



Installation guide of the RocPro3D software

Version 6.2.2 - 2024/03/23

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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 on to that workstation will then be able to run the software from that workstation.

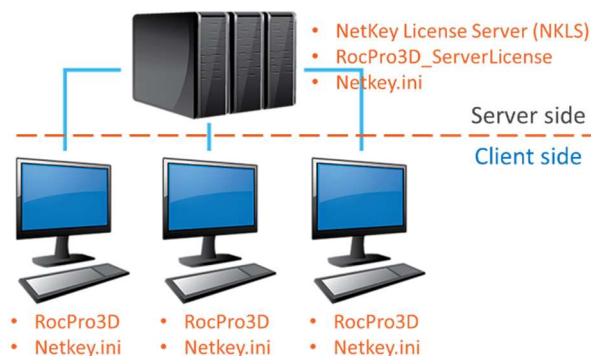


- RocPro3D
- RocPro3D_StandaloneLicense

- **Floating license**

In this scheme, both a network license management system and a concurrent user management 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 correct license. This document provides 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_6XX-setup.exe	✓	
RocPro3D		✓	✓
RocPro3D_ServerLicense	RocPro3D_ServerLicense-setup.exe		✓
NetKeyLicense Server (NKLS)	NetKey License Server 4.0 EK.msi		✓
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



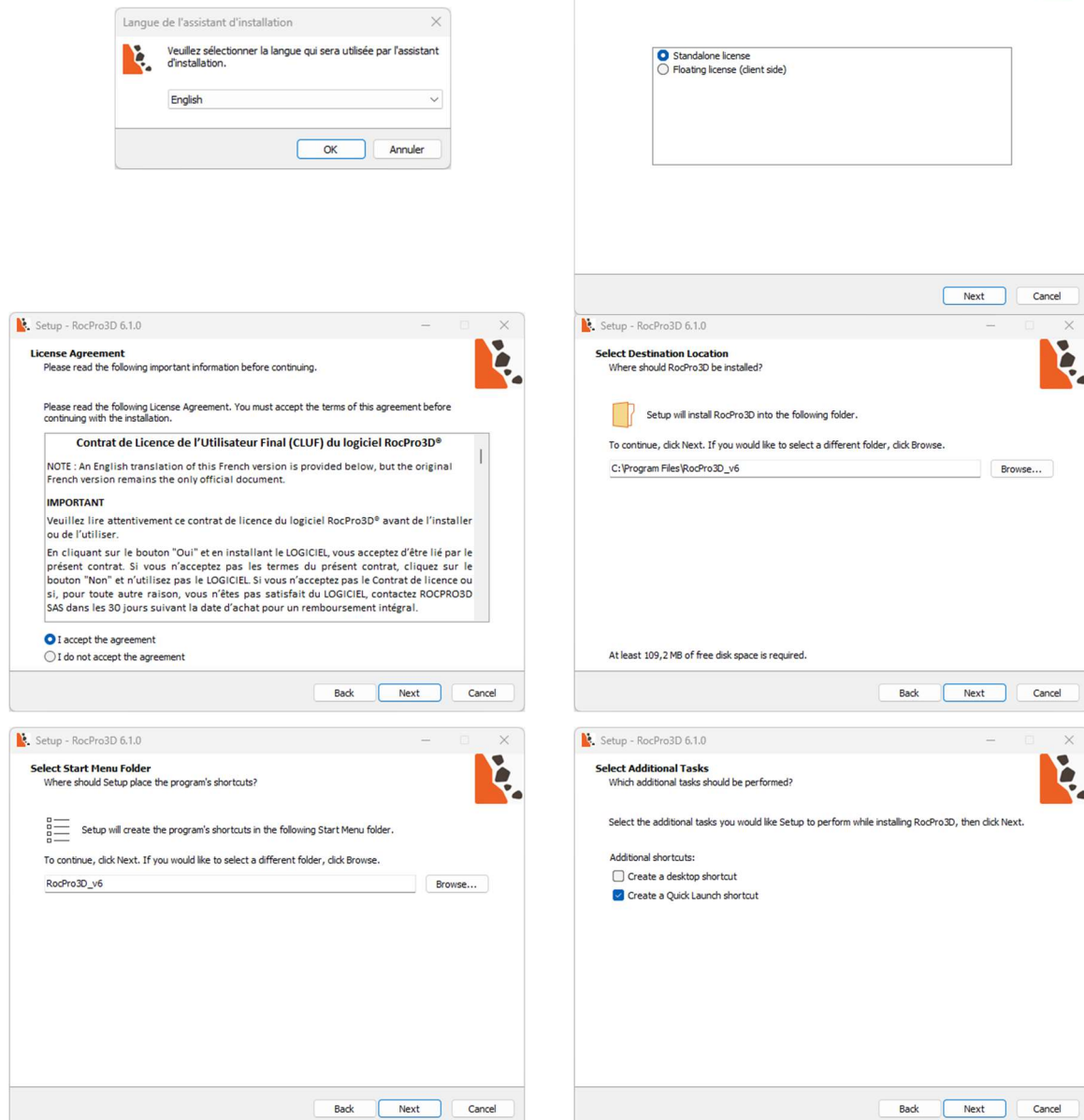
- RocPro3D
- RocPro3D_NodeLockedLicense

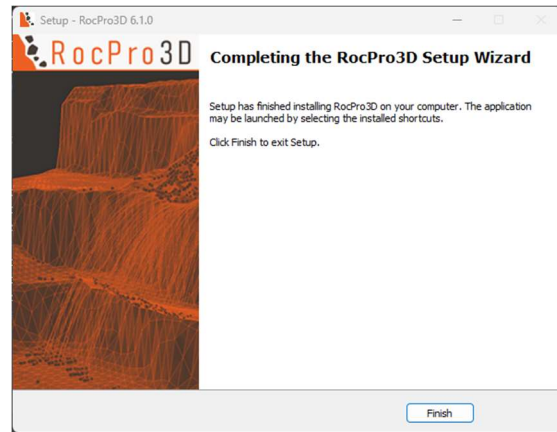
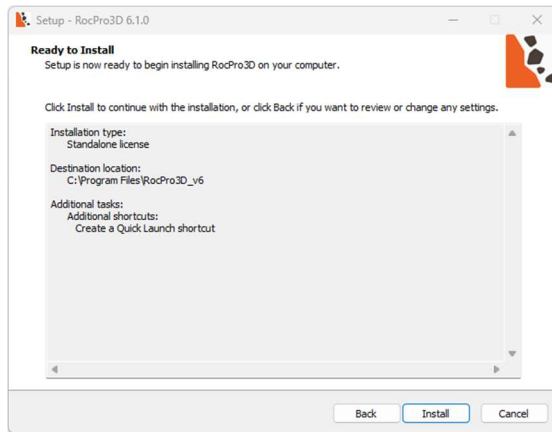
Required installation files

- "RocPro3D_6XX-setup.exe"

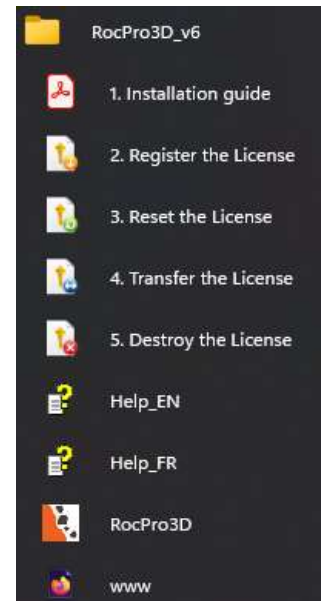
1.1 Installing RocPro3D on a workstation [administrator]

On a workstation, start the "RocPro3D_6XX-setup.exe" installer, which will display the following successive dialogs.





