FluidDraw®
Installation and Licenses

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1 General Information

All FluidDraw licenses are network licenses that can be shared via a license server or used locally on a PC or notebook. When using a license server, the number of licenses enabled on it determines how many users can work with FluidDraw at the same time.

License management and verification in this case is handled by "CodeMeter Runtime for Windows" from Wibu Systems. The license information is tied to the respective computer characteristics.

Alternatively, the licenses can also be used online if there is a permanent internet connection. In this case, no CodeMeter runtime is required, and the licenses are computer independent. All free licenses that have not yet been activated can be used online.

The licenses are provided in the form of a license key immediately after purchase and can be activated immediately in FluidDraw or used online.

The following licenses are available:

FluidDraw 365
- Valid for 365 days (annual subscription)
- Automatically renews if not cancelled in time (at least 30 days before)
- Subscription can be cancelled in your Festo account under MyFesto
- Can be used for FluidDraw versions from P6 onwards, i.e. also for P7 and future versions

Trial License
- Valid for 30 days
- Full range of functions
- Free of charge

Educational License
- For educational purposes
- Valid for 365 days
- Not usable in virtual machines
- Watermark in the background and on all issues and exports
- The watermark is retained even when these projects are opened with other versions
- Projects are always encrypted

For more information, visit https://www.festo.com

Note

Application software and websites continue to evolve at an increasingly rapid pace and may change on a daily basis. This document may contain images from earlier versions; however, the procedures described remain fundamentally unchanged.

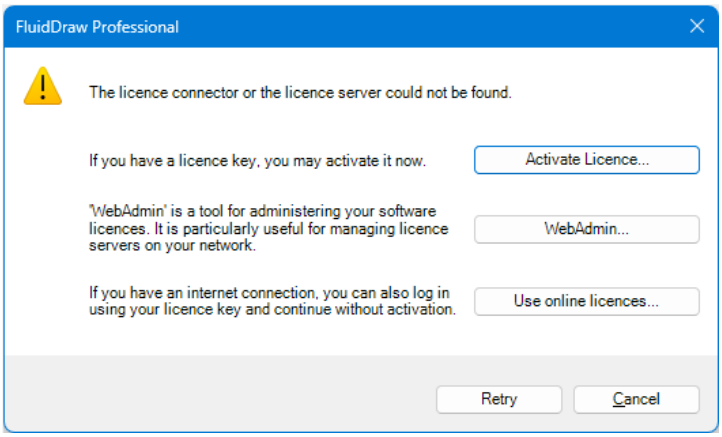
IMPORTANT!

Carefully handle your license key! Everyone who knows it can activate free licenses.

Disable your FluidDraw licenses before making any changes at a computer with activated FluidDraw licenses! Such changes include computer name, operating system, motherboard, CPU, network adapter or hard drive replacement.

2 Quick start – local installation

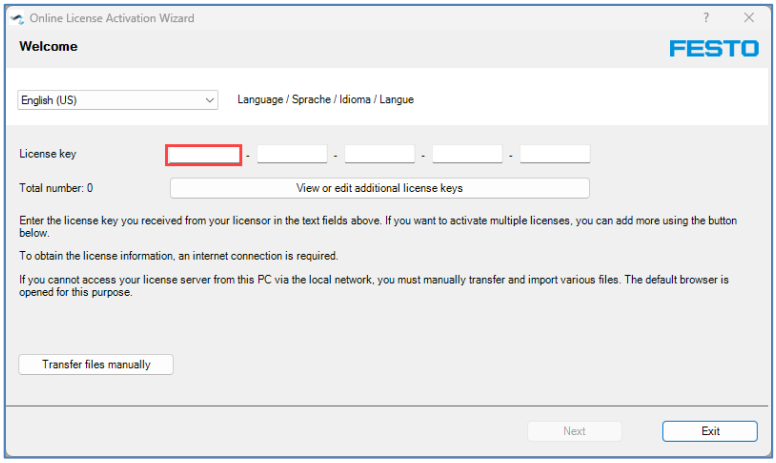
1. Download FluidDraw Setup https://www.festo.com/assets/attachment/de/660042
2. Run setup
3. Start FluidDraw and wait until dialog with possibility to activate or use license appears



Activation of licenses requires an internet connection!

