rc and .mviewrc files, which are also version-specific.
These files may be located in each model directory, in the home directory, and/or in the *lib* directory of the previous installation.

» **Tip** Prior to installing this release, make a backup of your models.

Uninstalling previous versions

If you have an earlier version of AutoMod, and you want to install the new version to the same directory, you should uninstall the previous version before installing the new version. If you want to keep the previous version, install the new version to a new directory. To uninstall a previous version of AutoMod, see “Uninstalling AutoMod” on [page 15](#).

» **Tip** The SimController utility makes it easy to manage multiple versions of AutoMod. Using this tool, you can easily make any installed version of AutoMod active at any time. For more information, see the *AutoMod User's Guide*.

If you have questions, contact customer support before continuing.

Installing the latest service packs and updates

To successfully run AutoMod 12.6.1 with .NET 3.5 and with the Visual Studio 2010 redistributables, you must install the appropriate service pack for your operating system (listed below). With Windows Server 2003 and Windows Server 2008, you must also run Windows Update to get the correct updates.

- Windows 7 - Service Pack 1 or later
- Windows Vista Business - Service Pack 1
- Windows 8 - Service Pack 1
- Windows Server 2008 - Service Pack 2
- Windows Server 2003 - Service Pack 2

■ **Note** We recommend that you always use the latest service packs for your operating system.

Installing the AutoMod software

Export all existing models before installing a new version.

► To begin installation

1. Obtain the AutoMod installation software from the customer portal (only customers with a current maintenance contract can access the portal; contact your local support center for information on accessing the portal).
2. Log in as a user with administrative privileges.
3. Right-click **AutoMod_version#.exe** and select **Run as administrator**.
4. Follow the prompts on the screen (refer to the following sections for guidelines regarding installation options).
5. When asked whether to restart now, select **No**; wait to restart your machine until *after* the installation is finished.

Selecting a directory for installation

When selecting an installation directory, keep the following in mind:

- AutoMod *cannot be installed in a directory with a space in its name.*
- The name of the installation directory cannot contain characters with diacritical marks like the umlaut, grave, acute or circumflex accent marks, tilde, cedilla, and so on. The directory names (and the names of your AutoMod models) should include only standard English letters and numbers.
- The pathname for any model, including the file name, must include fewer than 72 characters.
- If you want to install and run different versions of the software on the same machine, each version of the software must be installed in a different directory.

Selecting the type of installation

There are three types of installation: Custom Setup, Full Installation, and Typical.

Custom Setup A custom installation allows you to select the components you want to install; each of the available components is described in the following section. Use this option if you are sure which components you want to install or if you want to add components to an existing installation (the existing installation must be the same version as the components you are installing).

Full Installation A full installation installs all features, modules, and utilities. Use this option if you are unsure which features you will need.

Typical A typical installation installs the most commonly used options. This is a good option if you are a new AutoMod user. A typical installation includes AutoMod, AutoStat, AutoView, the SimController, the AutoMod sample models, sample graphics, the system utilities, and documentation. It does not include Process Server, the OPC Utility, or the rest of the sample models.

Selecting the components of a custom installation

If you select a custom installation, you can choose to install any combination of the following components.

Applied AutoMod You must install AutoMod.

■ **Note** The software required for model communications is automatically installed with the AutoMod program. However, the Model Communications module (MCM) and the Model Communications Plus module must be purchased separately.

Applied AutoMod Modules The following modules are available for installation:

Option	Description
AutoStat™	This option installs AutoStat. AutoStat is a statistical analysis and run management package that helps you experiment with your models. AutoStat must be purchased and authorized separately.
AutoView	This option installs AutoView. AutoView is an extension to AutoMod that allows you to view or create animation clips, or “movies,” of a simulation. If you want to create model animations, you must purchase and authorize AutoView separately.
Process Server	This option installs the Process Server software. The Process Server allows you to make model runs on remote machines with the Model Communications module or AutoStat. The Process Server must be installed on each machine that you want to use to make remote runs.
OPC Utility	This option installs the OPC Utility. The OPC Utility is a software tool that accompanies the Model Communications module. The utility allows you to easily create a configuration file that you can use to open connections in an emulation model. For more information, refer to the AutoMod Help.
SimController	This option installs the SimController. The SimController gives you a streamlined way to run models and view results. You can also use the SimController to organize models into projects, view model information, compare model runs, and manage installed versions of AutoMod. An AutoMod license includes this module.
Path Editor	This option installs the Path Editor. The Path Editor lets you automatically place control points along paths in a path mover system. This simplifies the construction of non-accumulating path mover systems, which provide faster runtime performance than accumulating systems. An AutoMod license includes this module.

Sample Models and Files You can install sample models for AutoMod, AutoStat, and other Applied products. You can install any combination of demo models.

■ **Note** The **Sample Graphics** option installs a library of sample entity graphics that you can use to replace default entity graphics in a model. The **Getting Started with AutoMod** option installs the *Getting Started with AutoMod* book, as well as the example models that are used with the book.

System Utilities The system utilities consist of programs that are necessary for authorizing software.

■ **Note** If you are installing for the first time, you must install the system utilities.

The system utilities consist of the following programs:

Utility	Description
Sentinel Driver	The Sentinel driver coordinates the hardware key with the authorization codes.
Visual C++ 2010 Redistributables	These libraries are needed to run AutoMod. You can omit this option if you have previously installed AutoMod 12.5 or later on this computer.

Documentation This option installs the AutoMod library of .pdf manuals, including the *AutoMod User's Guide* and the tutorials. (The Help system is installed with AutoMod.)

Selecting the program folder

Choose a Start menu program folder for AutoMod, or create a new folder.

Selecting the Home directory

The Home directory defines the default directory for opening or saving models from within AutoMod. The Home directory also defines the location where configuration files can be saved to affect multiple models (as opposed to defining a separate configuration for each model). Select the directory in which you are most likely to store your models, such as C:\models.

■ **Note** Do not select a directory that contains a space or special character in the directory path, nor the top level of the drive (such as "C:\").

Identifying the license server

If you are using a license server to authorize your software, you can type the name of the server here. If you like, you can leave this blank and type the server name when you open the application. If you do not know the name of your license server, ask your system administrator.

If you are not using a license server, leave this blank; you will need to install a Sentinel key and type authorization codes when you open the AutoMod software. For more information, see "Authorizing the software" on [page 11](#).

Setting environment variables

When prompted, click **Yes** to let the installation program set the system environment variables for you. The program has collected this information from your answers to the preceding questions. The environment variables are set to the following:

Variable	Definition
ASI	The AutoMod installation directory.
PATH	Modified to include the bin directory of the installation.
HOME	The home directory you selected during installation.

