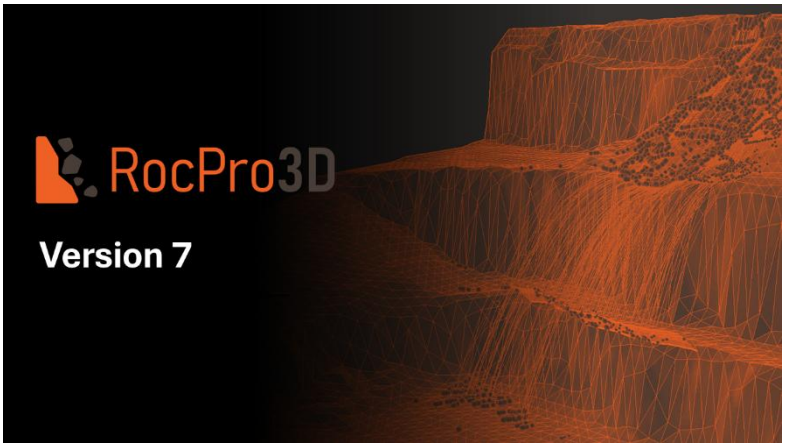
RocPro3D

# Installation guide of the RocPro3D software

Version 7.2.x – 2026/09/29




rocpro3d@rocpro3d.com

www.rocpro3d.com

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# SUMMARY

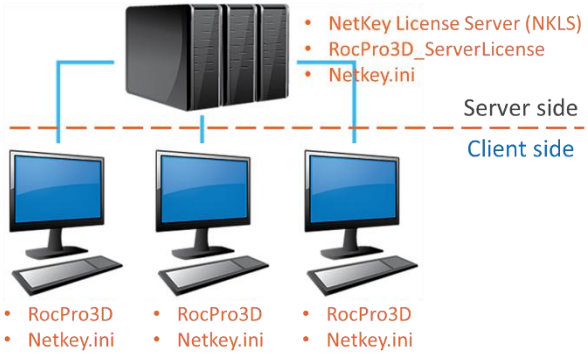
Two different types of licensing frameworks are available for operating the RocPro3D software:

- **Standalone license**
  In this scheme, both the RocPro3D software and its license are installed on a unique workstation, and this license is locked to this workstation (this type of license is also called a "machine license" or "hardware license").
  Any user logged onto that workstation will then be able to run the software from that workstation.



- RocPro3D
- RocPro3D_StandaloneLicense

- **Floating license**
  In this scheme, both a network license management system and a concurrent user system are installed on a server (server-side) and locked to that server. The RocPro3D software is then installed on any number of client workstations (client-side), each of which is properly connected to the license server.
  Any user logged on to a client workstation will then be able to run the software through the license management of the license server, provided that the number of connected users does not exceed the number of tokens (allowed users).




Before starting the installation, you must be sure of the type of license you have purchased in order to install the corresponding license. This document describes the procedure (with the required details) to successfully install the RocPro3D software for both license schemes.

### Required Installation files

| Program | Installer file | Standalone licence | Floating licence |
|---|---|---|---|
| RocPro3D_StandaloneLicense | *RocPro3D_7xx-setup.exe* | ✓ | |
| RocPro3D | | ✓ | ✓ |
| RocPro3D_ServerLicense | *RocPro3D_ServerLicense_7xx-setup.exe* | | ✓ |
| NetKeyLicense Server (NKLS) | *NKLS 4.0 EK-setup.exe* | | ✓ |
| Netkey.ini | Netkey.ini | | ✓ |

# 1 STANDALONE LICENSE CONFIGURATION

The installation of RocPro3D in the Standalone license framework involves two main phases, which may require IT administrator rights:

- Installation of the RocPro3D software on a single workstation;
- Registration of the RocPro3D license on this workstation.



- RocPro3D
- RocPro3D_NodeLockedLicense

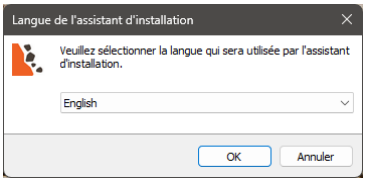
**Required installation files**

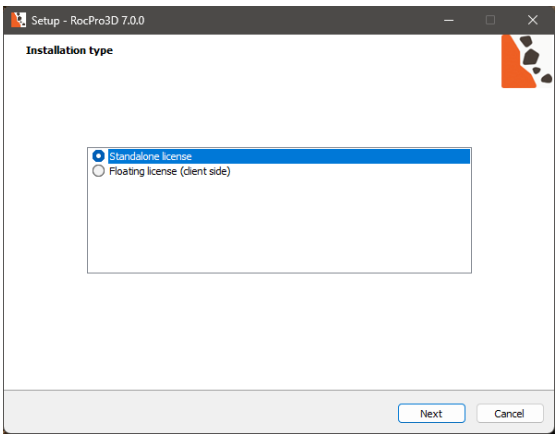
- *"RocPro3D_7xx-setup.exe"*

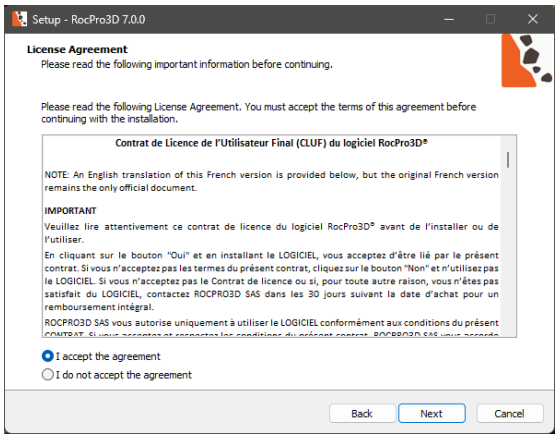
## 1.1 Installing RocPro3D on a workstation [administrator]

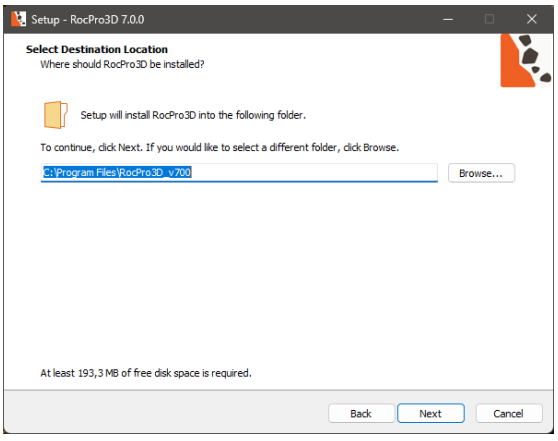
**On a workstation**, start the *"RocPro3D_7xx-setup.exe"* installer, which will display the following successive dialogs.