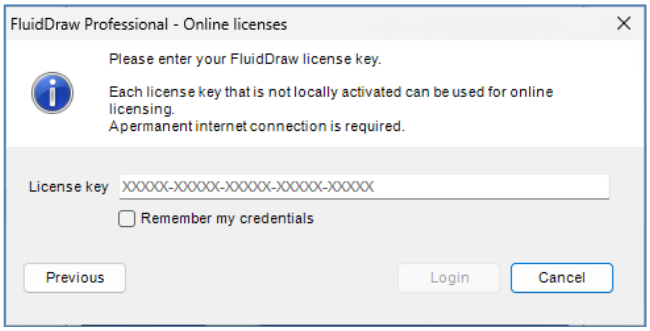
Enter your license key (in the format: XXXXX-XXXXX-XXXXX-XXXXX-XXXXX) in the follow-up dialog. When activating the license (3 a), you can use copy and paste into the first input field. The license key is then automatically divided among the input fields.

3 a) “Activate License...” (local, merged with computer characteristics)



Follow further steps of the wizard.

3 b) With permanent internet access alternatively you can “Use online License...”.



Detailed information of license activation you find in chapter 8 on page 18 as well as in the FluidDraw user manual: https://www.festo.com/assets/attachment/en/660043

3 System requirements

- Windows 8/10/11, 32Bit/64Bit,
- Microsoft .Net Framework 4.8
- 2 GB RAM for 32 Bit / 6 GB for 64 Bit
- 8 GB free hard disc space

4 FluidDraw installation-scenarios - overview

4.1 Explanation of used symbolism



Installed FluidDraw application



Program link to FluidDrawP...exe on a network drive



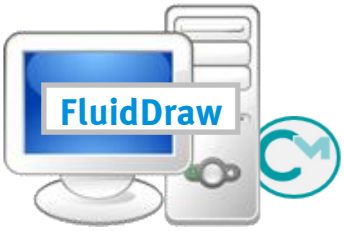
Specification of the license server (Computer-alias-name or IP address). This is always required if the FluidDraw work place is not in the same subnet as the license server.



License-container. It contains the FluidDraw licenses. This may be a USB license stick (CmDongle) or a certain computer or hardware (CmActLicense).

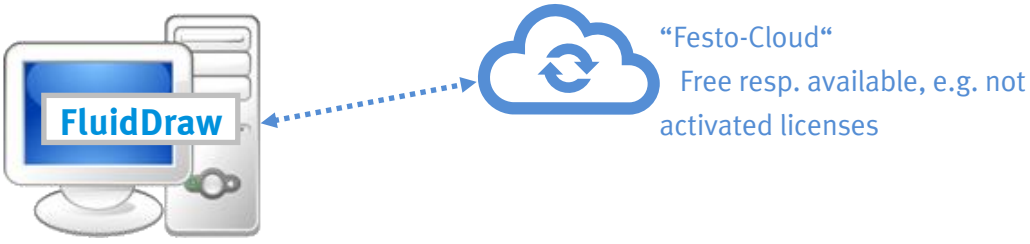
4.2 Local installation with local License

FluidDraw application and the required license are on a local machine, see also chapter 2 on page 3.



4.3 Local installation with Online use of license (“Cloud-License“)

FluidDraw is installed locally (or on a network drive). If there is a permanent Internet connection, free licenses that have not yet been activated can be used "Online". After closing FluidDraw, the license is automatically released.

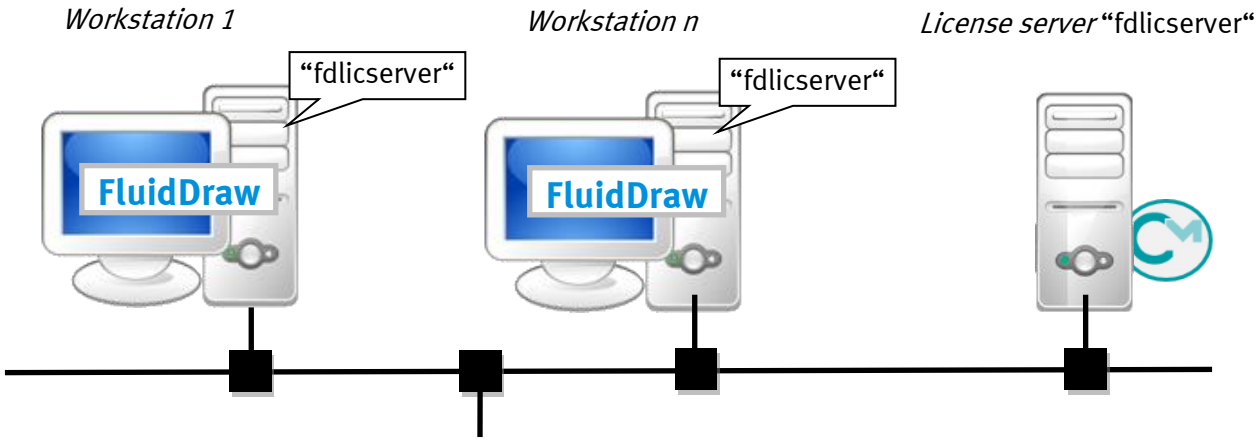


4.4 Local FluidDraw Installation and license server

All workstations have a local FluidDraw installation and use license from a license server.