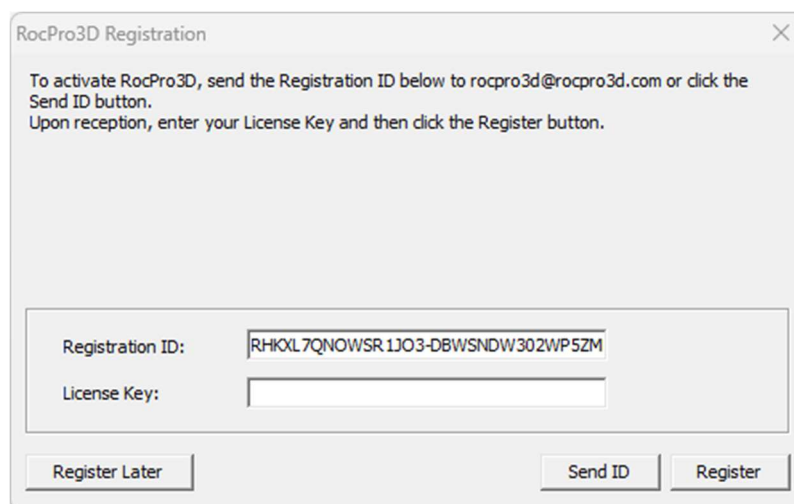
The new group **RocPro3D_v6** should then appear in the Windows® Start menu, with nine items (see Figure).



1.2 Registering the Standalone license [administrator]

From the **RocPro3D_v6** Start menu, press the item **2. Register the License**. The firewall may ask if network access to the *EleckKey Network Agent* should be authorized or not. At least *Private network* should be authorized.

The following dialog appears:



providing you a *Registration ID* and asking for a *License Key*. Press the **Send ID** button, which will automatically open an email (using your default email client for the "mailto" html directive, which is defined in the "Default apps" section of the "Apps" section of the Windows® settings) that you should send to rocpro3d@rocpro3d.com.

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

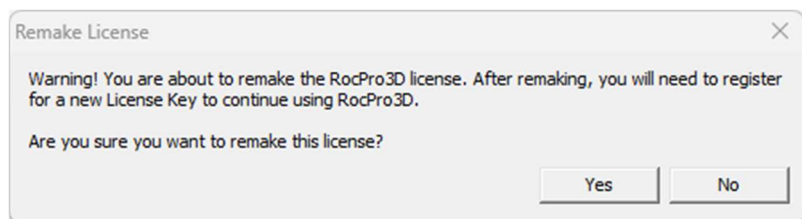
1.3 Additional tools for managing the Standalone license [administrator]

Additional tools are available from the **RocPro3D_v6** Start menu to manage the standalone license.

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

1.3.1 Resetting the license key

In some cases where the Standalone license is not working properly, and only after contacting rocpro3d@rocpro3d.com, you may be prompted to press the item **3. Reset the license**.



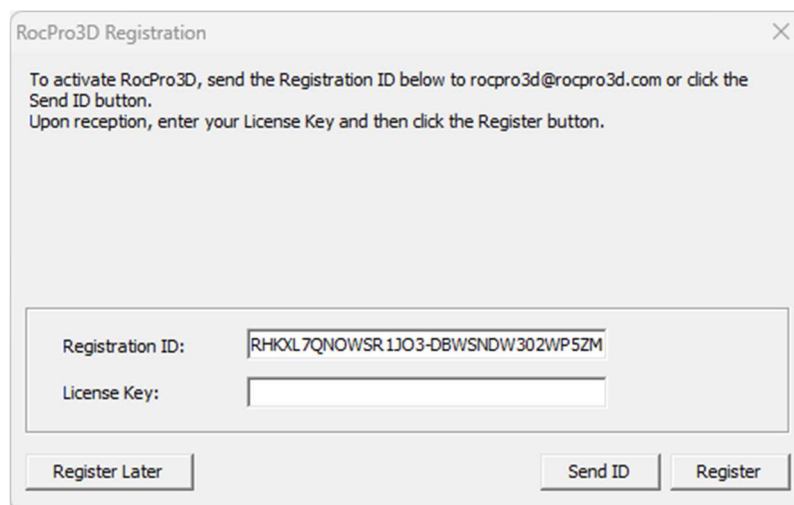
If you click Yes, this will effectively reset the Standalone license, so you will need to re-register a new license (see section 1.2).

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:

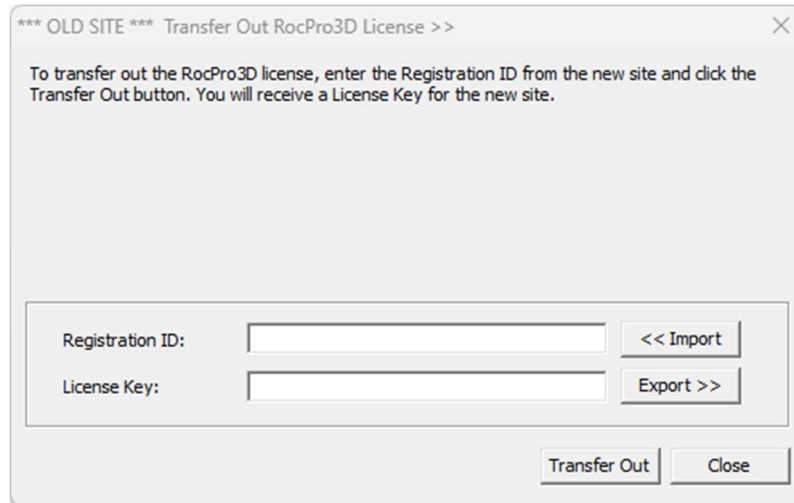
- Install the *RocPro3D software* as described in section 1.1
- From the **RocPro3D_v6** Start menu, press the item **2. Register the License**. The following dialog appears, providing you a *Registration ID* and asking for a *License Key*.