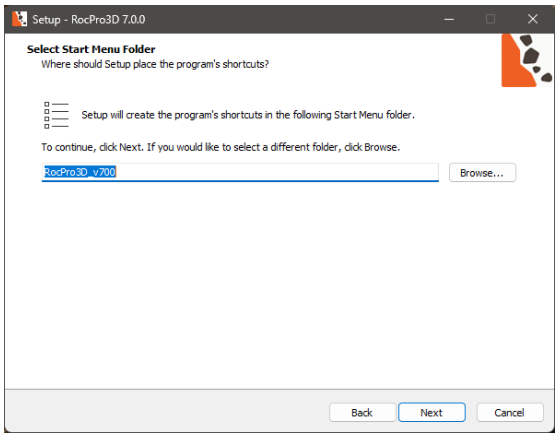
**Note: Be sure to check the "Standalone license" option.**

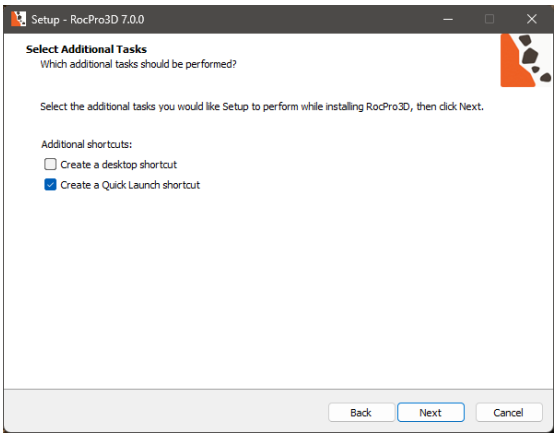


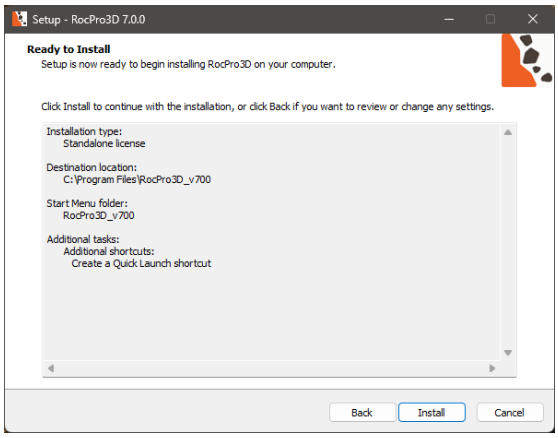



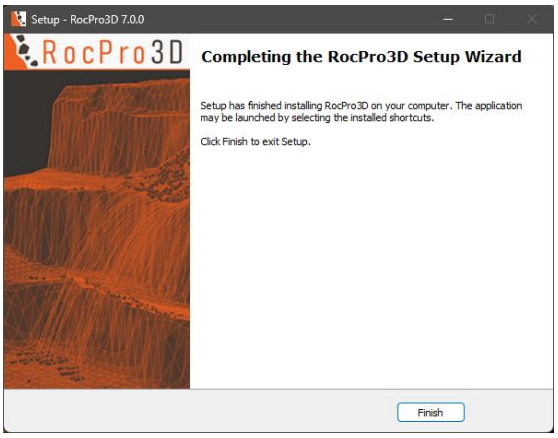





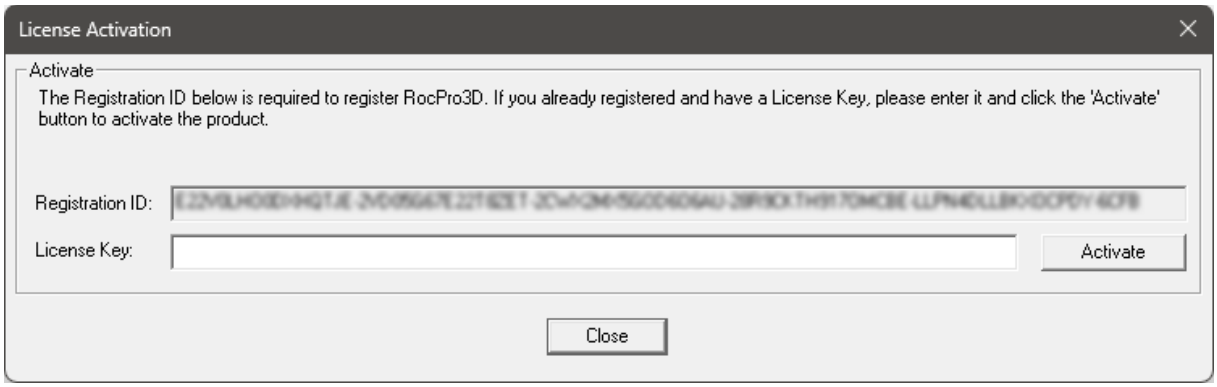

The new group *RocPro3D_v7xx* should then appear in the Windows® Start menu.

## 1.2 Registering the Standalone license [administrator]

From the *RocPro3D_v7xx* Start menu, press the item *1 License Utility*. The firewall may ask if network access to the *ElecKey Network Agent* should be authorized or not. At least *Private network* should be authorized. The following dialog appears, in which you press the *Activate License* button.




This opens the *License Activation* dialog, providing you a *Registration ID* and asking for a *License Key*. Copy the full *Registration ID* and send it by email to rocpro3d@rocpro3d.com.




When you receive your *License Key* back from rocpro3d@rocpro3d.com, copy-paste it into the *Licence Key* field and press the *Activate* button.

## 1.3 Additional tools for managing the Standalone license [administrator]

Several additional tools are available from the *RocPro3D_v7xx* Start menu to manage the server license by pressing the item *1. License utility*.

**Note however that these tools require IT administrator rights, and they should be used with caution as they may result in the Standalone license being damaged.**

### 1.3.1 Resetting the license key




In some cases where the standalone license would not work properly, and only after contacting rocpro3d@rocpro3d.com, you may be prompted to reset the license.

From the *RocPro3D_v7xx* Start menu, press the item *1. License utility*, which opens the *RocPro3D License Utility* dialog.

Presse the *Remake License* button. If this is action is confirmed, the license will be reset on your workstation and the *License Activation* dialog opens, so you can register again a new license (see section 1.2).

### 1.3.2 Transferring the license key from the current workstation to a new workstation

If you wish to move your license from your current workstation to a new workstation, you should follow these steps:

**On the new workstation:**

- Install the *RocPro3D software* as described in section 1.1;
- From the *RocPro3D_v7xx* Start menu, press *1. License utility*.

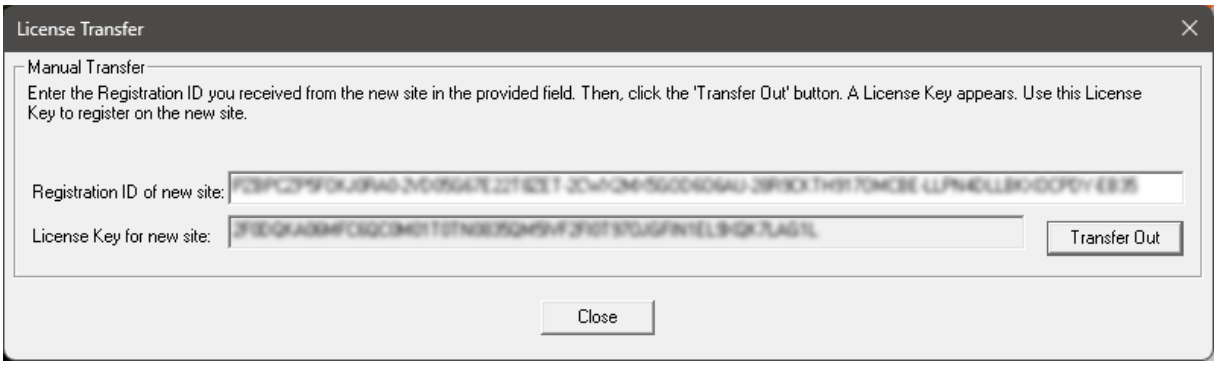
The *RocPro3D License Utility* dialog opens. Press the *Activate License* button which opens the *License Activation* dialog, providing you a *Registration ID* and asking for a *License Key*.




Copy-paste this new *Registration ID* (i.e. related to your new workstation) into a file and move to your current workstation with this file available.

**On the current workstation:**

From the *RocPro3D_v7xx* Start menu, press the item *1. License utility* and then the *Transfer license* button. The following dialog appears:




In the *Registration ID* field, paste the *new Registration ID*, and press the *Transfer Out* button. Your *current License Key* has been transferred to your *new License Key*. Copy-paste your *new License Key* (i.e. the one associated with your new workstation) into a file.

**On the new workstation:**

Paste the *new License Key* into the appropriate field and press the *Activate* button. Your license has now been transferred from your current workstation to your new workstation.