With a license server the number of licenses must correspond to the number of user who work at the same time with FluidDraw.

If the license server is not in the same subnet as the FluidDraw workstation, the license server must be specified during the local installation of FluidDraw. Alternatively, or subsequently, the license server can also be specified by using the CodeMeter WebAdmin.



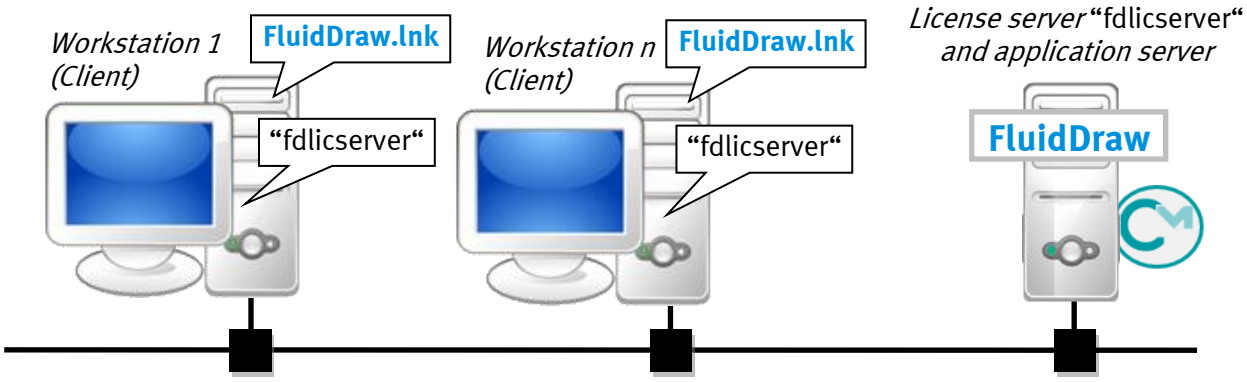
4.5 Netzwork installation (server-client-installation) and license server

This is the preferred option when using FluidDraw at multiple workstations within a network.

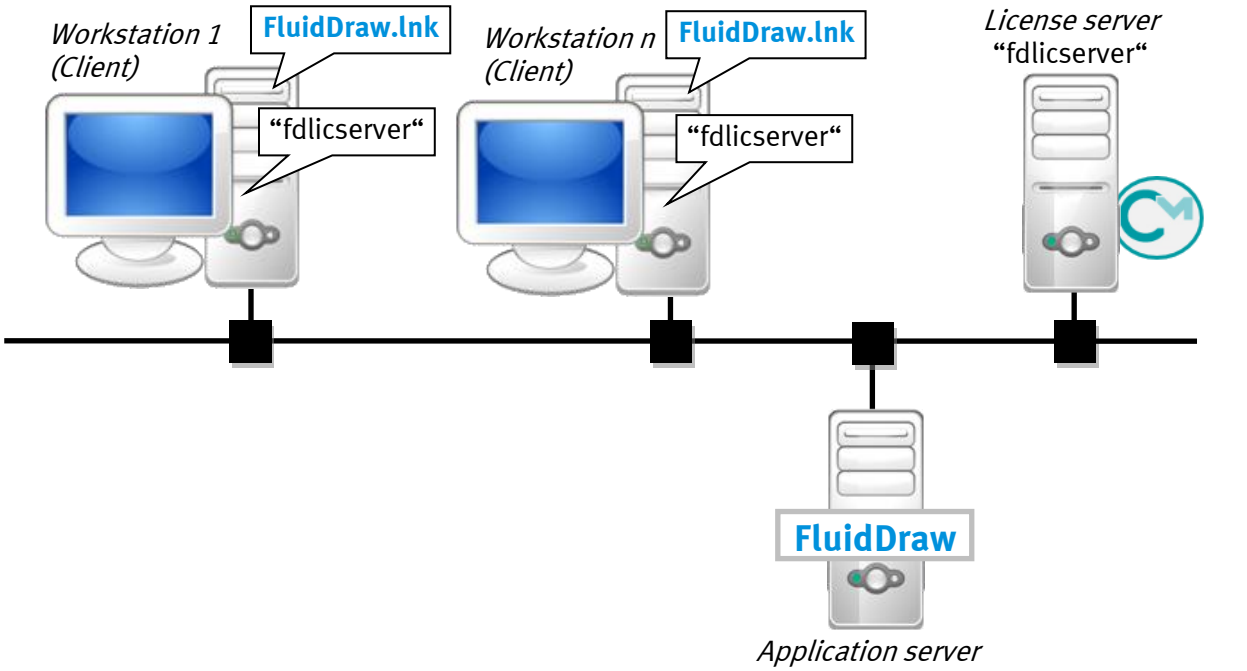
By using an application server, you ensure that all users always work with the same FluidDraw version. Updates are easy, as they have to be executed on the application server only.