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. Alternatively, you may use the **Send ID** button and send this *new Registration ID* to yourself.

On the current workstation:

From the **RocPro3D_v6** Start menu, press the item **4. Transfer the license**. The following dialog appears:



*** OLD SITE *** Transfer Out RocPro3D License >>

To transfer out the RocPro3D license, enter the Registration ID from the new site and click the Transfer Out button. You will receive a License Key for the new site.

Registration ID: << Import

License Key: Export >>

Transfer Out Close

In the *Registration ID* field, paste the *new Registration ID*, and press the **Transfer Out** button. Click Yes and your *current License Key* will be 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 **Register**. Your license has now been transferred from your current workstation to your new workstation.

Notes:

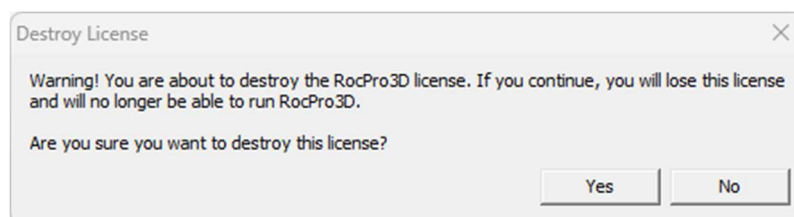
- The license will no longer be available on the current workstation
- If you have any questions, please contact rocpro3d@rocpro3d.com

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_v6** Start menu, press the item **5. Destroy the license**. The following dialog will appear:



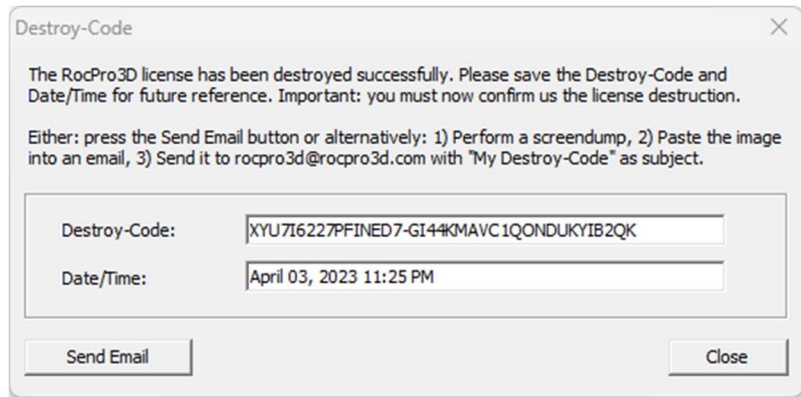
Destroy License

Warning! You are about to destroy the RocPro3D license. If you continue, you will lose this license and will no longer be able to run RocPro3D.

Are you sure you want to destroy this license?

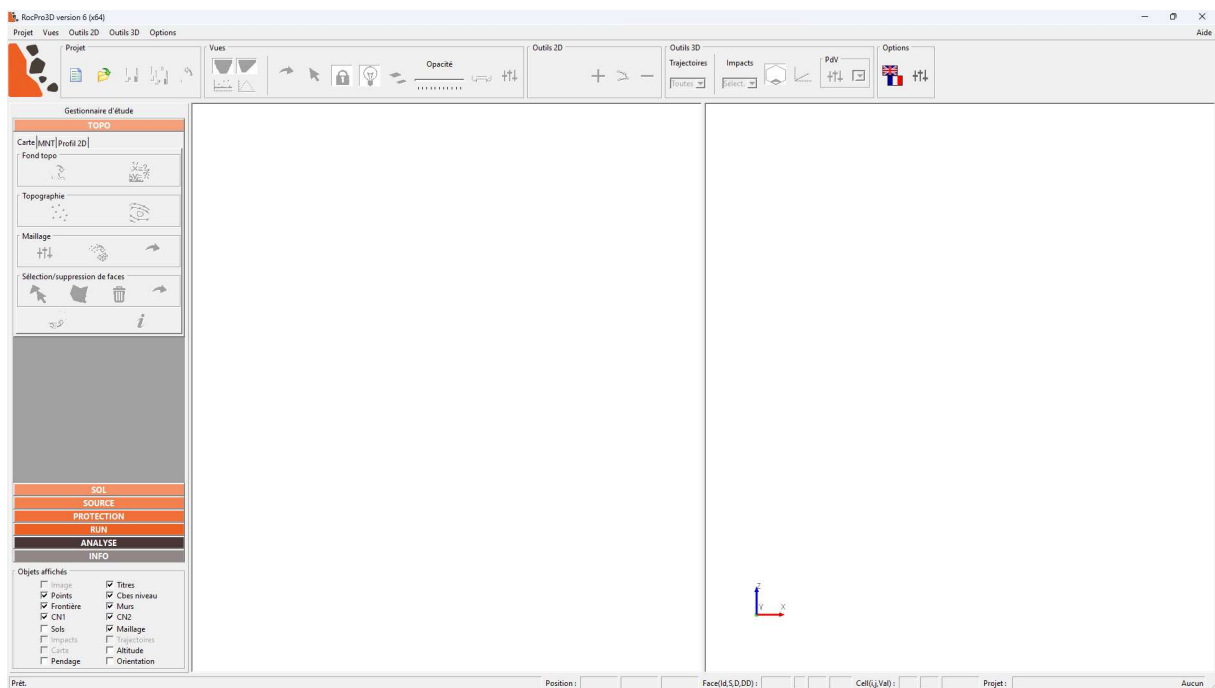
Yes No

Important: If you click Yes, a dialog will then be displayed, providing you important information about the Destroy- Code. To prove your license was effectively destructed, you will need to send this information (both Destroy-code and Date/Time) either by pressing the **Send Email** button or by copying this information (both Destroy-Code and Date/Time) into an email sent to rocpro3d@rocpro3d.com.



1.4 Using RocPro3D on a workstation [user]

In the Standalone license configuration, any regular user can start RocPro3D from the **RocPro3D_v6** 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

1.5.1 Before upgrading

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.

