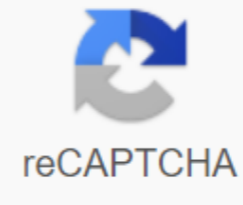




I'm not robot



**Continue**

## Houdini license administrator

So I did a stupid thing and upgraded to OS X 10.10 (Yosemite). I'm still testing things, but as far as Houdini goes, most things seem to be working. Now, your mileage may vary and you may run into other problems, but in my particular case, below are some of the problems I have encountered. First, a good 'ol licensing issue. This seems to be the case every time I upgrade so it's not sure if it's a Yosemite thing or I'm just cursed with it. In any case, the License Administrator tool did not allow me to install all licenses. Of the three licenses I could install, I could choose and install only two of them. I tried to install the keys manually, and even if I wanted to get a warning about whether the keys had been successfully installed, the tool would not be able to recognize any of the keys and Houdini would complain that no valid keys had been found. If I installed the keys through the tool, the keys would appear, but then the SERVER key would not be able to say that the server key was not found. Uh! After running over several times, and by the way, the Houdini Uninstaller app was also broken, I trashed the license file and reinstalled the SERVER key and two keys that I could choose through the tool. Houdini recognized them! However, the third key is still not installed. Manual input of the third key will alert me that the key has been successfully installed, but the key still does not appear in the list of installed keys. Eventually I opened the license file, which is under /Library / Preferences / sesi/licenses.local, and noticed that all three keys were there, but the SERVER key was duplicated twice. I deleted one of the SERVER keys, restarted the License Administrator tool, and finally Houdini learned the third license key! It's not more Yet! Hold on, the pain continues. After Houdini started, I found that the Mantra node was unable to load and MPlay did not run at all. Solution? It turns out that if you run Houdini through the Houdini shell, as opposed to using the icon, then MPlay and Mantra work fine. According to the command, you can enter in: houdini-indieorHindieYou must use the Houdini shell, which initiates the environment. If you use the usual OS X Terminal app, you'll get a-bash: houdini: the team found no error. You can find this shell in the Utility folder inside Houdini's root path setup. I will continue to report any other issues that I may encounter. In the meantime, check out Houdini's official forums to find out what questions or solutions other users are finding. When I try to download my copy of the trial (this is version 13.0.251), I get an error by saying: License error: Can't connect to hserver to purchase a license. Any recommendations on how to fix it? The program is already through Windows Firewall, etc., so I don't think it's a security issue... Page 2 7 Comments Downloaded by Houdini's Apprentice and When I Try open it I hit with a license download, which I accept and download. Then I just put in a loop asking to install a license. Help? Please page 2 13 Houdini comments 18.0 Reference standalone utilities opens a graphical user interface to view and manage licenses and license server options. Mac On macOS this app is in Houdini's installation folder, in the administrative tool folder, as the Administrator license X.X.X. Windows On Windows this app is in the Start menu ► Side Effects software ► License Administrator X.X.X. Linux On Linux is a bin/hki app inside the installation directory. Warning to the Houdini License Administrator requires that all connected versions of the licensed servers be 17.5.322 or more. You can use this app to view and manage server licensing licenses and licensing options using the graphic UI. Use sesictrl to manage licenses and set options from the command line. Using the interface, you can: Show all the license servers and their installed licenses. Overwork your licenses and buy back the rights. Manage license servers and customize the license server options. If you're having a licensing problem, try running this app. This may be able to show the problem. You can send diagnostic information and failure reports to SideFX support from this app. The following table shows the license line required for each product type: Note: Renderer is a Mantra renderer. License Product Title Product License Line Default Commercial Houdini FX Houdini FX 1 Renderer 5 Karma Renderer 5 Houdini Core Houdini Core 1 Renderer 5 Karma Renderer 5 Houdini Engine Houdini Engine 1 Renderer 1 Karma Renderer 1 Limited Commercial Houdini Houdini Indy 2 Renderer (non-commercial) 2 Karma Renderer (non-commercial) 2 Houdini Engine Indie Houdini Engine Indie 1 Renderer (non-commercial) 1 Karma Renderer (non-commercial) 1 Education Houdini Education Houdini Education 1 Houdini FX (non-profit) 1 Renderer (non-profit) 10 Karma Renderer (non-profit) 10 Houdini Engine Education Houdini Engine Education 1 Renderer (non-profit) 1 Karma Renderer (non-profit) 1 Non-Profit Houdini Apprentice Houdini FX (non-profit) 1 Renderer (non-profit) 1 Karma Renderer (Non-commercial) 1 O Houdini product keystings New key begins on the keyword : SERVER, LICENSE, UPGRADE or EXTEND. KEY SERVER is the key that authenticates the computer to run Houdini licenses. The key to Houdini's product begins with the word LICENSE. The LICENSE key has an ID associated with it, called the License ID. So we keep track of the product, the amount, expiration date and license support status. Key actions start with UPGRADE or EXTEND or CHANGEIP. They apply to the license ID (or product key) currently installed. When you return your license, you must License ID. This will bring back the keystring product. The license management system is based on a client/server model with a licensed server running on the same server and applications that run on one or more customers. Typically, the server and the client are different machines on the network. The licensed server software and client application can be installed together on the same machine - so it is used for workstation licenses. The license server (sesinetd) tracks licenses and their activity (whether they are verified or available