The install script also sets a fourth environment variable, `MAKE_MODE`, which is not acknowledged in the confirmation window. This variable tells the compiler what operating system you are compiling on. `MAKE_MODE` is set to `Win32` on Windows machines.

- **Note** If you do not let the installation program set the system environment variables for you, you must set them manually after completing the installation. If you set the variables yourself, be sure to use backslashes, not forward slashes, in your paths.

Managing multiple versions of the software

If you have more than one version of AutoMod installed on your machine, you can manage versions with the SimController's Manage AutoMod Installations tool. The tool lets you search for installed versions and add them to the SimController's version list. Then, to make a version active, you simply click the version in the Manage AutoMod Installations tool's drop-down list. For more information, see the *AutoMod User's Guide*.

- **Note** Changing the active version of AutoMod in the SimController does not change your `ASI` environment variable, and it does not affect the operation of AutoMod independent of the Controller.

You can also open a specific version of the software by using the Command Prompt Setup in the software's program group in the Windows Start menu. A Command Prompt Setup is available in the Start menu for each installation of AutoMod 10.0 or higher.

- » **Tip** To manage versions of the software earlier than 10.0 (that is, AutoMod 9.1 and lower), you can create your own command prompt setup for each version. For more information, see the November, 2000 issue of *AutoFlash*. (You can download the *AutoFlash* from the Total Product Support Web site.)

If you start the software from a standard command prompt or from within Windows, the version that opens is determined by the value of the `ASI` environment variable. To use a specific version, you must change the value of the `ASI` environment variable to point to the directory of the installation you want to use (the `PATH` environment variable uses the `ASI` variable to define the location of the *bin* directory).

Setting display properties

After you have installed the software, set the following display properties in your Control Panel:

Colors = 32K or higher

Resolution = 1024x768 or higher

Fonts = Small Fonts

- ! **Important** If you do not use these settings, the software's windows and graphics might not display properly.

Authorizing the software

Applied software can be authorized either locally or remotely. A *local authorization* allows you to run the software on a particular machine. Local authorizations require either a Sentinel hardware key or a Sentinel software key and authorization codes. You can obtain these from customer support. A *remote authorization* allows you to run multiple instances of the software simultaneously, on one machine or on multiple machines that are connected by a network. The number of instances of the software that you can run simultaneously is limited by the number of licenses you purchase. Remote authorizations require the Network License Server.

If you are authorizing software using the Network License Server (NLS), see the authorization instructions in “Running software on clients” in the NLS installation instructions.

To authorize the software locally, you must first install either the Sentinel software key or the Sentinel hardware key as described in the following procedures.

Installing the Sentinel software key

The Sentinel software key is installed using the Sentinel Remote Update System (RUS) utility and is locked to the host machine used to run the AutoMod software.

■ **Note** Software keys are not available for Academic licenses (which must be authorized using either a hardware key or Network License Server).

► To authorize the software using a local software key, you must install the key as follows

1. On the computer where you want to install the software key, open the SimController (available on the Windows **Start** menu from the **Utilities** folder in the AutoMod program group).
2. In the SimController, click **File > Software Key Setup**. The RUS window opens with the first tab Collect Status Information active.
3. Verify that the Installation of a new protection key option is selected, then click **Collect Information**.

The collected information is used to create a .c2v file, which is a “fingerprint” of the computer where the software key will be installed.

4. Navigate to the location where you want to save the .c2v file, enter a file name, then click **Save**.
5. Email the created .c2v file to AutoMod support (see “Software support” on [page 3](#)).
6. After AutoMod support receives your .c2v file, they generate your software key and then email you a .v2c file. This step requires some time for AutoMod support to complete.
7. After you receive the .v2c file from AutoMod support, open the RUS utility (see step 2).
8. Click the Apply License File tab of the RUS utility.
9. Click the **...** button and navigate to the location of the .v2c file, select the file name, and then click **Open**.
10. Click the **Apply Update** button to complete the installation of the software key.

The software key is now installed.

- **Note** The installed software key is locked to this computer. If you want to move the software key to another computer, see “Transferring a Sentinel software key” on [page 14](#)

After installing the software key, you are now ready to enter your authorization codes using the Simulation License Manager. For more information, see “Authorizing AutoMod” on [page 12](#) and the subsequent sections.

Installing the Sentinel hardware key

The Sentinel hardware key is a physical security key that is installed in a parallel or USB port on the host machine used to run the AutoMod software.

► **To authorize the software using a local hardware key, you must install the key as follows**

1. Turn off your machine before installing the Sentinel key.
2. Install the key into a parallel or USB port (depending on the key type).

- **Note** You can install the USB key into a USB hub; however, the key must be installed into one of the hub’s first ten USB ports. If your hub has more than ten ports, the additional ports are not recognized by AutoMod.

3. Turn on your machine and log in as a user with read/write privileges.
The key is automatically recognized (for information about any error messages related to the Sentinel key, see “Troubleshooting” on [page 15](#)).

- **Note** If you are running AutoMod on a remote machine using Windows Remote Desktop, your Sentinel key may reside on either the local or the remote machine. However, the machine with the key must have the Sentinel driver installed. A standard AutoMod installation installs this driver. If you prefer not to install AutoMod but still need the driver, you can perform an AutoMod Custom Setup installation and install just the driver. See “System Utilities” on [page 9](#).

You are now ready to authorize Applied software. Refer to the following sections for more information.

Authorizing AutoMod

► **To authorize AutoMod**

1. On the Start menu, click **AutoMod**. The Authorization window opens.
2. Click **Password Version**. The Simulation License Manager opens. See “Simulation License Manager” in the AutoMod Help File for instructions on authorizing your software.

- **Note** The software automatically detects the Sentinel Key identification number. If you’ve used multiple keys on the same machine, the Identification number list will contain multiple entries. In this case, select the currently installed key in the list.

Authorizing AutoView

If you have purchased a license to create AutoView animation clips of model simulation, you need to authorize AutoView. AutoView is authorized the first time you run a simulation that is defined to generate AutoView description files.

If you are authorizing software using the Network License Server, see the authorization instructions in "Running software on clients" in the NLS installation instructions.

► To authorize AutoView locally

1. Open a model in AutoMod and edit the run control.
2. Select the **AutoView** check box to generate animation description files during a snap (for more information, see the AutoMod Help).
3. Run the model. The Authorization window appears.
4. Click **Password Version**. The Simulation License Manager opens. See "Simulation License Manager" in the AutoMod Help File for instructions on authorizing your software.

■ **Note** The software automatically detects the Sentinel Key identification number. If you've used multiple keys on the same machine, the Identification number list will contain multiple entries. In this case, select the currently installed key in the list.

Authorizing AutoStat

If you have purchased AutoStat, you must authorize it before you can open a model for analysis.