1.5.2 Upgrade procedure on a workstation [administrator]

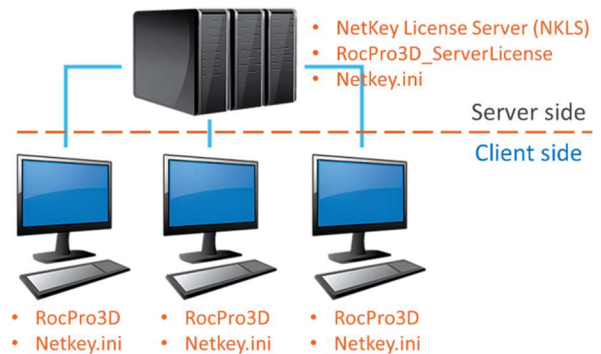
In a Standalone license configuration, upgrading your current RocPro3D version to a new version requires only the following steps (IT administrator rights may be required):

- 1) Uninstall your current RocPro3D version from the usual Windows® application panel;
- 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

- *"NetKey License Server 4.0 EK.msi"*
- *"RocPro3D_ServerLicense-setup.exe"*
- *"RocPro3D_6XX-setup.exe"*

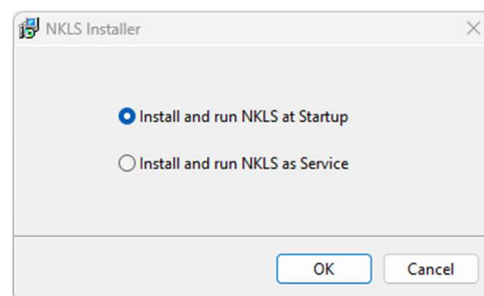
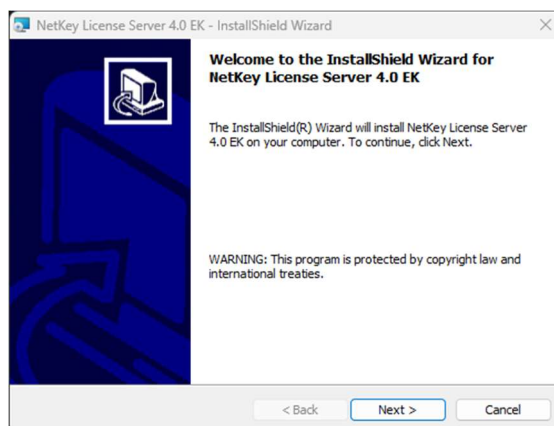
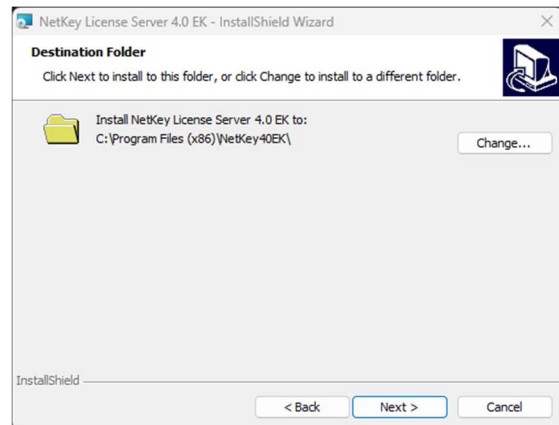
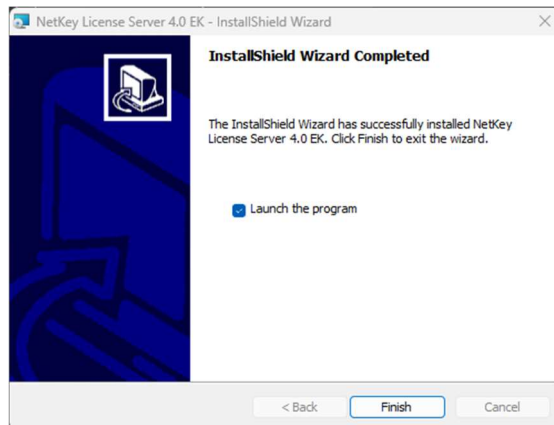
Required configuration file

- *Netkey.ini* (included in *"RocPro3D_ServerLicense-setup.exe"* and *"RocPro3D-6XX-setup.exe"*)

Important note: the server-side must be installed on a physical server (i.e. virtualized environment not allowed).

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

On the license server, start the *"NetKey License Server 4.0 EK.msi"* installer. The following dialogs are then displayed successively:



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).



Tips:

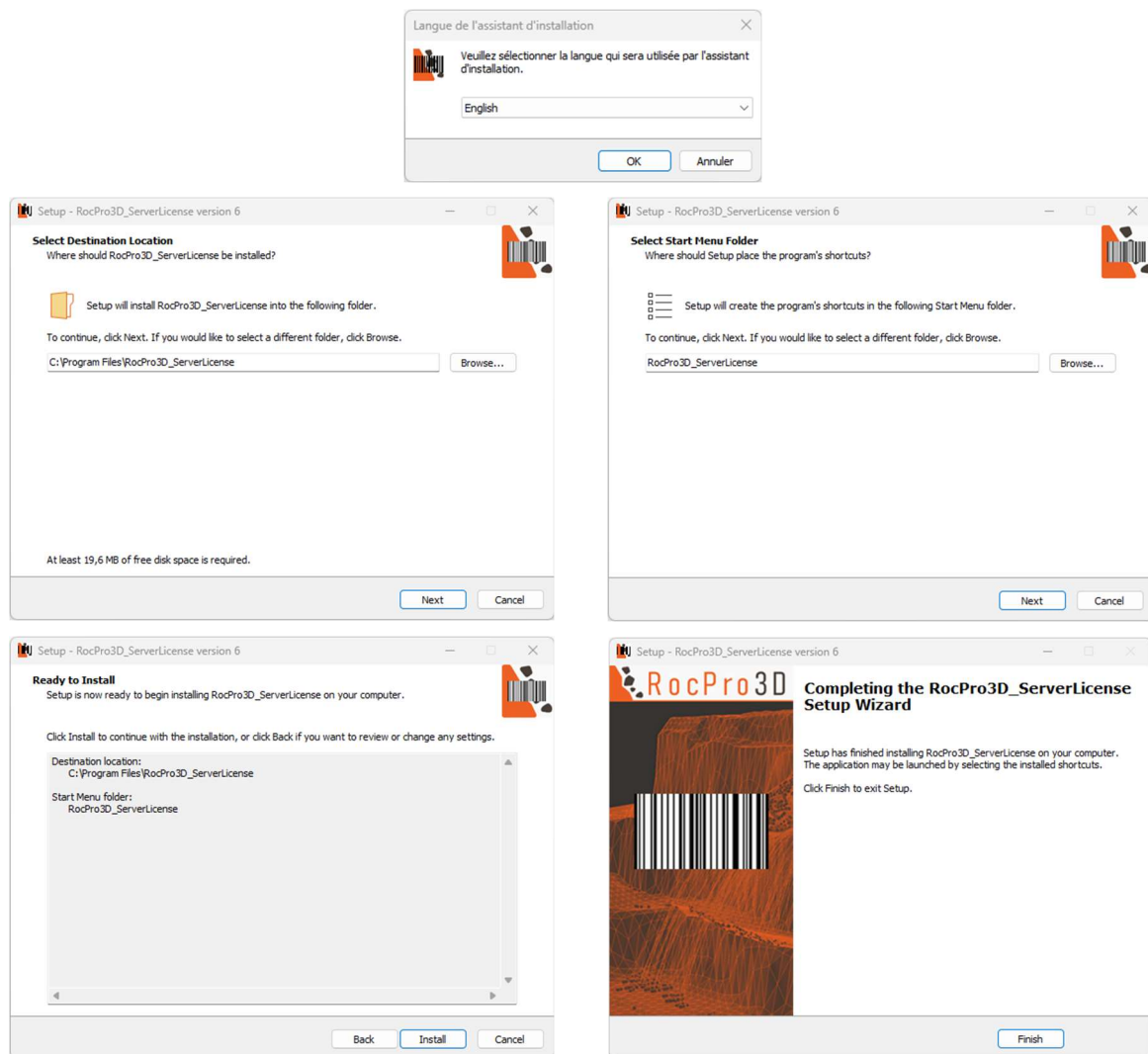
- The "**NetKey License Server (32 bits)**" background process or service (depending on the option chosen at install) should now be visible from the Windows® TaskManager.
- If this is not case, you can launch it directly by clicking onto the **NetKey License Server** entry located in the **NetKey License Server 4.0 EK** Start menu.

