App and License Installation 2025 R1

EDRMedeso
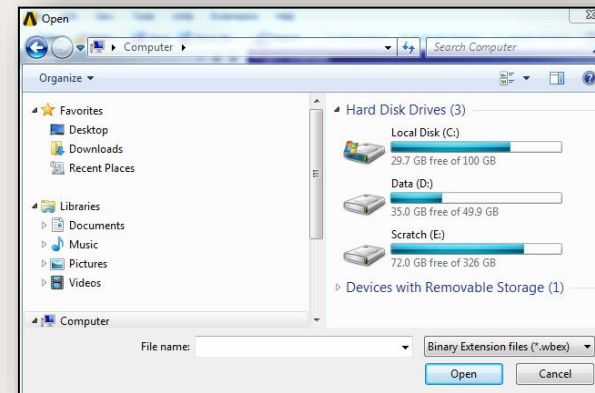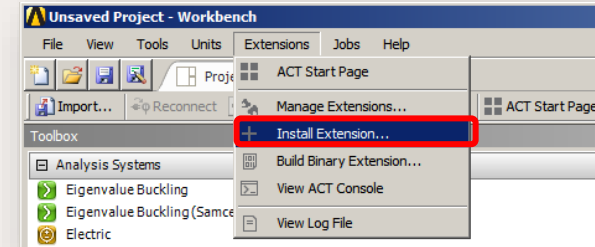
Binary App Installation – Local

■ **Installing** from the Extensions menu:

1. From the Extensions menu, select the "*Install Extension…*" option
2. It will open a file dialog to select the appropriate "*.wbex*" binary file
3. Click "Open" to install the extension

■ **Loading** the extension:

1. From the Extension menu, select the "*Manage Extensions…*" option
2. Tick the box that corresponds to the installed app and click Close

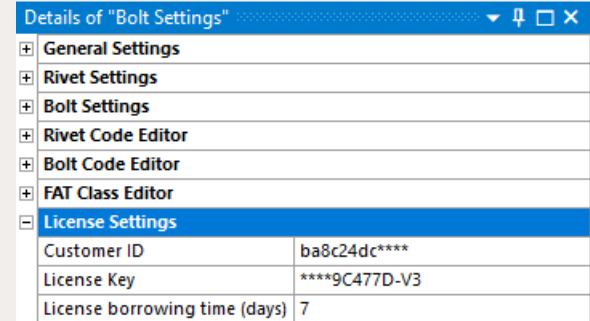**Notes: %AppData% = C:\Users*username*\AppData\Roaming**
• The extension to be installed will be stored in the following location:
%AppData%\Ansys\[version]\ACT\extensions   (Example for [version]: v232)
• The installation will create a folder in this location, in addition to the .wbex file

Cloud licensing

- Starting in 2025 the EDRMedeso apps uses a cloud license server connecting via internet HTTPS protocol (over the standard TCP port 443) to activate and check out/in the license.

- The cloud license server eliminates the need for running a local license server or to manage specific network/firewall settings. Any Windows PC (physical or virtual) can connect.

- The *Customer ID* and *License Key* credentials are created by EDRMedeso when purchasing (or renewing) a license for the app.

- Each app uses a unique *License Key,* and this key is persistent and does not need to be replaced when renewing the license.

- The credentials should be kept safe as they are used to activate and check out the license. The *License Key* can only be used together with the correct *Customer ID*.

- It is possible to revoke and invalidate a license key if needed, contact EDRMedeso in this case.

- The information saved on the cloud license server consists of:
  - *Company name*, used to identify the *Customer ID* and related *License Keys*.
  - *License name*, used to identify the *License Key* and related active users/machines.
  - *Finger print*, an encrypted string, used to identify the active machine for each license.
  - *User name*, used to identify the active machine *Finger print*. (Windows logged in user name)
  - *Log data*, used to monitor each license check out/in. (*Timestamp*, *IP address* and *Finger print*)

- Personal information, such as email, phone number, address etc. or IT related information such as computer or domain name are never saved on the license server!