**Notes:**

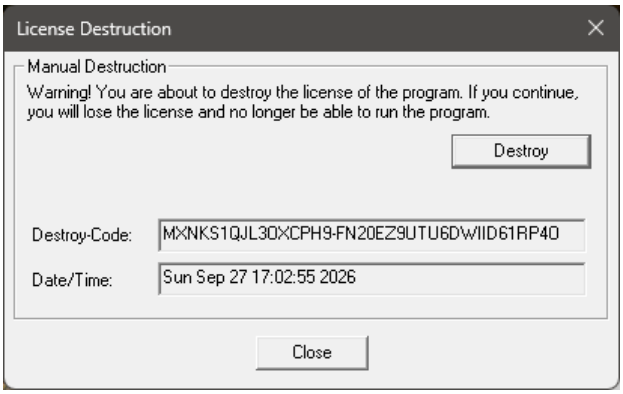
- The license will no longer be available on the current workstation
- If you have any questions, please contact rocpro3d@rocpro3d.com

### 1.3.3 Destroying the license key

In some cases (for instance after the subscription period, or in case you have to fully reformat your hardware), you may have to destroy the license.

**Before doing so, you are strongly encouraged to have a confirmation from** rocpro3d@rocpro3d.com.

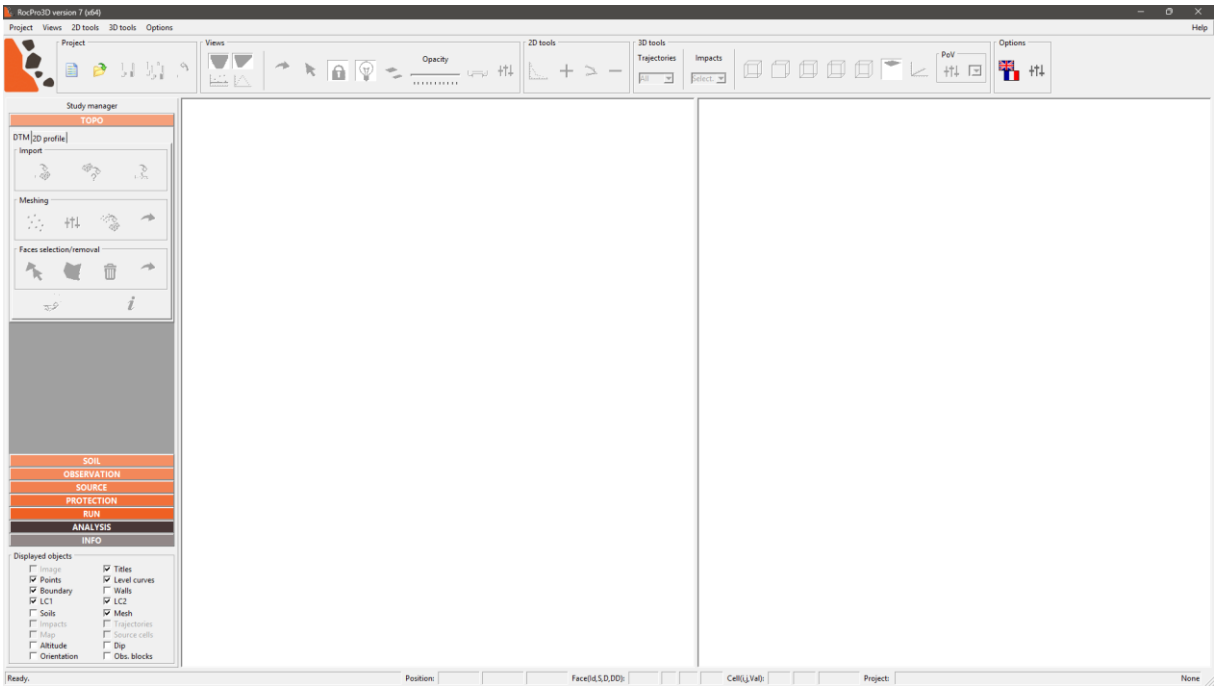
In case this is confirmed, from the *RocPro3D_v7xx* Start menu, press the item *1. License utility*. The *RocPro3D License Utility* dialog opens. Press the *Destroy License* button which opens the *License Destruction* dialog.




Pressing the *Destroy* button will destroy the license will provide you information about the Destroy Code. You will need to send this information (Destroy-code and Date/Time) by email to rocpro3d@rocpro3d.com to prove your license was effectively destructed.

## 1.4 Using RocPro3D on a workstation [user]

In the Standalone license configuration, any regular user can start RocPro3D from the *RocPro3D_v7xx* Start menu. The following main user interface should then be displayed.




Each user should then refer to the RocPro3D User's Guide for full details of the software usage.

## 1.5 Upgrading RocPro3D for standalone license configuration [administrator]

**Important: Before trying to upgrade your current RocPro3D version to a new RocPro3D version, verify that your Standalone license is eligible to this new version (if you are not sure, contact rocpro3d@rocpro3d.com). If it is not eligible, do not upgrade as this would result in a non-functional new version.**

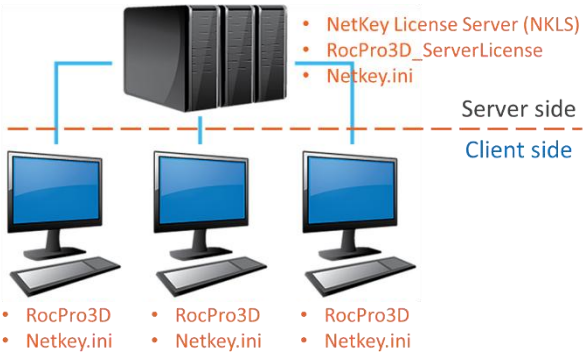
In a Standalone license configuration, upgrading your current RocPro3D version to a new version requires only the following steps:

1. Uninstall your current RocPro3D version from the usual Windows® application panel. Alternatively, uninstall can also be performed from the *cmd* interpreter using the following command line: %INSTALLDIR%\unins000.exe where the variable %INSTALLDIR% corresponds to the installation path (default to "C:\Program Files");
2. Install the new RocPro3D version following the procedure detailed in section 1.1;
3. The new RocPro3D version should then be fully functional at this stage, without need to register again the license.

# 2 FLOATING LICENSE CONFIGURATION

Installation of RocPro3D in the Floating license framework involves three main phases, for which IT administrator rights are generally required:

- Installing the NetKey License Server (NKLS) on a server-side
- Installing, registering and setting up the RocPro3D Server License on the same server-side
- Installing RocPro3D software on a client-side workstation




**Required installation files:**

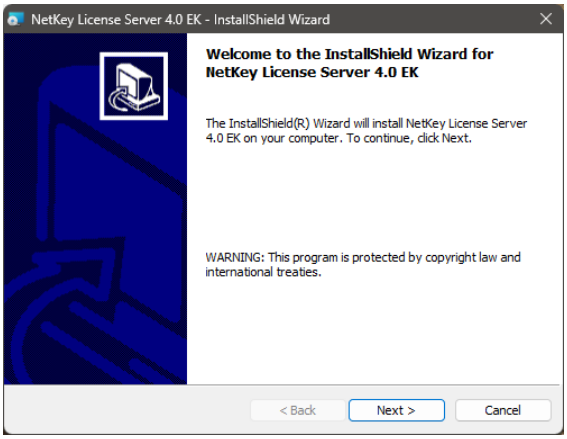
- *"NKLS 4.0 EK-setup.exe"*
- *"RocPro3D_ServerLicense_7xx-setup.exe"*
- *"RocPro3D_7xx-setup.exe"*