When using a license server, the number of licenses must correspond to the number of users working with FluidDraw at the same time.

Variant 1: Application and licenses on one server



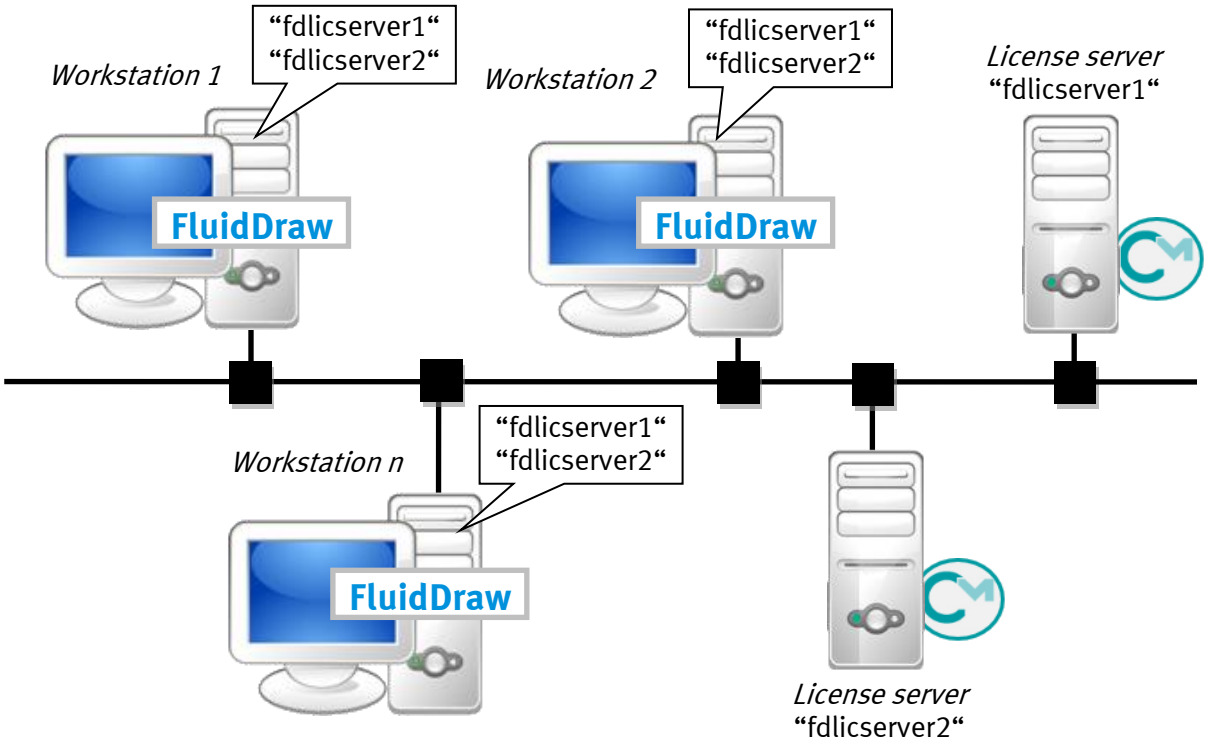
Variant 2: Separate servers for application- and licenses



4.6 Local FluidDraw installations and several license servers

With very many users (workstations), you achieve very high availability and reliability if you split your licenses among several license servers and set up local FluidDraw installations on the workstations. The application itself is thus independent of the availability of an application server (FluidDraw installation on a network drive). If one license server fails, at least the licenses of the other license server can continue to be used. The number of users who can work with FluidDraw at the same time is temporarily reduced in this case.

Since this scenario is more suitable for "larger" networks, you should or must enter all license servers in the server search list on the workstations. For this, you can implement a call-up parameter for the setup in the case of a central software distribution (see page 40) or use CodeMeter WebAdmin (see page 37).



Of course, you could also activate a license locally at each workstation. You would have achieved the highest possible availability and reliability.