If you are authorizing software using the Network License Server, see the authorization instructions in "Running software on clients" in the NLS installation instructions.

► To authorize AutoStat locally

1. In the Start menu, click **AutoStat**.
The AutoStat window opens.
2. Click **File > Open** and navigate to a model that you want to open (the model must have been built in AutoMod before it can be opened in AutoStat).
3. Click **Open** to open the model. The Authorization window opens.
4. Click **Password Version**. The Simulation License Manager opens. See "Simulation License Manager" in the AutoMod Help File for instructions on authorizing your software.

■ **Note** The software automatically detects the Sentinel Key identification number. If you've used multiple keys on the same machine, the Identification number list will contain multiple entries. In this case, select the currently installed key in the list.

Authorizing the MMS Server

If you have purchased the Model Communications Plus module, you need to authorize the MMS Server before you can start a synchronized simulation.

If you are authorizing software using the Network License Server, see the authorization instructions in "Running software on clients" in the NLS installation instructions.

To authorize the MMS Server locally

1. Open a model in AutoMod that contains the MMS functions.
2. Run the model. The Authorization window appears.
3. Click **Password Version**. The Simulation License Manager opens. See "Simulation License Manager" in the AutoMod Help File for instructions on authorizing your software.

Alternatively, you can authorize MMS from the command line:

1. Open a command prompt and type **multimodelsync**.
A text menu appears.
2. Type the number **1** to authorize the software locally.
3. Type the first set of authorization codes at the **Code 1:** prompt and press **ENTER**.
4. Type the second set of authorization codes at the **Code 2:** prompt and press **ENTER**.

The MMS Server is now authorized.

■ **Note** After authorization, the MMS Server attempts to start a synchronized simulation; if the default model data file cannot be found in the current directory, the software returns an error.

Transferring a Sentinel software key

You can transfer a Sentinel software key from one machine to another using the Sentinel Remote Update System (RUS) utility.

► To transfer a Sentinel software key

On the computer to which you want to transfer the software key (that is, the recipient computer):

1. Open the SimController (available on the Windows **Start** menu from the **Utilities** folder in the AutoMod program group).
2. In the SimController, click **File > Software Key Setup**. The RUS window opens with the first tab Collect Status Information active.
3. Click the Transfer License tab.
4. In the **Collect information about the recipient computer** section of the window click the ... button, enter a file name, and then click **Save**.
5. Click **Collect and Save Information**. This saves the recipient computer's information to an .id file.
6. Transfer this .id file to the computer where the key is currently installed (source computer).

On the source computer:

1. Open the SimController, click **File > Software Key Setup**. The RUS window opens.
2. Click the Transfer License tab of the RUS utility.
3. In the **Generate the license transfer file** section of the window, select the software key to transfer.
4. Click the ... button that corresponds to the recipient information file, navigate to the .id file from the recipient computer, and then click **Open**.
5. Click the ... button that corresponds to the license transfer file, enter a file name for the .h2h file, then click **Save**.

6. Click **Generate License Transfer File**. This generates a .h2h file containing the software key information for the recipient computer.

Transfer this .h2h file to the recipient computer.

On the recipient computer:

1. Open the SimController, and then click **File > Software Key Setup**. The RUS window opens.
2. Click the Apply License File tab.
3. Click the ... button, navigate to the .h2h file, and then click **Open**.
4. Click the **Apply Update** button to complete the transfer of the software key.

The software key transfer is complete.

Uninstalling AutoMod

Uninstall utilities are included with the AutoMod installation.

► **To uninstall AutoMod**

1. From the Start menu, select the **Uninstall** option for the software you want to remove.

A dialog box asks you to confirm your intention.

2. Click **Yes** and follow the instructions on the screen.

The software is deleted from your machine.

You can also uninstall AutoMod by using **Add or Remove Programs** in the Control Panel.

Troubleshooting

This section contains information about how to solve problems that you might experience during and after software installation. If the problem you are experiencing is not listed in this section, contact customer support for further assistance.

Solving problems during installation

Problem During installation, I get an error that says cannot add \bin to path.

Solution This error occurs when you are installing in a directory with an incompatible name. To fix the problem, reinstall into a directory that does not contain a space or special character in its name or in the name of any directory in its path.

Solving problems starting the software

Problem When I open the software, I get the message:
SENTC_DRIVER_NOT_INSTALLED.

Solution Edit the devices on your machine, locate the Sentinel device, highlight it, and click **Start**. (For information about how to edit devices, see your operating system's documentation.) If error messages persist, turn off the machine and restart. If you still get error messages, contact customer support.

Problem When I open the software, some windows are cropped or I can't see some buttons in the interface.

Solution Delete the `.am2rc` and the `.mviewrc` files from each model directory, the home directory, and the `\lib` directory of the installation. Also, ensure that the display is set to a resolution of 1024x768 or higher. Then reopen the software.

Problem After typing authorization codes, the Authorization dialog box closes but the software doesn't start. When I try to start the software again, I'm again prompted for authorization codes.

Solution The environment variables are not set correctly on your machine. Verify that you have administrative privileges (which are required to set the value of environment variables on your machine), then either reinstall the software and let the installation script set the environment variable values for you or set the values manually in your operating system (see "Setting environment variables" on [page 9](#)).

Problem When I open the software, I can't see the drawing grid.

Solution Set your display colors to 32K colors or higher.

Problem When I open the software, I get an error indicating that the `ASI` environment variable has not been set.

Solution The environment variables are not set correctly on your machine. Verify that you have administrative privileges (which are required to set the value of environment variables on your machine), then either reinstall the software and let the installation script set the environment variable values for you or set the values manually in your OS (see "Setting environment variables" on [page 9](#)).

Solving problems using the software

Problem When manipulating the view, placing graphics, or toggling the display of graphic entities, the software sometimes fails.

Solution This could indicate that the software is incompatible with your graphics card's hardware acceleration. To fix the problem, try lowering the hardware acceleration setting defined on the **Troubleshooting** tab of the Display control panel in Windows. Often, slight reductions of the hardware acceleration will solve the problem; however, you might need to reduce the acceleration significantly or turn it off completely.

Problem When I try to run a model in AutoStat, the Select a Model to Run dialog box opens before each run.

Solution This error occurs when a model is stored in a location that includes a space or special character anywhere in its path. To fix the problem, move the model to a directory that does not contain a space or special character in its name or in the name of any directory in its path.

Problem When I try to run a model, AutoMod repeatedly displays the error `Can't run model. Would you like to build model?`

Solution This error occurs when you are installing in a directory with an incompatible name. To fix the problem, reinstall into a directory that does not contain a space or special character in its name or in the name of any directory in its path.

Problem When I try to run a model, I get a dialog box asking for authorization codes. I've already authorized the software.