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License Key Installation - Local

- The app is activated by adding the "Settings" object and filling in the "Customer ID" and "License Key" credentials provided by EDRMedeso in a license file; "EDRMedeso_Apps-CustomerName.lic".

  - Customer ID: A string identifying your company (or site).

  - License Key: A string identifying the app license (for your company).

  - License borrowing time (days): Checkout time (Default 1, max 31 days).
    If "time = 1" the license is always returned when closing Mechanical.
    If "time > 1" the license is borrowed, and the app will work without internet connection.

- The values are validated and then obfuscated to prevent the credentials to be saved with the project. The project (archive) can be shared and license details from the user opening it will be used.

- The credentials are saved in the Windows "User Variables" allowing different users to have unique license keys (if needed), see the last page for details.

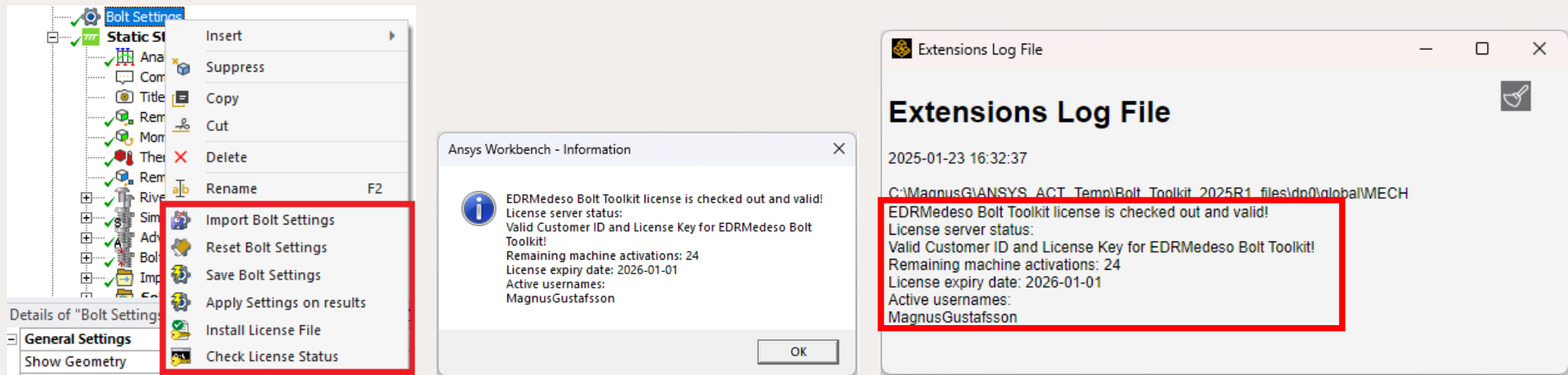- The license credentials can also be added using the context action "Install License File".

Details of "Bolt Settings"

General Settings	
Rivet Settings	
Bolt Settings	
Rivet Code Editor	
Bolt Code Editor	
FAT Class Editor	
License Settings	
Customer ID	ba8c24dc****
License Key	****9C477D-V3
License borrowing time (days)	7

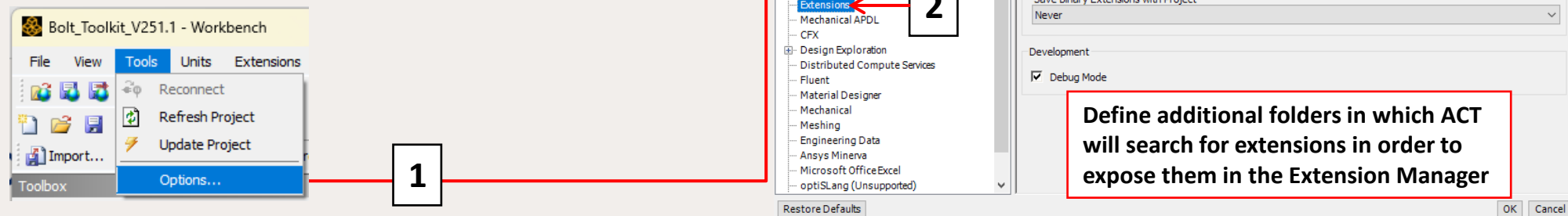EDR MEDESO

License Test – Local

- When Mechanical starts the license key is validated and the machine (PC) is activated. A license token is checked out and saved in the user profile.