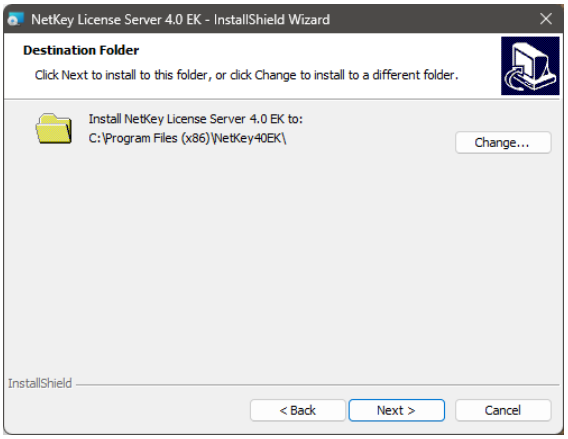
**Required configuration file:**

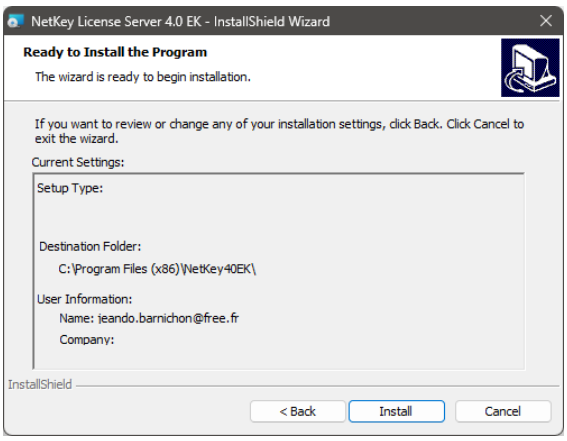
- *Netkey.ini* (included in *"RocPro3D_ServerLicense_7xx-setup.exe"* and in *"RocPro3D-7xx-setup.exe"*)

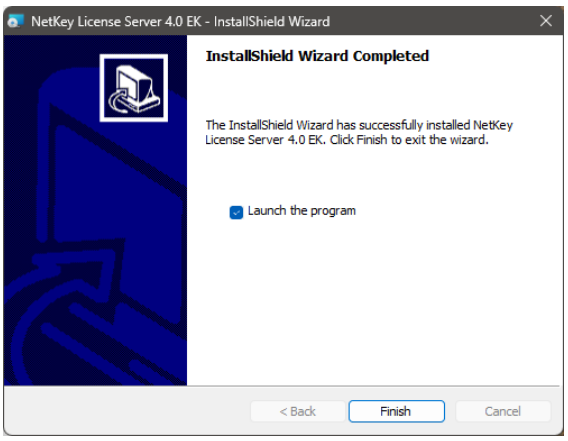
## 2.1 Installing the NetKey License Server (NKLS) [administrator]

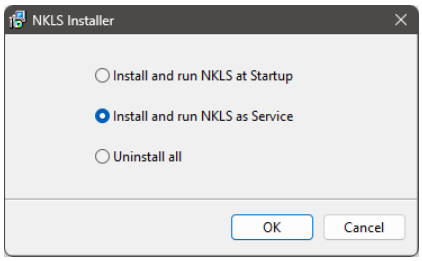
**On the license server**, launch the *"NKLS 4.0 EK-setup.exe"* installer **using administrator privilege**. The following dialogs are then displayed successively:






The default option is "*Install and run NKLS at Startup*", but you should select the option relevant to your server configuration.




Assuming default installation paths and after pressing OK, the new group *NetKey License Server 4.0 EK* should then appear in the Windows® Start menu, with three items (see Figure).

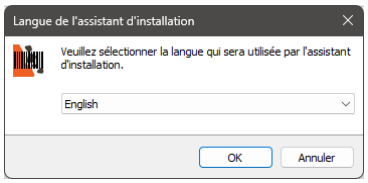
**Note**: The "*NetKey License Server (32 bits)*" service should be visible from the Windows® TaskManager. In case not, launch it manually.

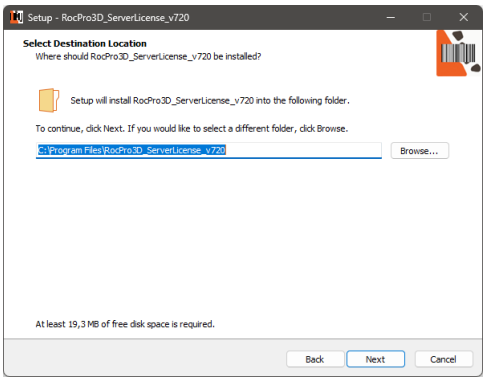
## 2.2 Installing, registering and setting up the RocPro3D_ServerLicense [administrator]

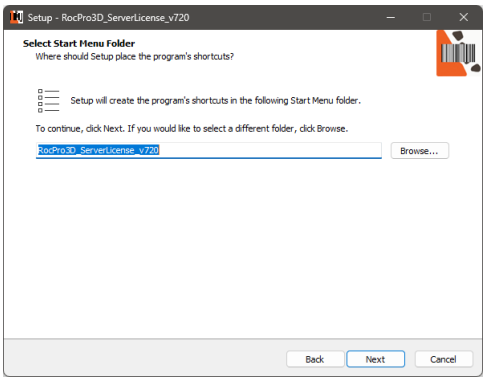
**On the license server**, the RocPro3D_ServerLicense must now be installed, registered and set-up.

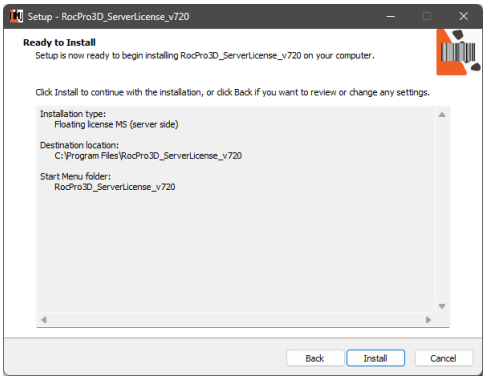
### 2.2.1 Installing the RocPro3D_ServerLicense

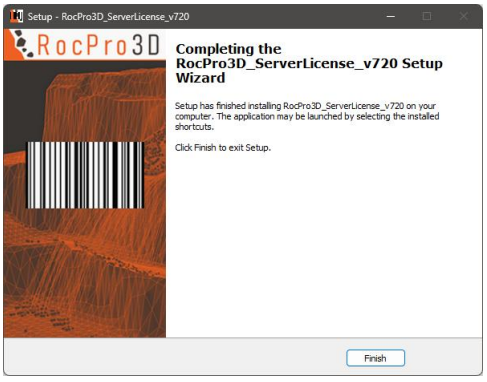
Start the *RocPro3D_ServerLicense-setup.exe* program and follow all default installation steps:



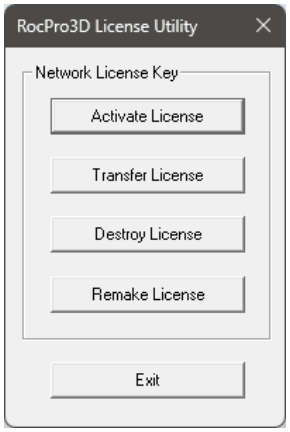



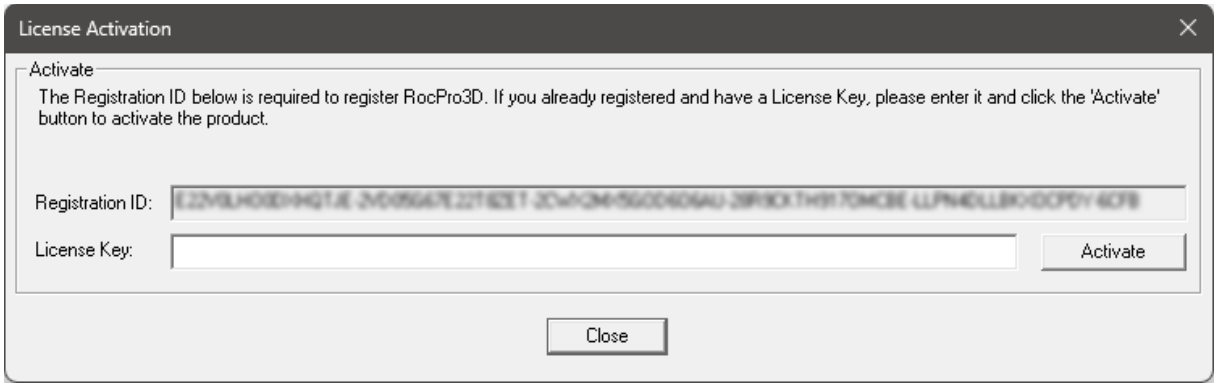
The new group *RocPro3D_ServerLicense_v7xx* should appear in the Windows® Start menu, with four items.