Solution The edit environment and simulation environment each have separate authorization codes. To authorize the simulation environment, type the codes labeled **Runtime**.

Problem When I run a model, the model graphics don't appear in the Simulation window.

Solution This error could indicate that the software is incompatible with your graphics card's hardware acceleration. To fix the problem, try lowering the hardware acceleration setting defined on the **Troubleshooting** tab of the Display control panel in Windows. Often, slight reductions of the hardware acceleration will solve the problem; however, you might need to reduce the acceleration significantly or turn it off completely.

Problem When I close a menu, some remnants of the menu remain visible on the screen.

Solution In Windows, open the Display Properties dialog box, click the **Effects** tab, and clear **Use transition effects for menus and tips**. Clearing this option prevents menu remnants that occur with some graphics cards.

Problem AutoStat opens but does not execute. An error message is displayed. The model does run in AutoMod.

Solution Shorten the model name or place the model higher in your directory structure; the entire pathname, including the file name, must contain fewer than 72 characters.

Installing the AutoMod Runtime License

Preparing to install

The AutoMod Runtime License software only runs models created with the same version and build of the AutoMod software. If you want to run a model created with a previous version or build, you should contact the person or firm who built your model to get an updated version of the model.

If you have questions, contact customer support before continuing.

Installing the AutoMod Runtime License software

► To begin installation

1. Obtain the AutoMod Runtime installation software from the customer portal (only customers with a current maintenance contract can access the portal; contact your local support center for information on accessing the portal).
2. Log in as a user with administrative privileges.
3. Right-click **AutoMod_Runtime_version#.exe** and select **Run as administrator**.
4. Follow the prompts on the screen (refer to the following sections for guidelines regarding installation options).
5. When asked whether to restart now, select **No**; wait to restart your machine until after the installation is finished.

Selecting a directory for installation

When selecting an installation directory, keep the following in mind:

- AutoMod *cannot be installed in a directory with a space in its name.*
- The name of the installation directory cannot contain characters using diacritical marks like the umlaut, grave, acute or circumflex accent marks, tilde, cedilla, and so on. The directory names should include only standard English letters and numbers.
- The pathname for any model, including the file name, must include fewer than 72 characters.
- If you want to install and run different versions of the software on the same machine, each version of the software must be installed in a different directory.

Selecting the type of installation

There are three types of installation: Custom Setup, Full Installation, and Typical.

Custom Setup A custom installation allows you to select the components you want to install; each of the available components is described in the following section. Use this option if you are sure which components you want to install or if you want to add components to an existing installation (the existing installation must be the same version as the components you are installing).

Full Installation A full installation installs all features, modules, and utilities. Use this option if you are unsure which features you will need.

Typical A typical installation installs all runtime components except Microsoft VM and ProcServ.

Selecting the components of a custom installation

If you select a custom installation, you can choose to install any combination of the following components.

Applied AutoMod You must install AutoMod Runtime.

Applied AutoMod Modules The following modules are available for installation:

Option	Description
AutoStat™	This option installs AutoStat. AutoStat is a statistical analysis and run management package that helps you experiment with your models. AutoStat must be purchased and authorized separately.
AutoView	This option installs AutoView. AutoView is an extension to AutoMod that allows you to view or create animation clips, or "movies," of a simulation. If you want to create model animations, you must purchase and authorize AutoView separately.
ProcServ	This option installs the Process Server software. The Process Server allows you to make model runs on remote machines with the Model Communications module or AutoStat. The Process Server must be installed on each machine that you want to use to make remote runs.

System Utilities The system utilities consist of programs that are necessary for authorizing software.

■ **Note** If you are installing for the first time, you must install the system utilities.

The system utilities consist of the following programs:

Utility	Description
Sentinel Driver	The Sentinel driver coordinates the hardware key with the authorization codes.
Visual C++ 2010 Redistributables	These libraries are needed to run AutoMod. You can omit this option if you have previously installed AutoMod 12.5 or later on this computer.

Documentation This option installs the AutoMod library of .pdf manuals, including the *AutoMod Runtime User's Guide*. (The Help system is installed with AutoMod Runtime.)

Selecting the program folder

Choose a Start menu program folder or create a new folder.

Selecting the Home directory

The Home directory defines the default directory for opening models from within AutoMod. The Home directory also defines the location where configuration files can be saved to affect multiple models (as opposed to defining a separate configuration for each model). Select the directory in which you are most likely to store your models, such as C:\models.

- **Note** Do not select a directory that contains a space or special character in the directory path, nor the top level of the drive (such as "C:\").

Setting environment variables

When prompted, select **Yes** to let the installation program set the system environment variables for you. Setting the environment variables assigns directories to variables used by AutoMod to locate needed files.

The environment variables are set to the following:

Variable	Definition
ASI	The AutoMod installation directory.
PATH	Modified to include the bin directory of the installation.
HOME	The home directory you selected during installation.

The install script also sets a fourth environment variable, `MAKE_MODE`, which is not acknowledged in the confirmation window. This variable tells the compiler what operating system you are compiling on. `MAKE_MODE` is set to `Win32` on Windows machines.

- **Note** If you do not let the installation program set the system environment variables for you, you must set them manually after completing the installation. If you set the variables yourself, be sure to use backslashes, not forward slashes, in your paths.

Managing multiple versions of the software

If you have more than one version of AutoMod installed on your machine, you can open a specific version of the software by using the Command Prompt Setup in the software's program group in the Windows Start menu. A Command Prompt Setup is available in the Start menu for each installation of AutoMod 10.0 or higher.

- » **Tip** To manage versions of the software earlier than 10.0 (that is, AutoMod 9.1 and lower), you can create your own command prompt setup for each version. For more information, see the November, 2000 issue of *AutoFlash*. (You can download the *AutoFlash* from the Total Product Support Web site.)

If you start the software from a standard command prompt or from within Windows, the version that opens is determined by the value of the `ASI` environment variable. To use a specific version, you must change the value of the `ASI` environment variable to point to the directory of the installation you want to use (the `PATH` environment variable uses the `ASI` variable to define the location of the *bin* directory).

Setting display properties

After you install the software, set the following in your Control Panel:

Colors = 32K or higher

Resolution = 1024x768 or higher

Fonts = Small Fonts

! **Important** If you do not use these settings, windows and graphics within AutoMod may not display properly.

Authorizing the software

Applied software can be authorized either locally or remotely. A *local authorization* allows you to run the software on a particular machine. Local authorizations require either a Sentinel hardware key or Sentinel software key and authorization codes. You can obtain these from customer support. A *remote authorization* allows you to run multiple instances of the software simultaneously, on one machine or on multiple machines that are connected by a network. The number of instances of the software that you can run simultaneously is limited by the number of licenses you purchase. Remote authorizations require the Network License Server.