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

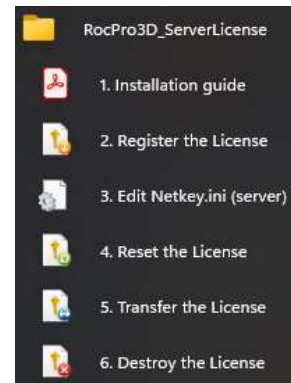
On the license server, the RocPro3D_ServerLicense must now be installed, registered and set-up.

2.2.1 Installing the RocPro3D_ServerLicense

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



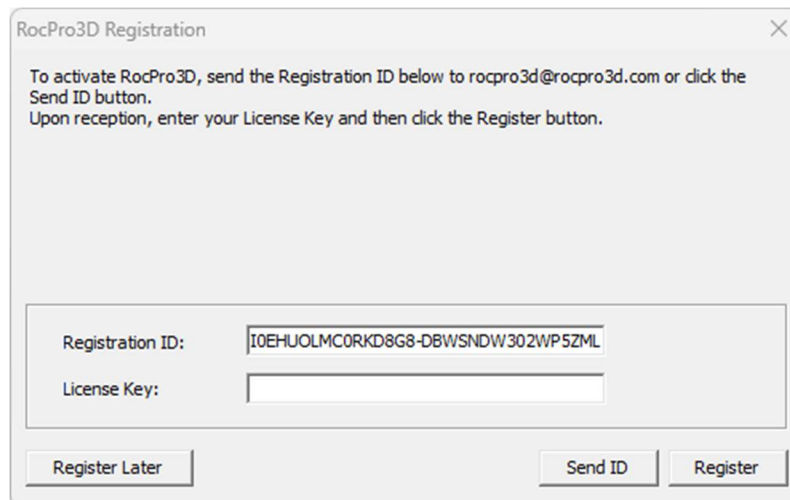
The new group *RocPro3D_ServerLicense* should then appear in the Windows® Start menu, with six items (see Figure).



2.2.2 Registering the RocPro3D_ServerLicense

From the *RocPro3D_ServerLicense* Start menu, press the item *2. Register the License*. 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, giving you a *Registration ID* and asking for a *License Key*. Press the *Send ID* button, which will automatically open an email (using your default email client for the "mailto" html directive, which is defined in the "Default apps" section of the "Apps" section of the Windows® settings) that you should send to rocpro3d@rocpro3d.com.



RocPro3D Registration

To activate RocPro3D, send the Registration ID below to rocpro3d@rocpro3d.com or click the Send ID button.
Upon reception, enter your License Key and then click the Register button.

Registration ID:

License Key:

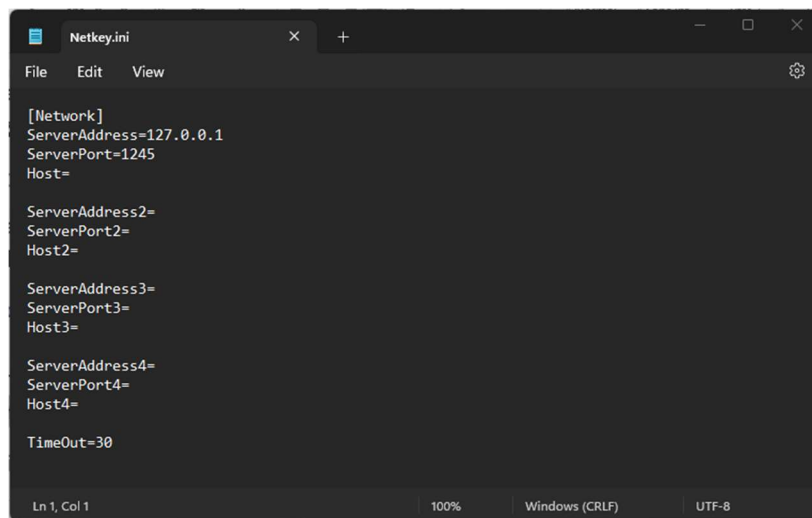
When you receive your *License Key* back from rocpro3d@rocpro3d.com, copy-paste it into the appropriate field and press the *Register* button.

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 Server 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 **3. Edit Netkey.ini (server)**, which then display the contents of the Netkey.ini file.



```

[Network]
ServerAddress=127.0.0.1
ServerPort=1245
Host=

ServerAddress2=
ServerPort2=
Host2=

ServerAddress3=
ServerPort3=
Host3=

ServerAddress4=
ServerPort4=
Host4=

TimeOut=30