### 2.2.2 Registering the RocPro3D_ServerLicense

From the *RocPro3D_ServerLicense* Start menu, press the item *1. License utility (server)*. The firewall may then ask whether network access to the *ElecKey Network Agent* should be authorized or not. At least *Private network* should be authorized. The following dialog appears, in which you press the *Activate License* button.




This opens the *License Activation* dialog, providing you a *Registration ID* and asking for a *License Key*. Copy the full *Registration ID* and send it by email to rocpro3d@rocpro3d.com.



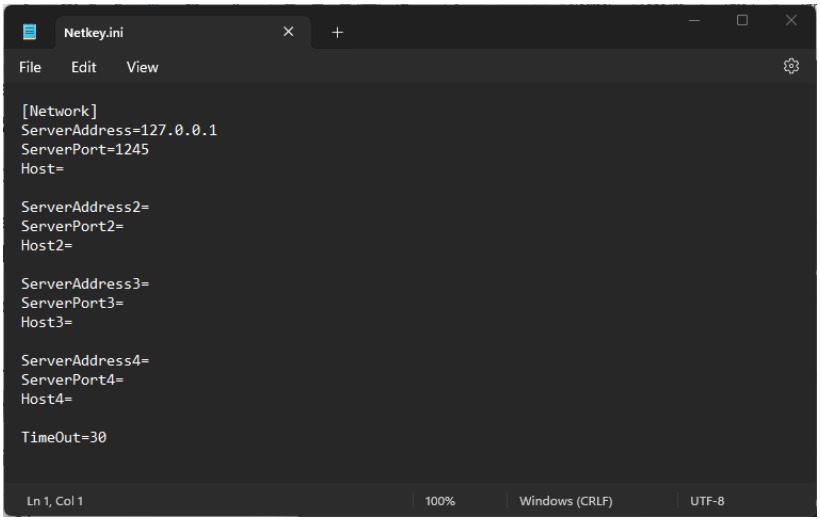

When you receive your *License Key* back from rocpro3d@rocpro3d.com, copy-paste it into the *Licence Key* field and press the *Activate* button.

### 2.2.3 Setting up the license server configuration

The final step on the server side is to set-up the license server configuration (configuration parameters are detailed in the following table).

| Item | Description |
|---|---|
| [Network] | Header information |
| ServerAddress<n> | The server IP address, e.g. 192.168.2.1. <n> is a number 1 – 4 of the server for fault tolerance (leave blank if not used). |
| ServerPort<n> | The server TCP port number. The default port number of NetKey License Sever is 1245. <n> is a number 1 – 4 of the server for fault tolerance (leave blank if not used). |
| Host<n> | The server hostname or domain name, e.g. www.sciensoft.com. If this parameter is specified, ServerAddress can be omitted. <n> is a number 1 – 4 of the server for fault tolerance (leave blank if not used). |
| TimeOut | The timeout (in seconds) that the protected program waits for a reply from the NetKey License Server. A recommended value is 30 seconds. |

To modify this configuration, from the *RocPro3D_ServerLicense* Start menu, press the item *2. Edit Netkey.ini (server)*, which then displays the contents of the Netkey.ini file.




You should then modify the contents of this file according to your specific server configuration and save the file modifications.

**Note**:

- The IT administrator must copy this updated version of the Netkey.ini file and provide it to each end-user workstation to complete the client-side installation (see section 2.3 for details).

## 2.3 Installing and configuring RocPro3D on a client-side workstation [administrator]

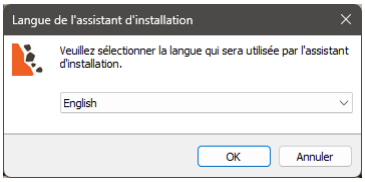
**Note:** All steps described in this section should be repeated on each client-side workstation.

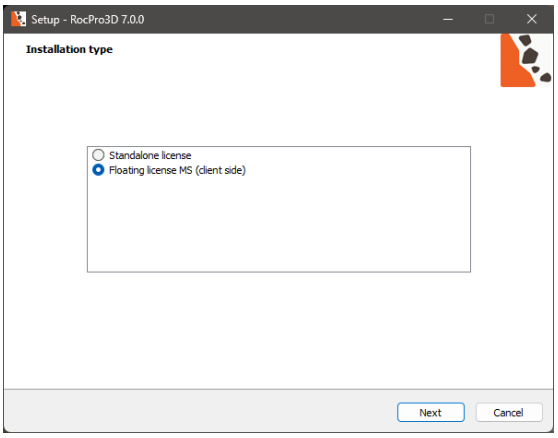
### 2.3.1 Installing RocPro3D on a client-side workstation

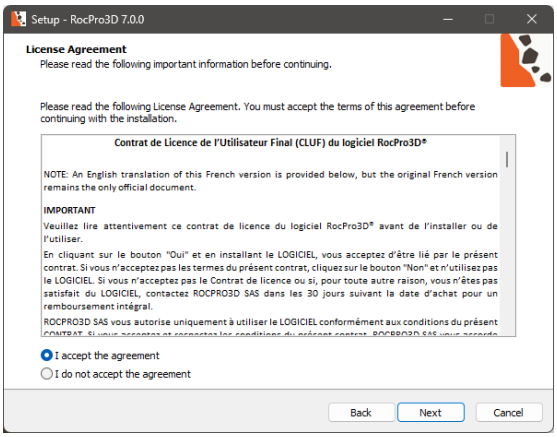
The client-side can be installed either in interactive or in silent mode.

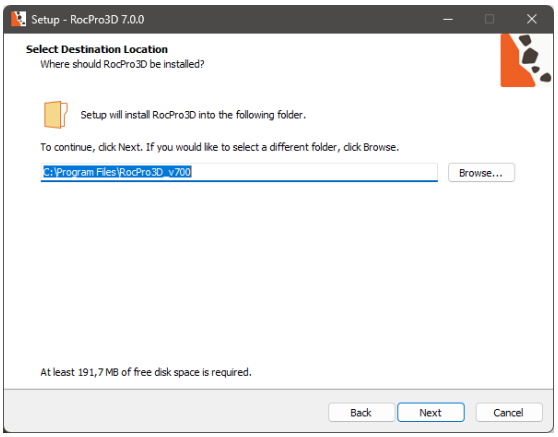
#### *2.3.1.1 Interactive mode*

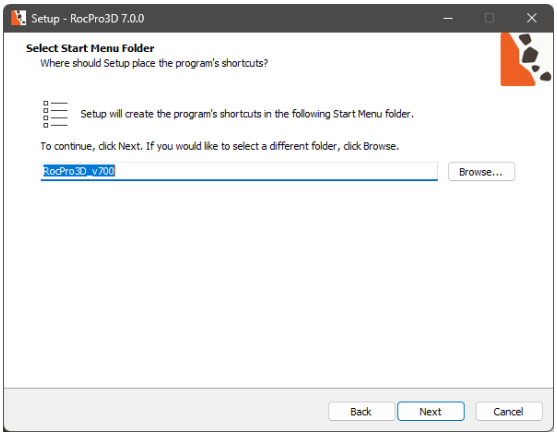
**On each client-side workstation**, launch the *"RocPro3D_7xx-setup.exe"* installer which will display the following successive dialogs:

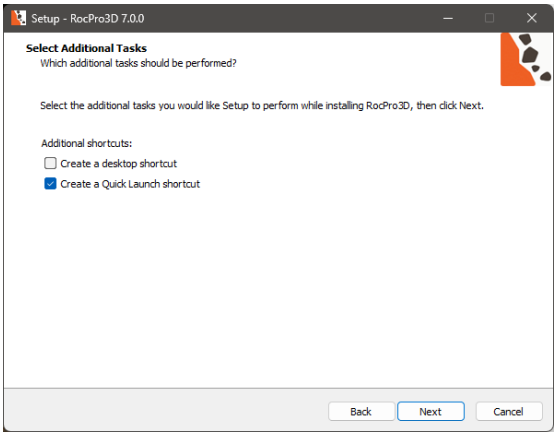

Langue de l'assistant d'installation
Veuillez sélectionner la langue qui sera utilisée par l'assistant d'installation.
English
OK
Annuler

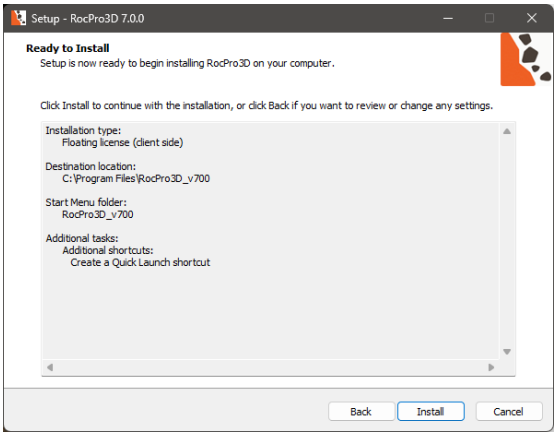

Setup - RocPro3D 7.0.0
Installation type
Standalone license
Floating license MS (client side)
Next
Cancel

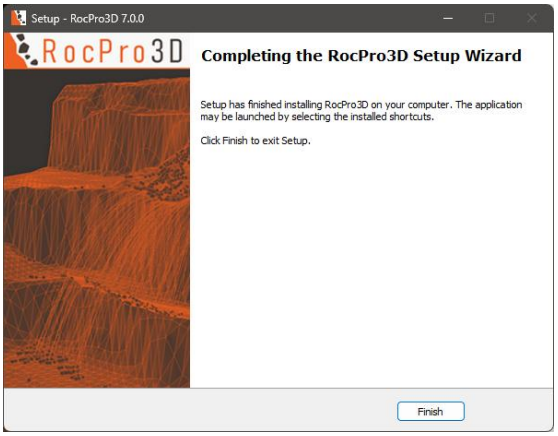

Setup - RocPro3D 7.0.0
License Agreement
Please read the following important information before continuing.
Please read the following License Agreement. You must accept the terms of this agreement before continuing with the installation.
Contrat de Licence de l'Utilisateur Final (CLUF) du logiciel RocPro3D®
NOTE: An English translation of this French version is provided below, but the original French version remains the only official document.
IMPORTANT
Veuillez lire attentivement ce contrat de licence du logiciel RocPro3D® avant de l'installer ou de l'utiliser.
I accept the agreement
I do not accept the agreement
Back
Next
Cancel


Setup - RocPro3D 7.0.0
Select Destination Location
Where should RocPro3D be installed?
Setup will install RocPro3D into the following folder.
To continue, click Next. If you would like to select a different folder, click Browse.
C:\Program Files\RocPro3D_v700
Browse...
At least 191,7 MB of free disk space is required.
Back
Next
Cancel


Setup - RocPro3D 7.0.0
Select Start Menu Folder
Where should Setup place the program's shortcuts?
Setup will create the program's shortcuts in the following Start Menu folder.
To continue, click Next. If you would like to select a different folder, click Browse.
RocPro3D_v700
Browse...
Back
Next
Cancel


Setup - RocPro3D 7.0.0
Select Additional Tasks
Which additional tasks should be performed?
Select the additional tasks you would like Setup to perform while installing RocPro3D, then click Next.
Additional shortcuts:
Create a desktop shortcut
Create a Quick Launch shortcut
Back
Next
Cancel


Setup - RocPro3D 7.0.0
Ready to Install
Setup is now ready to begin installing RocPro3D on your computer.
Click Install to continue with the installation, or click Back if you want to review or change any settings.
Installation type:
Floating license (client side)
Destination location:
C:\Program Files\RocPro3D_v700
Start Menu folder:
RocPro3D_v700
Additional tasks:
Additional shortcuts:
Create a Quick Launch shortcut
Back
Install
Cancel


Setup - RocPro3D 7.0.0
RocPro3D
Completing the RocPro3D Setup Wizard
Setup has finished installing RocPro3D on your computer. The application may be launched by selecting the installed shortcuts.
Click Finish to exit Setup.
Finish

The new group *RocPro3D_v7xx* should then appear in the Windows® Start menu.

#### *2.3.1.2 Silent mode*

RocPro3D can be installed **on each client-side workstation** in "silent" mode from the *cmd* interpreter using the following command line:

```
RocPro3D_7xx-setup.exe /SILENT /LANG="english"
```

For "very silent" mode (i.e. without displayed message boxes), replace the /SILENT keyword by /VERYSILENT.

Note: RocPro3D will then always be installed in the default path "C:\Program Files\RocPro3D_v7xx\".

### 2.3.2 Configuring RocPro3D on a client-side workstation

From the installation directory, locate the "\Bin64" directory (should be located in "C:\Program Files\RocPro3D_v7xx" by default) and copy the file Netkey.ini provided by your IT administrator (the same file as the one mentioned in section 2.2.3) into this directory.

Optionally, from the *RocPro3D_v7xx* start menu, press the *Edit Netkey.ini (client)* item, which will open the Netkey.ini file on the client-side, where you can copy the same content as in the Netkey.ini file on the server.

### 2.3.3 Adjusting your network protection settings

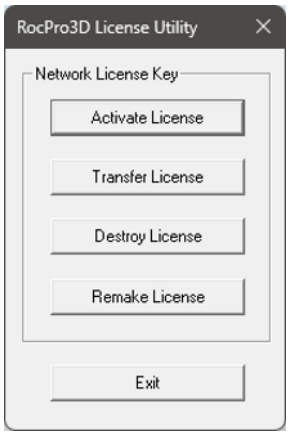
To finalize installation and allow successful communication between the client-side workstation and the server, your local network protection settings will likely need to be adjusted to meet your organization's network safety measures (antiviruses, firewalls…).

## 2.4 Additional tools for managing the server license [administrator]

Several additional tools are available from the *RocPro3D_ServerLicense* Start menu to manage the server license by pressing the item *1. License utility (server)*.

**Note however that these tools require IT administrator rights, and they should be used with caution as they may result in damaging the server license.**

### 2.4.1 Resetting the license key




In some cases where the license is not working properly, and only after contacting rocpro3d@rocpro3d.com, you may be asked to reset the license.

From the *RocPro3D_ServerLicense* Start menu, press the item *1. License utility (server)*, which opens the *RocPro3D License Utility* dialog.

Presse the *Remake License* button. If this is action is confirmed, the license will be reset on the server and the *License Activation* dialog opens, so you can register again a new license (see section 2.2.2).