If you are authorizing software using the Network License Server (NLS), see the authorization instructions in "Running software on clients" in the NLS installation instructions.

To authorize the software locally, you must first install either the Sentinel software key or the Sentinel hardware key as described in the following procedures.

Installing the Sentinel software key

The Sentinel software key is installed using the Sentinel Remote Update System (RUS) utility and is locked to the host machine used to run the AutoMod software.

► To authorize the software using a local software key, you must install the key as follows

1. On the computer where you want to install the software key, open the SimController (available on the Windows **Start** menu from the **Utilities** folder in the AutoMod program group).
2. In the SimController, click **File > Software Key Setup**. The RUS window opens with the first tab Collect Status Information active.
3. Verify that the Installation of a new protection key option is selected, then click **Collect Information**.
The collected information is used to create a .c2v file, which is a "fingerprint" of the computer where the software key will be installed.
4. Navigate to the location where you want to save the .c2v file, enter a file name, then click **Save**.
5. Email the created .c2v file to AutoMod support (see "Software support" on [page 3](#)).
6. After AutoMod support receives your .c2v file, they generate your software key and then email you a .v2c file. This step requires some time for AutoMod support to complete.
7. After you receive the .v2c file from AutoMod support, open the RUS utility (see step 2).

8. Click the Apply License File tab of the RUS utility.
9. Click the ... button and navigate to the location of the .v2c file, select the file name, and then click **Open**.
10. Click the **Apply Update** button to complete the installation of the software key.

The software key is now installed.

- **Note** The installed software key is locked to this computer. If you want to move the software key to another computer, see "Transferring a Sentinel software key" on [page 14](#).

After installing the software key, you are now ready to enter your authorization codes using the Simulation License Manager. For more information, see "Authorizing AutoMod" on [page 12](#) and the subsequent sections.

Installing the Sentinel hardware key

The Sentinel hardware key is a physical security key that is installed in a parallel or USB port on the host machine used to run the AutoMod software.

► **To authorize the software using a local hardware key, you must install the key as follows**

1. Turn off your machine before installing the Sentinel key.
2. Install the key into a parallel or USB port (depending on the key type).

- **Note** You can install the USB key into a USB hub; however, the key must be installed into one of the hub's first ten USB ports. If your hub has more than ten ports, the additional ports are not recognized by AutoMod.

3. Turn on your machine and log in as a user with read/write privileges.

The key is automatically recognized (for information about any error messages related to the Sentinel key, see "Troubleshooting" on [page 15](#)).

- **Note** If you are running AutoMod on a remote machine using Windows Remote Desktop, your Sentinel key may reside on either the local or the remote machine. However, the machine with the key must have the Sentinel driver installed. A standard AutoMod installation installs this driver. If you prefer not to install AutoMod but still need the driver, you can perform an AutoMod Custom Setup installation and install just the driver. See "System Utilities" on [page 9](#).

You are now ready to authorize Applied software. Refer to the following sections for more information.

Authorizing AutoMod

You must authorize the AutoMod software before you can run a model.

► **To authorize AutoMod**

1. In the Start menu, click **AutoMod Runtime**.
2. Navigate to the location of a model on your machine, then click **Open**. The Authorization window opens.

3. Click **Password Version**. The Simulation License Manager opens. See "Simulation License Manager" in the AutoMod Help File for instructions on authorizing your software..

■ **Note** The software automatically detects the Sentinel Key identification number. If you've used multiple keys on the same machine, the Identification number list will contain multiple entries. In this case, select the currently installed key in the list.

Authorizing AutoStat

You must authorize AutoStat before you can open a model for analysis.

If you are authorizing software using the Network License Server, see the authorization instructions in "Running software on clients" on [page 31](#).

► **To authorize AutoStat locally**

1. In the Start menu, click **AutoStat**.
The AutoStat window opens.
2. Click **File > Open** and navigate to a model that you want to open.
3. Click **Open** to open the model. The Authorization window opens.
4. Click **Password Version**. The Simulation License Manager opens. See "Simulation License Manager" in the AutoMod Help File for instructions on authorizing your software.

■ **Note** The software automatically detects the Sentinel Key identification number. If you've used multiple keys on the same machine, the Identification number list will contain multiple entries. In this case, select the currently installed key in the list.

Using the runtime license

The AutoMod Runtime License software only runs models created with the same version and build of the AutoMod software. You need the following to run a model with the runtime license:

- <modelname>.exe file
- <modelname>.dir directory
- Any external data files used with the model

► **To run a model with the runtime license**

1. In Windows, open the directory that contains the model you want to run.
2. Double-click the <modelname>.exe file.

Troubleshooting

This section contains information about how to solve problems that you might experience during and after software installation. If the problem you are experiencing is not listed in this section, contact customer support for further assistance.

Solving problems during installation

Problem During installation, AutoMod displays an error that says cannot add \bin to path.

Solution This error occurs when you are installing in a directory with an incompatible name. To fix the problem, reinstall into a directory that does not contain a space or special character in its name or in the name of any directory in its path.

Solving problems starting the software

Problem When I open the software, AutoMod displays the message:
`SENTC_DRIVER_NOT_INSTALLED.`

Solution Edit the devices on your machine, locate the Sentinel device, highlight it, and click **Start**. (For information about how to edit devices, see your operating system's documentation.) If error messages persist, turn off the machine and restart. If you still get error messages, contact customer support.

Problem After typing authorization codes, the Authorization dialog box closes but the software doesn't start. When I try to start the software again, I'm again prompted for authorization codes.

Solution The environment variables are not set correctly on your machine. Verify that you have administrative privileges (which are required to set the value of environment variables on your machine), then either reinstall the software and let the installation script set the environment variable values for you or set the values manually in your operating system (see "Setting environment variables" on [page 9](#)).

Problem When I open the software, I get an error indicating that the `ASI` environment variable has not been set.

Solution The environment variables are not set correctly on your machine. Verify that you have administrative privileges (which are required to set the value of environment variables on your machine), then either reinstall the software and let the installation script set the environment variable values for you or set the values manually in your operating system (see "Setting environment variables" on [page 9](#)).

Solving problems using the software

Problem When manipulating the view or toggling the display of graphic entities, the software sometimes fails.

Solution This could indicate that the software is incompatible with your graphics card's hardware acceleration. To fix the problem, try lowering the hardware acceleration setting defined on the **Troubleshooting** tab of the Display control panel in Windows. Often, slight reductions of the hardware acceleration will solve the problem; however, you might need to reduce the acceleration significantly or turn it off completely.

Problem When I try to run a model, AutoMod displays a dialog box asking for authorization codes. I've already authorized the software.

Solution The edit environment and simulation environment each have separate authorization codes. To authorize the simulation environment, type the codes labeled **Runtime**.