- The remaining activations and license expiry is printed in the Extensions Log File.

- When Mechanical is closed the license token is kept if "License borrowing time > 1" day. If "License borrowing time = 1" the machine is deactivated, and the license is released.

- App Settings context action "Check License Status" will also display the information.

Multi-user deployment of apps - Network

- Once the binary extension is installed at default location, one can <u>move the *.wbex and the folder</u> to any other location.

  - Default path: %AppData%\Ansys\[version]\ACT\extensions
  - New path: Any location on your machine, shared drive etc.

- <u>All users</u> interested in using the extension <u>need to include</u> that path in their Workbench Options.

  1. In the "Tools" menu, select the "Options…"
  2. Select "Extensions" in the pop-up panel
  3. Add the path under "Additional Extensions Folders"

Define additional folders in which ACT will search for extensions in order to expose them in the Extension Manager

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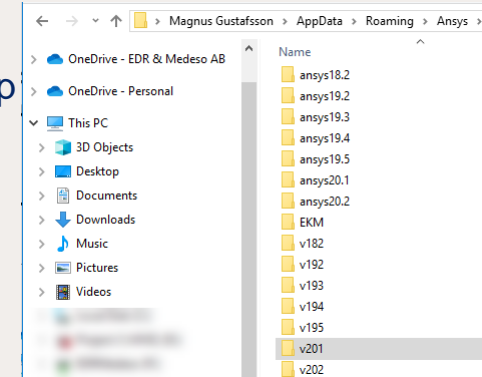**Notes: %AppData% = C:\Users*username*\\AppData\Roaming**
• During the scan of the available extensions, the folders will be analyzed according to the following order:
  1. The application data folder(e.g %AppData%\Ansys\[version]\ACT\extensions)
  2. The additional folders defined in the "Additional Extension Folders" property
  3. The installation folder
  4. The "extensions" folder part of the current Workbench project (if the project was previously saved with the extension)
• If an extension is available in more than one of these locations, the 1st one according to the scan order is used

App version control - Network
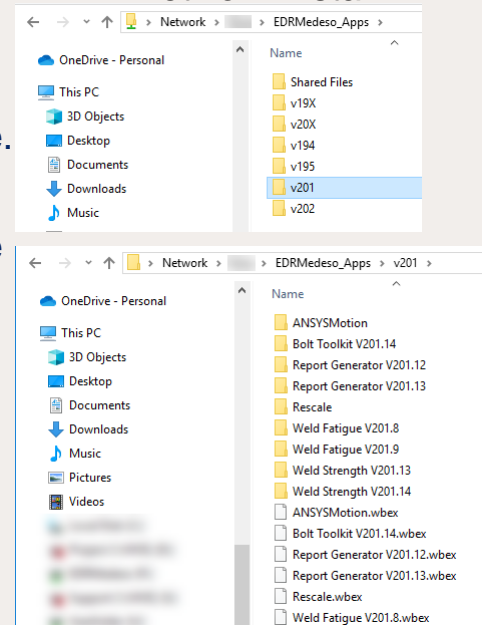
Local Install

- The Local and Network install has some pros and cons to be aware of. In both cases you may have several app versions installed at the same time for each Ansys version so you may select when to upgrade a project to a newer app version.

- Local Install:

  + The app is only available in an Ansys version if it is installed by the user.

  - Each user must install the app for every Ansys release and use correct app installer file (*.wbex).

  - If an app version should not be used each user must un-install it and replace with a newer version.

Network Install

- Network Install:

  + All apps are available to all users if the extension path is set to the correct shared folder, see previous page. Each Ansys version may use a different version specific folder (v201) as well as a common folder (v20X).

  + If an app version should not be used the administrator may remove an app in the shared folder and replace with a newer version.