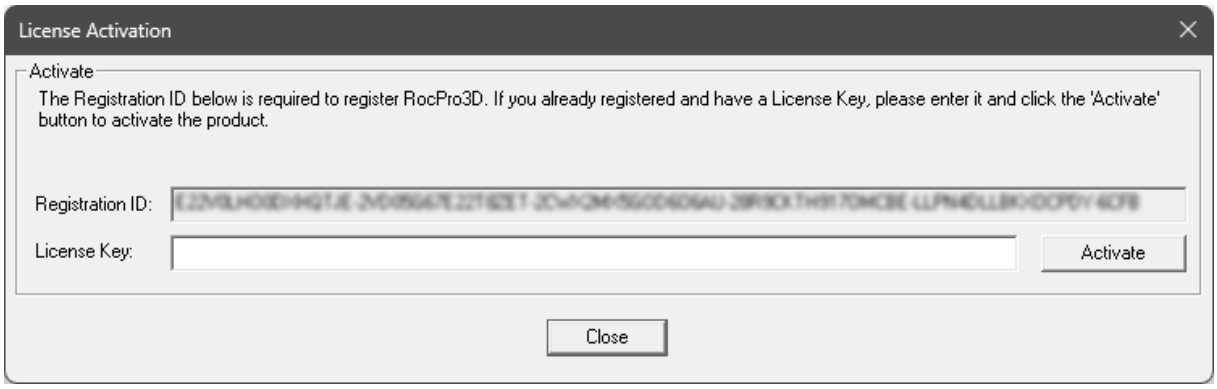
### 2.4.2 Transferring the license key from the current server to a new server

In case where you want to move your license from your current server to a new server, you should follow the steps described here below.

**On the new server:**

- Install the NKLS as described in section 2.1
- Install the *RocPro3D_ServerLicense* as described in section 2.2.1
- From the *RocPro3D_ServerLicense* Start menu, press the item *1. License utility (server)*. The firewall may then ask whether network access should be authorized to the *ElecKey Network Agent* or not. At least *Private network* should be authorized.

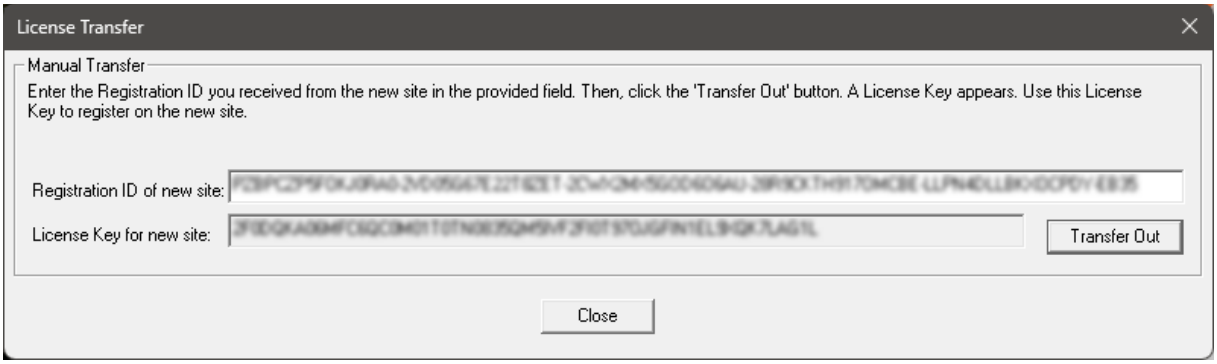
The *RocPro3D License Utility* dialog opens. Press the *Activate License* button which opens the *License Activation* dialog, providing you a *Registration ID* and asking for a *License Key*.




Copy-paste this new *Registration ID* (i.e. related to your new server) to a file and move to your current server with this file available.

**On the current server:**

From the *RocPro3D_ServerLicense* Start menu, press the item *1. License utility (server)* and then the *Transfer license* button. The following dialog appears:




In the *Registration ID* field, paste the *new Registration ID*, and press the *Transfer Out* button. Your *current License Key* has then been transferred to your *new License Key*. Copy-paste your *new License Key* (i.e. the one associated with your new server) into a file.

**On the new server:**

Paste this *new License Key* in the appropriate field and press the *Activate* button. Your license has now been transferred from your current server to your new server.

**Notes**:

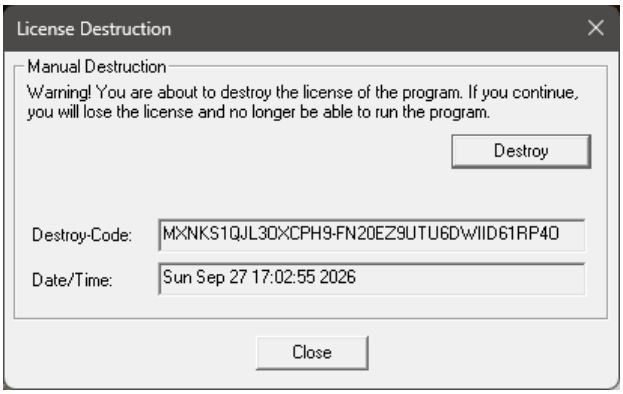
- The license will no longer be available on the current server
- If you have any questions, please contact rocpro3d@rocpro3d.com

### 2.4.3 Destroying the license key from the server

In some cases (for instance after the subscription period, or in case you have to fully reformat your hardware), you may have to destroy the license.

**Before doing so, you are strongly encouraged to have a confirmation from** rocpro3d@rocpro3d.com.

In case this is confirmed, from the *RocPro3D_ServerLicense* Start menu, press the item *1. License utility (server)*. The *RocPro3D License Utility* dialog opens. Press the *Destroy License* button which opens the *License Destruction* dialog.



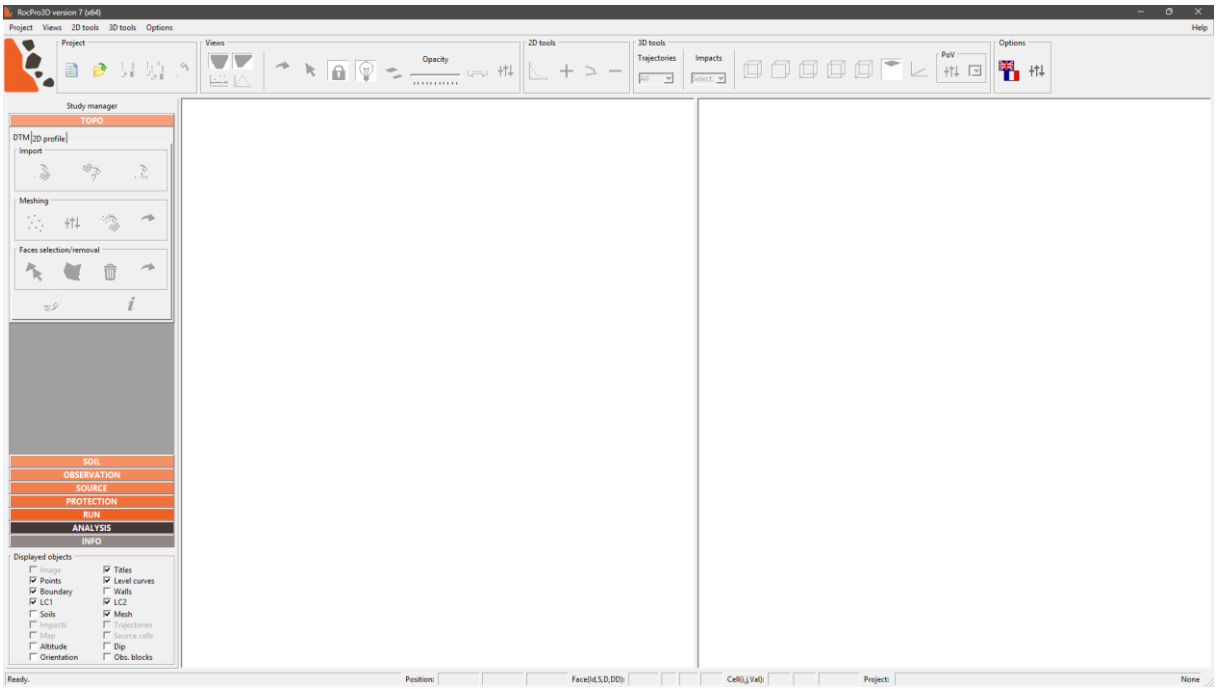

Pressing the *Destroy* button will destroy the license will provide you information about the Destroy Code. You will need to send this information (Destroy-code and Date/Time) by email to rocpro3d@rocpro3d.com to prove your license was effectively destructed.