Problem When I run a model, the model graphics don't appear in the Simulation window.

Solution This error could indicate that the software is incompatible with your graphics card's hardware acceleration. To fix the problem, try lowering the hardware acceleration setting defined on the **Troubleshooting** tab of the Display control panel in Windows. Often, slight reductions of the hardware acceleration will solve the problem; however, you might need to reduce the acceleration significantly or turn it off completely.

Problem When I try to run a model in AutoStat, the Select a Model to Run dialog box opens before each run.

Solution This error occurs when a model is stored in a location that includes a space or special character anywhere in its path. To fix the problem, move the model to a directory that does not contain a space or special character in its name or in the name of any directory in its path.

Problem When I close a menu, some remnants of the menu remain visible on the screen.

Solution Open the Display Properties dialog box, click the **Effects** tab, and clear **Use transition effects for menus and tips**. Clearing this option prevents menu remnants that occur with some graphics cards.

Problem AutoStat opens but does not execute. An error message is displayed. The model does run in AutoMod.

Solution Shorten the model name or place the model higher in your directory structure; the entire pathname, including the file name, must contain fewer than 72 characters.

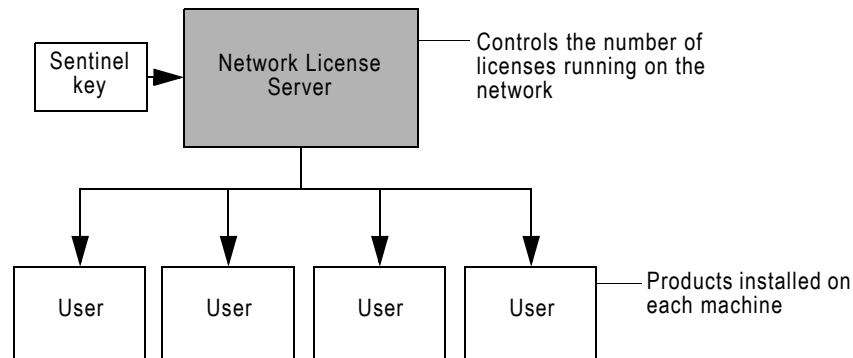
Installing the Network License Server

Overview

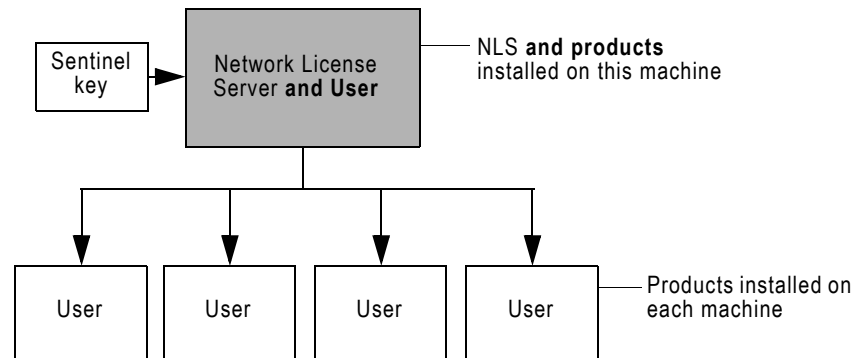
The Network License Server (NLS) allows you to run Applied simulation products on any machine on a local area network. Users can share licenses of AutoMod, AutoSched AP, and all AutoMod modules, such as AutoView, AutoStat, and Kinematics.

The NLS controls how many copies of each product users can run simultaneously. Only the NLS machine needs a Sentinel hardware or software key installed.

For example, if four users at your company do not all use the Applied software at the same time, you might choose to purchase three AutoMod licenses, one AutoStat license, and one AutoView license. The NLS allows all of the users access to the products but ensures that only the authorized number of licenses are in use at one time. In the example below, the products are installed on each user's machine and the NLS is on different machine.



It is also possible to use one of the user's machines as the NLS machine, as shown below.



You can configure multiple license servers using the Simulation License Manager; see the *AutoMod Help* file for more information.

You can also install the products on a server. See "Installing Applied products on a remote server" on [page 33](#) for more information.

Running on a laptop

If you are using a laptop computer, you can authorize Applied software as long as the laptop is connected to the network. If you want to use the software without a network connection, you need to install a Sentinel key on the laptop and authorize the software with local authorization codes.

Installing the Sentinel key

You must first install either the Sentinel software key or the Sentinel hardware key as described in the following procedures.

Installing the Sentinel software key

The Sentinel software key is installed using the Sentinel Remote Update System (RUS) utility and is locked to the host machine used to run the NLS software.

► **To authorize the software using a local software key, you must install the key as follows**

1. On the computer where you want to install the software key, open the SimController.
2. In the SimController, click **File > Software Key Setup**. The RUS window opens with the first tab Collect Status Information active.
3. Verify that the Installation of a new protection key option is selected, then click **Collect Information**.

The collected information is used to create a .c2v file, which is a "fingerprint" of the computer where the software key will be installed.

4. Navigate to the location where you want to save the .c2v file, enter a file name, then click **Save**.
5. Email the created .c2v file to AutoMod support (see "Software support" on [page 3](#)).
6. After AutoMod support receives your .c2v file, they generate your software key and then email you a .v2c file. This step requires some time for AutoMod support to complete.
7. After you receive the .v2c file from AutoMod support, open the RUS utility (see step 2).
8. Click the Apply License File tab of the RUS utility.
9. Click the **...** button and navigate to the location of the .v2c file, select the file name, and then click **Open**.
10. Click the **Apply Update** button to complete the installation of the software key.

The software key is now installed.

■ **Note** The installed software key is locked to this computer. If you want to move the software key to another computer, see "Transferring a Sentinel software key" on [page 14](#)

After installing the software key, you are now ready to install the NLS software; see "Installing the NLS software" on [page 28](#) for more information.

Installing the Sentinel hardware key

The Sentinel hardware key is a physical security key that is installed in a parallel or USB port on the host machine used to run the AutoMod software.

► **To install the Sentinel hardware key**

1. Turn off the machine before installing the Sentinel key.
2. Install the key into a parallel or USB port (depending on the key type).

■ **Note** You can install the USB key into a USB hub; however, the key must be installed into one of the hub's first 10 USB ports. If your hub has more than 10 ports, the additional ports are not recognized by the software.

3. Turn on the machine and log in as a user with read/write privileges.

The Sentinel key is now installed.

Installing the NLS software

Install NLS first and then install other Applied products in the same directory as the NLS software. Installing to one directory prevents problems associated with having paths to multiple installation directories.

! **Important** If you are updating an older version of NLS, you must stop the Network License Server before installing the new version. For more information, see "Stopping the License Server" on [page 30](#).