for use). When Houdini needs a license, it communicates with a hserver that is an assistant to a program running on a customer. Hserver communicates with the license server (sesinetd). It is the license server (sesinetd) that issues licenses to valid customers and collects licenses to stop Nadini's filing. If there is no hserver working for the customer, Houdini will not start. On Linux and Mac OSX, hserver starts automatically when you start the Houdini app, or it can be run manually. On Windows, both hserver and licensed server are launched as services called HoudiniServer and HoudiniLicenseServer respectively. Licensing scheme for local client and remote licensed server (network license): Server and customer licensing scheme on a single machine (workstation license): sesictrl is a license utility that communicates with either a local hserver or a (possibly remote) sesinetd daemon license. If you run a sesictrl with a -h hostname option, sesictrl will contact this host (the owner's name) for information about the license. Otherwise, it asks for a local hserver as long as the hserver process is running. Use: sesictrl (-h host) -i key\_info Install a license manually Used: sesictrl (-h host) -P host -P port qlt@email; zlt;a-l'tment. Redeem license email and password may be additionally specified with -A. Otherwise, hints to enter. The name and number of rights may be further specified. Otherwise, requests to choose from. For example, the right name and quantity may be: Houdini FX 1 Houdini Core 17.5 3 Render 17.5 All Houdini Core All Use: sesictrl -P host -P port -D ID Return license to rights (indicate 8 characters license id, Email and password can be further listed with -A. Otherwise, hints to enter. Use: sesictrl (-h host) -r server\_name server\_id Delete server from the license file Use: sesictrl (-h host) -q'lt;/password/email/html; Without request -e days When listing keys, show only keys expiring within N days - when listing keys, show expired keys, and -i Long List license license host's proxy name for license renae. If \$HTTP installed, you don't need to use this option. -P port Please specify http proxy port for the return of licenses. -R ID Relinquish license, returning it to the pool-I file Please enter the log file -v Print sesinetd version -f Generate diagnostic information -V level level log level Level 0 - no registration 1 - error 2 - messages 3 - info 4 - debugging -z size Specify the maximum size of the magazine file -u file Include the license log file -W level Specify the level of the license log 0 - from 1 - on -y size Specify the maximum size of the license log file sesictrl typically communicates with sesinetd, remotely operated by a host. The -h option can be used to treat the host for contact. Otherwise, sesictrl will request a hserver (if it works) to find out what a host license is. Use sesictrl-help for more options. The hserver Customer Assistance Program communicates with the local or remote sesinetd (licensed server) program to obtain licenses. In the client/server model, hserver is a customer and sesinetd is a server. For firewall rules: hserver: TCP port 1714 sesinetd: TCP Port 1715 Controlling hserver file can control hserver behavior. Linux/Mac OSX: hserver.opt Windows: hserver.ini Windows File hserver.ini located: C: Software files Side Effects SoftwareHoudini18.0.xxx\houdini\hserver.ini This file must be moved to C: Windows System32 to have an impact on hserver. If you're trying to start a hserver from a command line or Houdini command line tools, you can't just enter a hserver to start it. You should use a clean start command and a clean stop, assuming that your terminal has sufficient privileges. So, for the hserver, that would be a clean start for HoudiniServer and a clean HoudiniServer stop respectively. Linux File hserver.opt is located: /opt/hfs18.0.xxx/houdini/hserver.opt. Mac Hserver.opt file located: /Apps / Houdini /Houdini18.0.xxx/Frameworks/Houdini.framework/Versions/Current/Resources/houdini/hserver.opt How to use hserver Note: Windows users if starting with the command line/Houdini command line you have to use a net start/stop command (see Windows section right above) Then you can pass the options to it as usual. Using: hserver (options) With the following options (or without any options), this will allow you to start a houdini server (hserver) on a local host, to remote access to other Houdini sessions (on remote hosts) Options: -d Doesn't work as a daemon (debugging) -r N Allow only N remote visualizations to run -t N Using N Streams for Communication (default 6) -a pct load average to opt out of remote tasks (0-101) -n Allow only non-graphic licenses -G Allow The only graphic license to be used is the -m mask Set to read the resolution mask -M mask Set to write a resolution mask -T N Time out in milliseconds on the next read. If negative, reading from the next never once. The following options mechanisms to manage or request a running version of the hserver (possibly On remote machine) Options: -h host Optional to specify a remote host for request /q Stop hserver daemon -l Get information about the load hserver -g Relax the rigor of non-graphic distribution license -p Reboot hserver.opt file options -V List of all versions of specific customer commands -Stop the task on the server -R zlt'gt;Resume the suspended task on the -H type N Hold server of this type for N seconds If N is listed as -1, the license will be held indefinitely. Also see hserver.opt for more configuration options. Additional configuration options can be found in the hserver.opt file (on Windows, hserver.ini). Houdini's licensed server. sesinetd is a daemon (program) server license. It serves Houdini licenses for local or remote client machines. Must be in a running state for any Houdini products to open, including the pupil. By default listens to TCP port 1715. This can be changed. The customer license administrator (hkey) or non-graphic sesictrl will connect to sesinetd for licensing information or administration. To monitor the behavior of the daemon (sesinetd) server license, there is a control file called sesinetd.options that can be configured. For more information, please contact the sesine documentation. A license administrator (hkey) is a