## 2.5 Using RocPro3D on a client-side workstation [user]

In the Floating license configuration, any user can start RocPro3D and launch the roaming utility.

### 2.5.1 Launching RocPro3D

RocPro3D is launched from the *RocPro3D_v7xx* Start menu. The following main user interface should appear:



Each user should then refer to the RocPro3D User's Guide for full details of the software usage.

### 2.5.2 About using the roaming utility

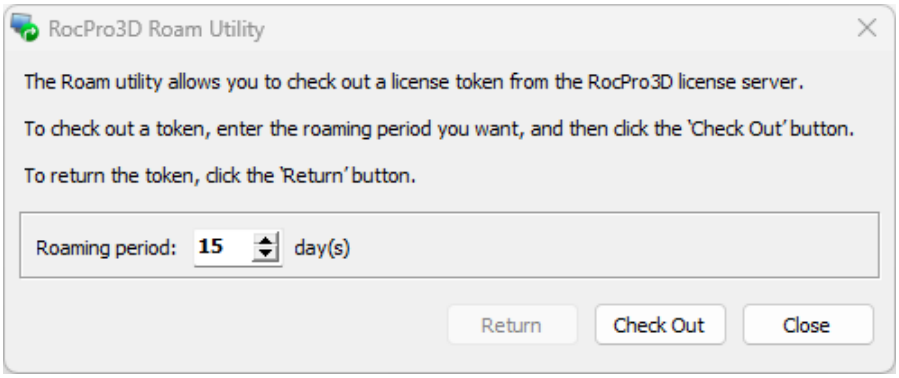
The Roaming utility allows each user to check out (i.e. borrow) a token from the NetKey License Server (NKLS) or to return the token to the NKLS. The user can specify the desired borrowing period (up to the maximum allowed borrowing duration). Then, the user can disconnect its workstation from the network and temporarily use the application off-site.

**Notes:**

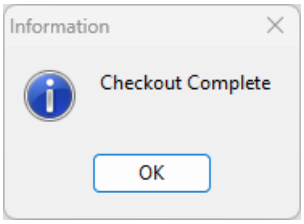
- During the borrowing period, if the user runs the application and has access to the NKLS, the borrowing period of the token will be extended automatically;
- At the end of the borrowing period, the token will return automatically to the NKLS, even if the user is not connected to the NKLS.

**Using the roaming utility:**

- **To borrow a license token** from the server, it is advised to first close all instances (if any) of RocPro3D running on your workstation. Then press the *Roam utility* item from the *RocPro3D_v7xx* Start menu. The following dialog is displayed:

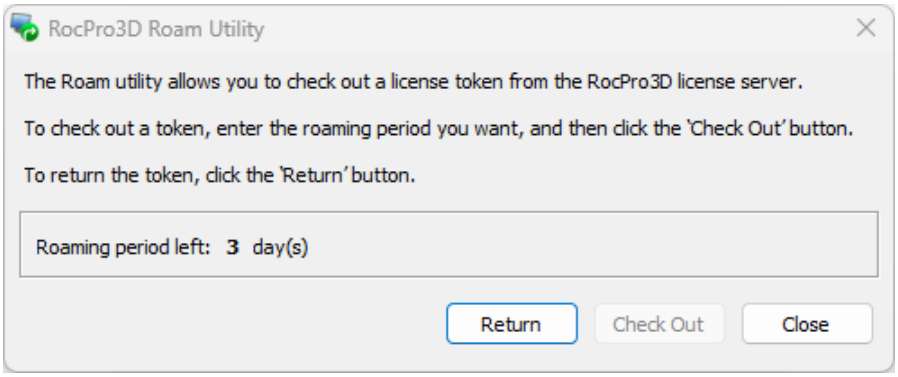



Select the Roaming period you need and press the *Check out* button. If a license token is available on the server, it will be checked out from the server.

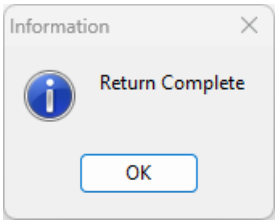



If no license token is available, the borrowing will fail.

- **To return a borrowed license token**, it is advised to first close all instances (if any) of RocPro3D running on your workstation. Then press the *Roam utility* item from the *RocPro3D_v7xx* Start menu. The following dialog is displayed:




Simply press the *Return* button and the borrowed token is returned back to the license server.




## 2.6 Upgrading RocPro3D for floating license configuration [administrator]

**Important: Before trying to upgrade your current RocPro3D version to a new RocPro3D version, verify that your Floating license is eligible to this new version (if you are not sure, contact rocpro3d@rocpro3d.com). If it is not eligible, do not upgrade as this would result in a non-functional new version.**

Upgrading RocPro3D (floating license configuration) requires updating both the server side (2.6.1) and the client side (section 2.6.2).

### 2.6.1 Upgrade procedure on the server-side [administrator]

Assuming an eligible Floating license (see section 2.6), the following steps describe how to upgrade both the "NetKey License Server" and the "RocPro3D_ServerLicense" on the server-side (IT administrator rights are required).

**NetKey License Server (NKLS)**

1. Uninstall the current version of "NetKey License Server (NKLS)" from your usual Windows® application panel;
2. Install the new version of "NetKey License Server (NKLS)" following section 2.1.

**RocPro3D_ServerLicense**

Before upgrading your current RocPro3D ServerLicense, it is advised to backup and restore the network configuration data stored in the Netkey.ini file located on the server. Then:

1. From the *RocPro3D_ServerLicense* start menu, press the *Edit Netkey.ini (server)* item, which will open the Netkey.ini file on the server-side, from which you backup its content;
2. Uninstall the current version of "RocPro3D_ServerLicense" from your usual Windows® application panel;
3. Install the new version of "RocPro3D_ServerLicense" as described in section 2.2.1 of this guide;
4. From the *RocPro3D_ServerLicense* start menu, press the *Edit Netkey.ini (server)* item, which will open the new Netkey.ini file on the server-side, from which you restore its initial content.

### 2.6.2 Upgrade procedure on the client-side workstation [administrator]

On the client-side, upgrading RocPro3D requires the following steps (IT administrator rights are required):

1. From the *RocPro3D_v7xx* start menu, press the *Edit Netkey.ini (client)* item, which will open the Netkey.ini file on the client-side, from which you backup its content;
2. Uninstall the current RocPro3D version from the usual Windows® application panel. Uninstall can also be performed from the *cmd* interpreter using the following command line: `%INSTALLDIR%\unins000.exe /SILENT` where:
    a. The variable `%INSTALLDIR%` corresponds to the installation path (default to "C:\Program Files");
    b. The optional parameter `/SILENT` (or `/VERYSILENT`) activates the silent or very silent uninstall mode;
3. Install the new version following the procedure detailed in section 2.3.1;
4. From the *RocPro3D_v7xx* start menu, press the *Edit Netkey.ini (client)* item, which will open the new Netkey.ini file on the server-side, from which you restore its initial content.

The new RocPro3D version should then be fully functional at this stage.

Note: All steps described in this section should be repeated on each client-side workstation.