When selecting an installation directory, keep the following in mind:

- NLS *cannot be installed in a directory with a space in its name.*
- The name of the installation directory cannot contain characters with diacritical marks like the umlaut, grave, acute or circumflex accent marks, tilde, cedilla, and so on. The directory names (and the names of your AutoMod models) should include only standard English letters and numbers.

► **To install NLS**

1. Log in as administrator on the server machine.

Note If the machine is running Windows XP, and you are installing NLS for the first time, do the following:

- a. Using a text editor, edit the following file:
`%SystemRoot%\System32\drivers\etc\services`
 - b. Add the following line to the bottom of the file:
`asiserv 5501/tcp # AutoMod License Server`
 - c. Quit the editor.
2. Right-click **AutoMod_NLS_version#.exe** and select **Run as administrator** to install the Network License Server. Follow the prompts on the screen.
 3. If you installed the Sentinel drivers, you must restart your computer when the installation is complete (click **No** to restart during installation; wait until it is finished to restart your machine).

» **Tip** You must install the Sentinel drivers if this is the first time you have installed the Network License Server; if you are upgrading an existing installation, you do not need to install the drivers.

Authorizing the software

► To obtain and enter authorization

1. In the Start menu, click **Network License Server > Server Install**. An authorization dialog box opens, displaying the host name and machine ID. The License Server Installation dialog box appears.
2. Write down the host name, because you will need it again when running software on a client machine (see "Running software on clients" on [page 31](#) for more information).
3. Click **Quit**.
4. Give customer support the machine ID and name, and request authorization codes in an e-mail file.
5. Place the text file in the `\bin` directory in the installation directory.
6. Using a DOS prompt, change directories to the `\bin` directory in the installation directory.
7. Type **servfax <e-mail> <tmpfile>** where `<e-mail>` is the name of the text file customer support sent you and `<tmpfile>` is a temporary file name (do not include the brackets).
8. Type **servinst -f <tmpfile>** where `<tmpfile>` is the name of the temporary file (do not include the brackets). Your codes are typed for you.

The authorization process creates a file called `asiservfile` in the `\lib` directory. Do not edit or delete this file, or you will need to reinstall the License Server.

■ **Note** If you do not have e-mail, you can obtain authorization codes by providing the host name and machine name to customer support. After you obtain the codes, start the license server and type each of the codes in the authorization dialog box when prompted. When you have typed all the codes, click **End** to close the authorization dialog box.

You are now ready to start the license server.

Starting the License Server

► To start the License Server on Windows Vista or Windows 7 & 8

1. From the Windows Start menu, locate the **Network License Server** program group.
2. Right-click **Command Prompt Setup**.
3. Click **Run as administrator**.
4. From the command prompt, type **asiserv -start** to start the License Server.

► To start the License Server on Windows Server 2003 or 2008

From a command prompt, type **asiserv -start** to start the License Server.

The command line option **-start** runs the license server as a service that restarts automatically whenever you reboot the machine.

The License Server is ready for use. You are now ready to set up the software on the client machines (see "Installing software on clients" on [page 31](#) for more information).

Stopping the License Server

► To stop the License Server service

1. Right-click **Computer** or **My Computer**.
2. In the shortcut menu, click **Manage**.
The Computer Management dialog box opens.
3. Expand the **Services and Applications** entry in the **Tree** list, then click **Services**.
4. In the list of services, right-click **AutoMod License Server**.
5. Click **Stop**.

Restarting the License Server

- **Note** You can use the **-start** command line option to set up the License Server as a service, so it restarts automatically whenever you reboot the machine. For more information, see "Starting the License Server" on [page 29](#). If you do not use this option, you will need to restart the license server every time you reboot the machine.

If you have stopped the License Server, you can restart it using this procedure:

► To restart the License Server

1. Right-click **Computer** or **My Computer**.
2. In the shortcut menu, click **Manage**.
The Computer Management dialog box opens.
3. Expand the **Services and Applications** entry in the **Tree** list, then click **Services**.
4. In the list of services, right-click **AutoMod License Server**.
5. Click **Start**.

Changing the Sentinel key

You can move the transfer the Sentinel hardware or software key to a different machine (for example, when moving the Network License Server from one machine to another).

For information about how to transfer the Sentinel software key, see "Transferring a Sentinel software key" on [page 14](#).

► To transfer the Sentinel hardware key to a different machine

1. Stop the License Server (see "Stopping the License Server" on [page 30](#)).
2. Turn off the machine.
3. Remove the old Sentinel key.
4. Insert the new Sentinel key.
5. Turn on your machine.
6. If necessary, restart the License Server (see "Restarting the License Server" on [page 30](#)).

Installing software on clients

► To install Applied software (for example, AutoMod and AutoStat) on client machines

1. Log in as a user with read/write privileges on the machine on which you are installing the software.
2. Install the products (using the appropriate instructions for that software), but do not authorize them (see "Running software on clients" on [page 31](#)).
3. Repeat steps 1 and 2 for all client machines.

Running software on clients

Running AutoMod

► To run AutoMod on a client

1. Open AutoMod (you can open the software from a command prompt or from the Start menu). The Authorization window opens.
2. Click **License Server**. The Simulation License Manager opens.
3. In the Simulation License Manager, Select Server from the Type drop-down list and type the name of the machine on which the License Server is installed. Type the machine name exactly as it was displayed when you used the *servinst* program to give information to customer support. See "Simulation License Manager" in the AutoMod Help File for instructions on authorizing your software and managing one or more license servers.

The software queries the License Server to determine whether a license is available. If a license is available, the software runs; otherwise, the software waits for a license to become available.

Running AutoMod with AutoView animation

The AutoView software is authorized when you run a simulation that is defined to generate AutoView description files.

► To run a simulation on a client while generating AutoView description files

1. Open a model in the AutoMod software and edit the run control.
2. Select the AutoView check box to generate animation description files during a snap (see the AutoView online help for more information).
3. Run the model. The Authorization window appears.
4. Click **License Server**. The Simulation License Manager opens.
5. In the Simulation License Manager, Select **Server** from the Type drop-down list and type the name of the machine on which the License Server is installed. Type the machine name exactly as it was displayed when you used the *servinst* program to give information to customer support. See "Simulation License Manager" in the AutoMod Help File for instructions on authorizing your software.

The software queries the License Server to determine whether a license is available. If a license is available, the software runs; otherwise, the software waits for a license to become available.

Running AutoStat

► To run AutoStat on a client

1. In the Start menu, click **AutoStat**.
The AutoStat window opens.
2. Click **File > Open** and navigate to a model that you want to open (the model must have been built in AutoMod before it can be opened in AutoStat).
3. Click **Open** to open the model. The Authorization window opens.
4. Click License Server. The Simulation License Manager opens.
5. In the Simulation License Manager, Select Server from the Type drop-down list and type the name of the machine on which the License Server is installed. Type the machine name exactly as it was displayed when you used the *servinst* program to give information to customer support. See "Simulation License Manager" in the AutoMod Help File for instructions on authorizing your software.