```

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

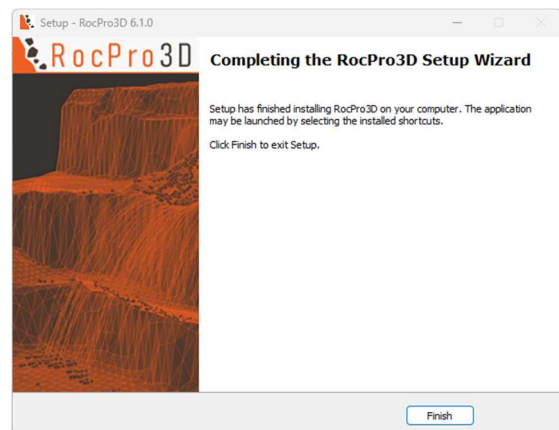
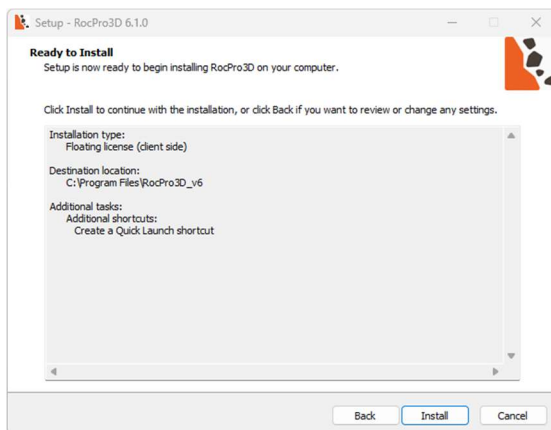
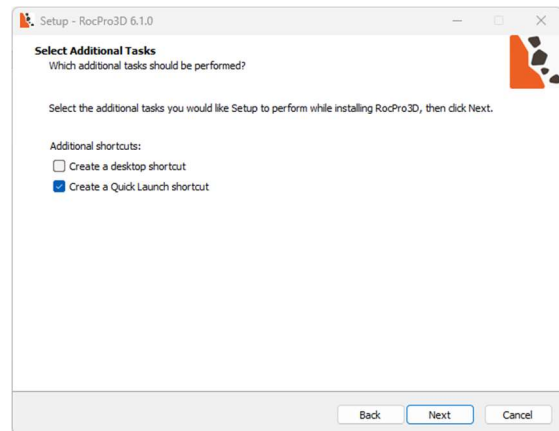
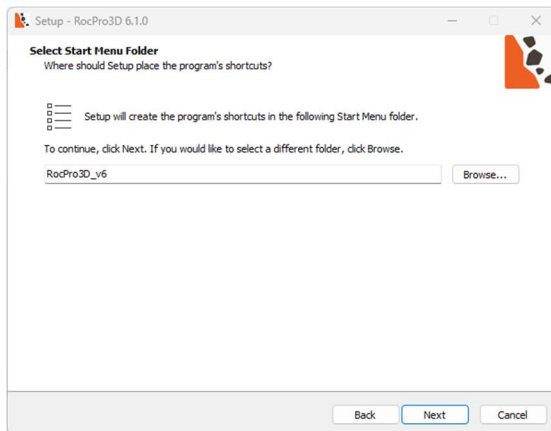
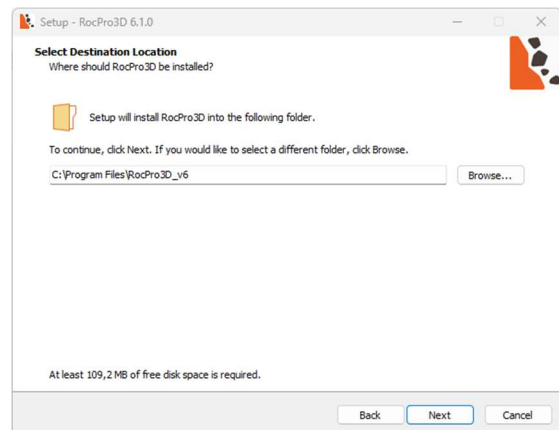
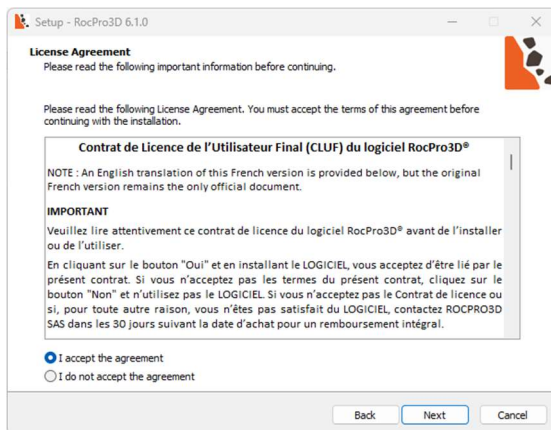
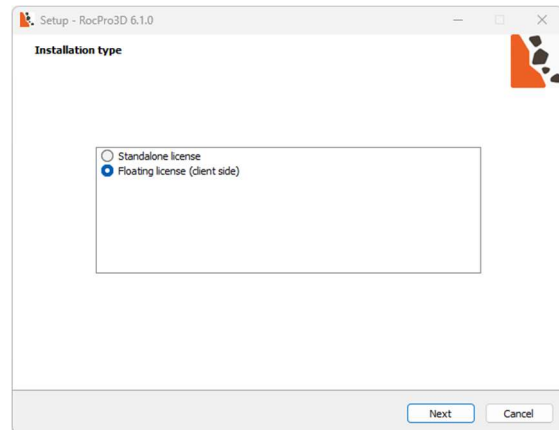
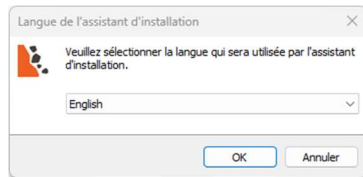
Note: The IT administrator must copy this updated version of the Netkey.ini file and provide it to each end-user workstation to complete the client-side installation (see section 2.3 for details).

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

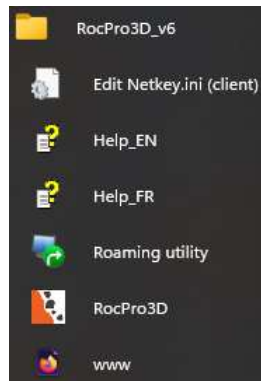
Note: All steps described in this section should be repeated on each client-side workstation.

2.3.1 Installing RocPro3D on a client-side workstation

On each client-side workstation, start the **"RocPro3D_6XX-setup.exe"** installer which will display the following successive dialogs:



The new group *RocPro3D_v6* should then appear in the Windows® Start menu, with six items (see Figure).



2.3.2 Configuring RocPro3D on a client-side workstation

From the installation directory, locate the "\Bin64" directory (it is located in "C:\Program Files\RocPro3D-v6" 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_v6* 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.

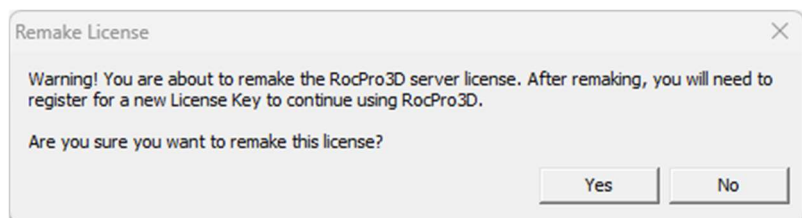
2.4 Additional tools for managing the server license [administrator]

Several additional tools are available from the *RocPro3D_ServerLicense* Start menu to manage the server license.

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

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 start the item *4. Reset the license*.



If you click Yes, this will effectively reset the license from the server, so you will then have to register again a new license (see section 2.2.2).