  - Requires network access to load the app in a project.

For network install it is recommended to follow the same folder structure as for local install. Use one folder for each Ansys version. The app installer name indicate the supported version, e.g., "Bolt Toolkit V201.14.wbex" is built for Ansys 2020R1 (v201).
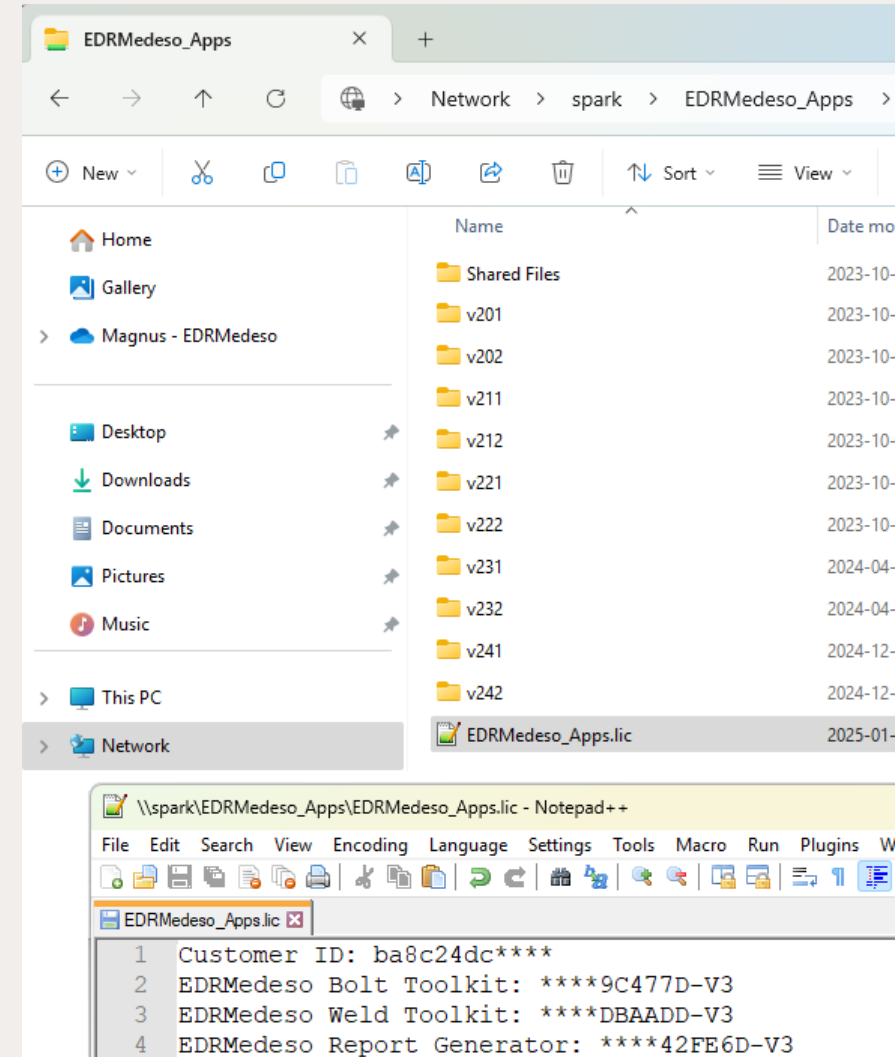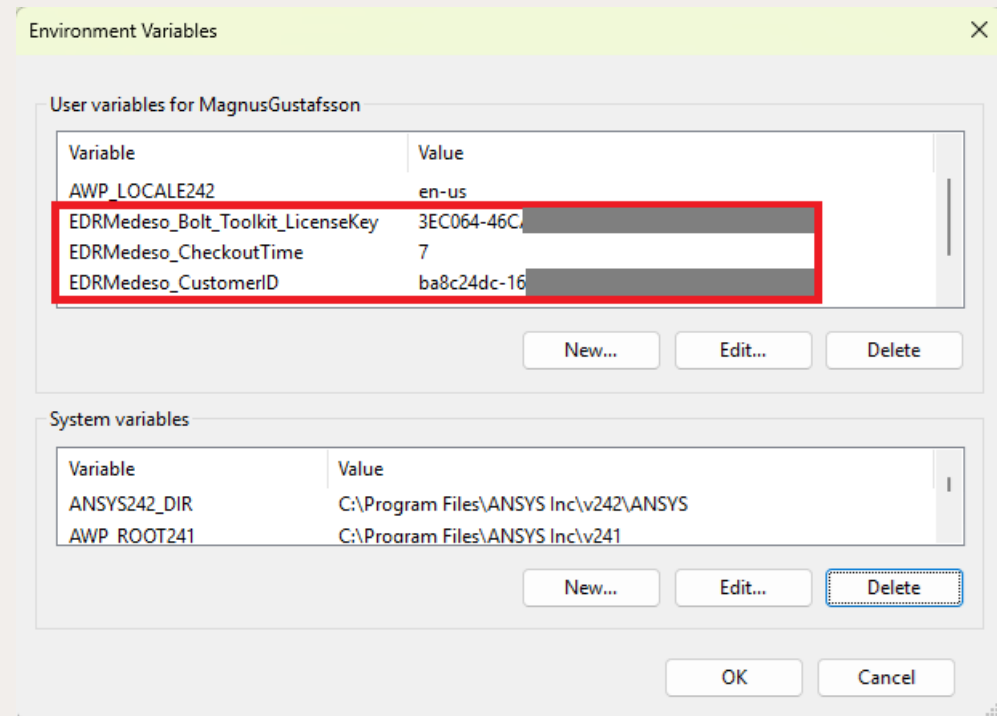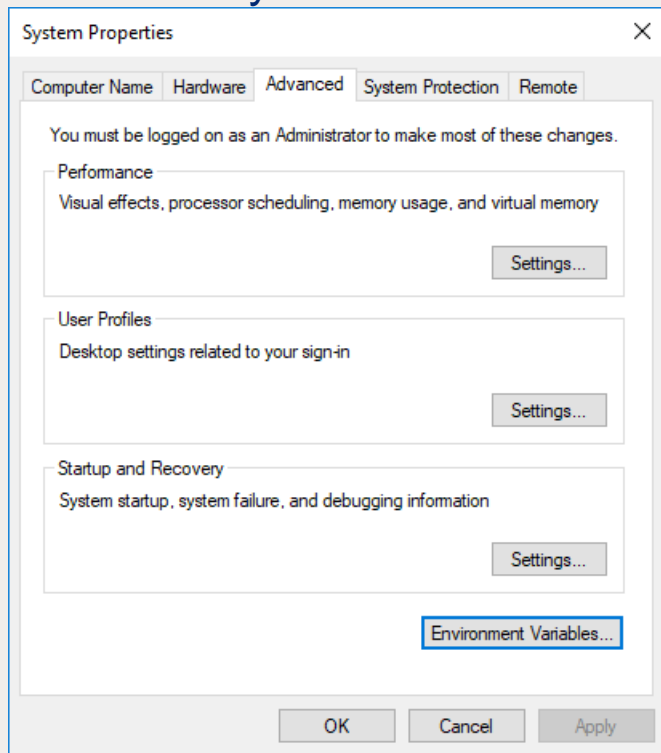
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License Credentials – Network

- After installing the binary app as described on the previous pages the license file "EDRMedeso_Apps.lic" can be copied to the apps root folder: \\sharedFilesPath\EDRMedeso_Apps\.

- A user loading an app from a sub folder of the app root folder will automatically get the "Customer ID" and "License Key" if they are undefined in the user profile.

- A user may change the "Customer ID" and "License Key" in the "App Settings" in Mechanical if needed.

Setting the Environment Variable

- The app saves and retrieves the "Customer ID" and "License Key" from the Windows "User variables".

- To define the variable for <u>all users on a machine</u> you may edit the *"System variables"* and create the same keys there.

Thank You!

Magnus Gustafsson