The software queries the License Server to determine whether a license is available. If a license is available, the software runs; otherwise, the software waits for a license to become available.

Running the MMS Server

► To run the MMS Server on a client

1. Open a command prompt and type the commands to start the MMS Server (see the *Model Communications User's Guide* for more information).
A text menu appears.
2. Type **2** to authorize the software using the License Server.
3. At the **Name:** prompt, type the name of the machine on which the License Server is installed. Type the machine name exactly as it was displayed when you used the *servinst* program to give information to customer support.

The License Server is queried to determine whether a license is available. If a license is free, the software runs. If no licenses are available, it quits.

Running AutoSched AP

► To run AutoSched AP on a client

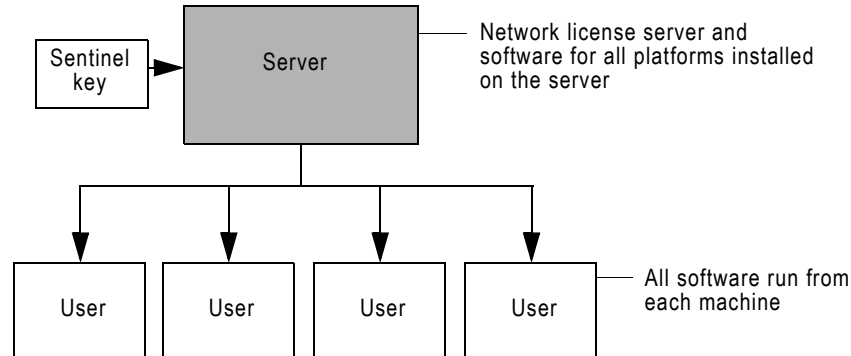
1. Open the Simulation Controller and click **File > Authorize>Authorize AutoShed AP**. The Simulation License Manager opens.
2. In the Simulation License Manager, Select Server from the Type drop-down list and type the name of the machine on which the License Server is installed. Type the machine name exactly as it was displayed when you used the *servinst* program to give information to customer support. See "Simulation License Manager" in the AutoMod Help File for instructions on authorizing your software.

The software queries the License Server to determine whether a license is available. If a license is available, the software runs; otherwise, the software waits for a license to become available.

Installing Applied products on a remote server

It is possible to install Applied software products on a server and run them from a client. The products are run on each client, not on the server. This saves disk space on users' machines, but is much slower than having the software installed locally.

! **Important** Although running products from a server is technically possible, the demands of 3-D rendering make the performance of Applied products very slow when run across a network. Therefore, Applied does not recommend configuring your network in this manner.



The clients share the area on the server containing the software and launch it.

Satisfying system requirements

To configure a network in this manner, each client machine requires:

- A network adapter and a network connection that supports the Internet Protocol (TCP/IP)
- Windows 7 Ultimate, Windows 7 Professional, Windows Vista Business, or Windows 8
- 5 MB of available disk space

Installing the software on the server

Applied recommends using the Network License Server machine for the server.

► To install the software on the server

1. On the server, make a directory for the software.
2. Share the drive that contains the directory.
3. Install the products onto the server from a client. Specify the server's shared drive and directory as the installation path.
4. On the client, set the client's environment variables to the shared directory on the server (see the previous sections).

■ **Note** You must set the environment variables for each user on each client.

5. Authorize the client with the Network License Server.

Running the software on the clients

► To run the software on the clients

1. Share the server drive that contains the software you want to run.
2. Run the applications.

The NLS checks for license availability.

- **Note** If the applications do not run properly, check the value of the client's ASI and HOME environment variables and ensure that they are pointing to the appropriate directories.

Checking license availability

You can use the Server Query utility on a PC to determine how many licensed copies of Applied software are available for use and how many copies are currently in use.

► To run the server query utility

1. In the Start menu, click **Network License Server > Server Query**.
2. Type the host name of the server running the NLS software and click **OK**.

The AutoMod License Server Query dialog box displays with the following options:

Option	Function
Update Now	Refreshes the list of total and used licenses.
Show Used	Shows who is using the selected licenses. (You must select a license in the list to display this information.)
Open Host	Enables you to specify a new server host name.
Quit	Closes the Server Query utility.

Troubleshooting

This section contains information about how to solve problems that you might experience during and after software installation. If the problem you are experiencing is not listed in this section, contact customer support for further assistance.

Solving problems during NLS installation

Problem While typing the server's authorization codes, the following error appears: Passwords don't match. Try again.

Solution This error indicates that the password you typed does not match the Sentinel key installed in the machine. Re-type the password and verify that the checksum displayed in the dialog box matches the checksum provided with your authorization codes. If the checksum matches, but you are still getting the error, verify that the machine ID number provided with the authorization codes matches the machine ID on the Sentinel key installed in your machine. If they do not match, install the correct key or contact customer support for the correct codes for the key you are using.

Solving problems opening software on a client machine

■ **Note** If you are experiencing a software problem not listed in this section, it might indicate a problem occurred during installation of the software on the client machine. For more information, see the troubleshooting section of the installation instructions for the software you are trying to open.

Problem When I open the software, the following message appears: `Waiting for AutoMod license.`

Solution This message indicates that all available licenses of the software are currently in use. To solve the problem, you need to wait until a license becomes available (that is, until someone closes an open instance of the software running on your local network).

» **Tip** You can verify which machines on your network are currently using software licenses by running the program `ServerQuery`. For more information, see “Checking license availability” on [page 34](#).

Problem When I open the software, the following message appears: `The program tried to start the license server asiserv, but the server quit immediately...`

Solution This error can occur when you have installed a new version of the NLS over an existing version. To solve the problem, reauthorize the software by retyping your authorization codes and then start the license server (see “Installing the NLS software” on [page 28](#)).

Problem When I open the software, a message indicates that the software can't connect to the server machine; a waiting message then appears.

Solution This error might indicate that the License Server is not running. To determine whether the License Server is running, perform the following steps *on the server machine*. The steps vary depending on the server's operating system.

■ **Note** If the server is running, the error might indicate that the client machine is unable to connect to the server over your local network (in this case, contact your network administrator for further assistance).

► To determine whether the License Server is running

1. Right-click **Computer** or **My Computer**.
2. In the shortcut menu, click **Manage**.
The Computer Management dialog box opens.
3. Expand the **Services and Applications** entry in the **Tree** list, then click **Services**.
4. In the list of services, verify that the AutoMod License Server service has been started. If it is stopped, restart the license server (see “Restarting the License Server” on [page 30](#)).