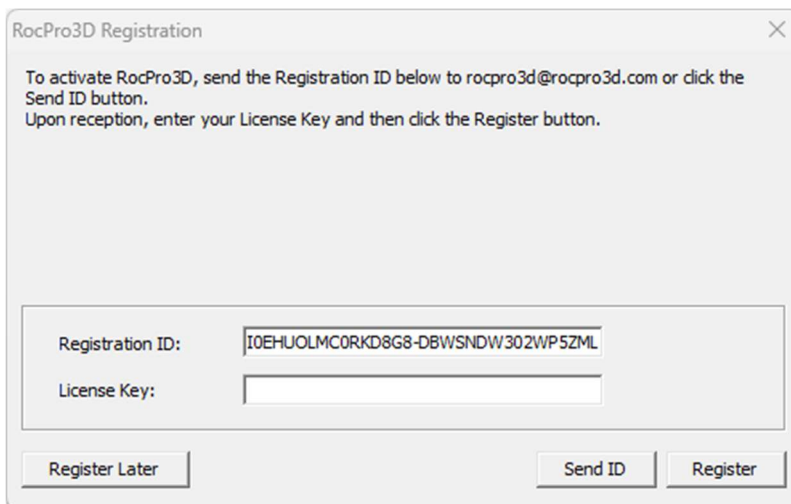
2.4.2 Transferring the license key from the current server to a new server

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 0
- Install the *RocPro3D_ServerLicense* as described in section 2.2.1
- From the *RocPro3D_ServerLicense* Start menu, press the item *2. Register the License*. 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 following dialog appears, providing you a *Registration ID* and asking for a *License Key*.



RocPro3D Registration

To activate RocPro3D, send the Registration ID below to rocpro3d@rocpro3d.com or click the Send ID button.
Upon reception, enter your License Key and then click the Register button.

Registration ID: I0EHUOLMC0RKD8G8-DBWSNDW302WP5ZML

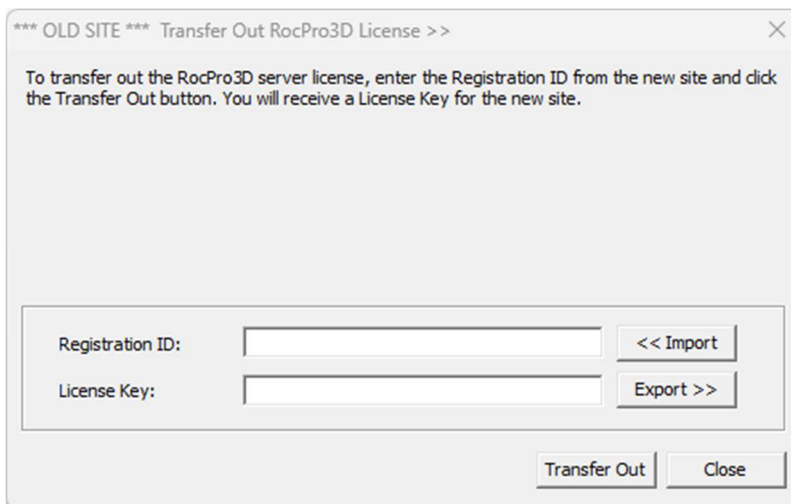
License Key:

Register Later Send ID Register

Copy-paste this *new Registration ID* (i.e. related to your new server) into 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 *5. Transfer the license*. The following dialog appears:



*** OLD SITE *** Transfer Out RocPro3D License >>

To transfer out the RocPro3D server license, enter the Registration ID from the new site and click the Transfer Out button. You will receive a License Key for the new site.

Registration ID: << Import

License Key: Export >>

Transfer Out Close

In the *Registration ID* field, paste the *new Registration ID*, and press the *Transfer Out* button. Click Yes and your *current License Key* will be 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 OK. Your license has now been transferred from your current server to your new server.

Notes:

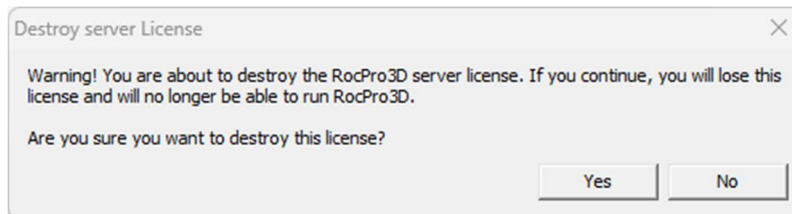
- The license will no longer be available on the current server;
- If you have any questions, please contact rocpro3d@rocpro3d.com.

2.4.3 Destroying the license key from the server

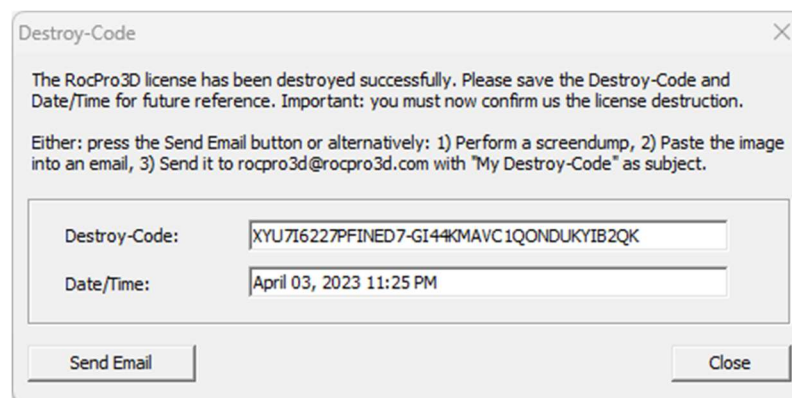
In some cases (for instance after the subscription period, or in case you have to fully reformat your hardware), you may have to destroy the license.

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 **6. Destroy the license**. The following dialog will appear:



Important: If you click Yes, a dialog will then be displayed, providing you important information about the Destroy Code. To prove your license was effectively destructed, you will need to send this information (both Destroy-code and Date/Time) either by pressing the **Send Email** button or by copying this information (both Destroy-Code and Date/Time) into an email sent to rocpro3d@rocpro3d.com.

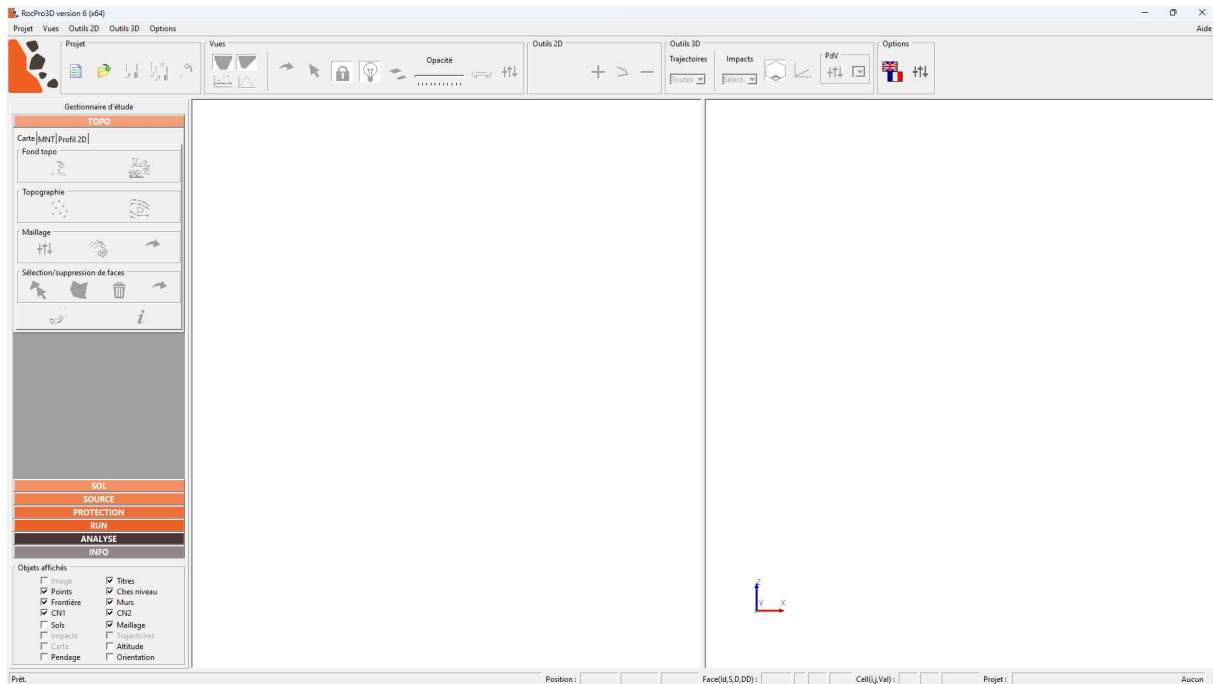


2.5 Using RocPro3D from a client-side workstation [user]

In the Floating license configuration, any regular user can start RocPro3D and can also (if needed) launch the roaming utility.

2.5.1 Launching RocPro3D

Any regular user can start RocPro3D from the **RocPro3D_v6** 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

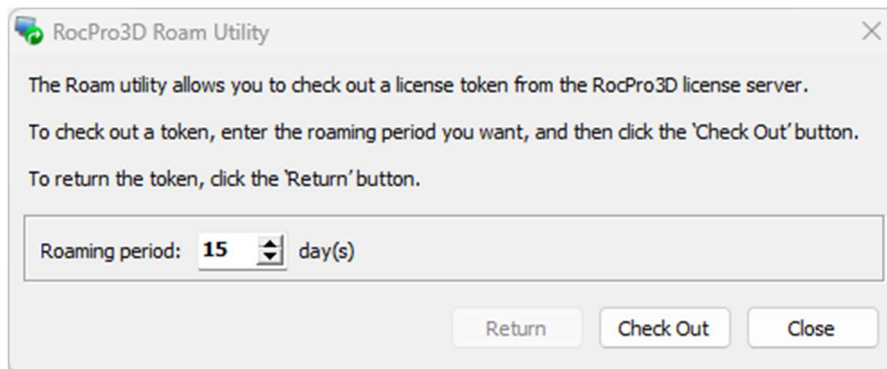
The Roaming utility allows each user to check out (or borrow) a license from and return it to the NetKey License Server (NKLS). The user can specify the desired borrowing period, up to a maximum period. Then, the user can disconnect its workstation from the network and temporarily use the application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

Note that:

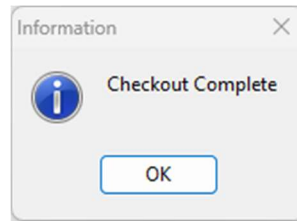
- During the borrowing period, if the user runs the application and has access to the NKLS, the roaming license is restarted automatically. In other words, a new borrowing period is extended. This helps to facilitate commuter users who need to use the application between on/off-site, home/office, etc.
- At the end of the borrowing period, the roaming license is automatically returned to the NKLS, even if the user is still disconnected from the NKLS.

Using the roaming utility consists either to borrow a roaming license from the NKLS or to return a borrowed license to the NKLS:

- **To borrow a roaming license** 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_v6* Start menu. The following dialog is displayed:

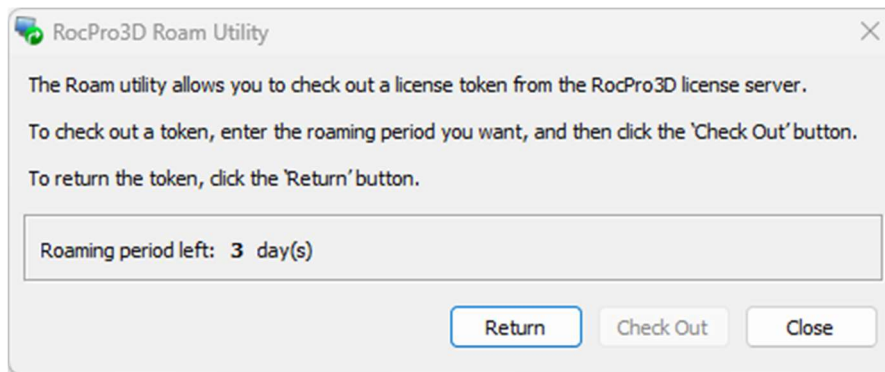


Select the Roaming period you need and press the **Check out** button. If a license is available on the server, it will be check out from the server.

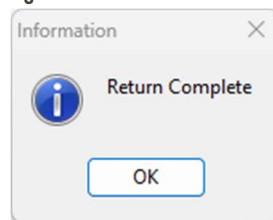


If no license is available, the borrowing will fail.

- To return a roaming license, 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_v6** Start menu. The following dialog is displayed:



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



2.6 Upgrading RocPro3D

2.6.1 Before upgrading

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.

2.6.2 Upgrade procedure on the server-side [administrator]

Assuming an eligible Floating license section (see section 2.6.1), the following steps describe how to updates both the “NetKey License Server” and the “RocPro3D_ServerLicense” on the server-side (IT administrator rights may be required).

NetKey License Server

- 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 of this guide.

RocPro3D_ServerLicense

Before updating 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.

- 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.

2.6.3 Upgrade procedure on the client-side workstation [administrator]

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

- 1) From the *RocPro3D_v6* 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 your usual Windows® application panel;
- 3) Install the new version following the procedure detailed in section 2.3.1;
- 4) From the *RocPro3D_v6* 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.