Note that these are hardware-bound licenses. You must therefore deactivate the license before any hardware change or computer exchange to be able to activate it on the new configuration again (move license). This means increased maintenance and support efforts.

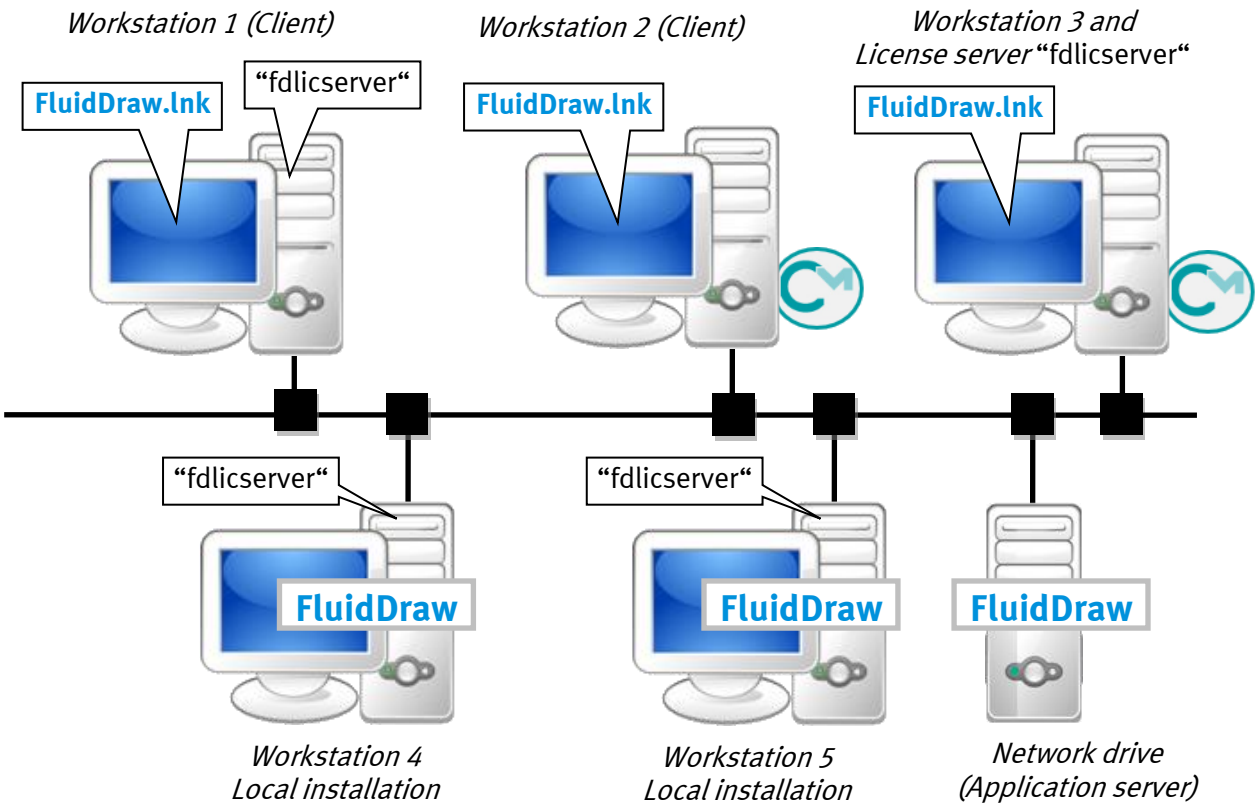
4.7 Mixed Scenario

This overview is only an illustration of the various possibilities and is not recommended in practice.

A license server has been set up, which can also be used as a workplace - workstation 3. It starts FluidDraw via a program link from a network drive (application server), same as the workstations 1 and 2 do.

Workstation 1 obtains its license from the license server (workstation 3), while the workstation 2 license is activated locally.

The lower two workstations, 4 and 5, have a local FluidDraw installation. These do not need the application server (i.e. access to the network drive with the FluidDraw installation), but they are using the licenses from workstation 3 (license server).



ATTENTION: In some circumstances, an accessible network license may be claimed despite an existing local license. To prevent this from happening, port 22350 in the firewall can be blocked at the relevant workstation (here workstation 2) so that the network licenses can't be found. In this case, the local license is securely accessed.

4.8 Procedure for server-client-installation

Install license server (chapter 7 on page 16)

Activate licenses (chapter 8 on page 18).

Install FluidDraw

1. Full FluidDraw P.. Installation on the application server (chapter 5 on page 9)
2. Network (Client installation) on the workstations (chapter 6 on page 13)

5 Install FluidDraw

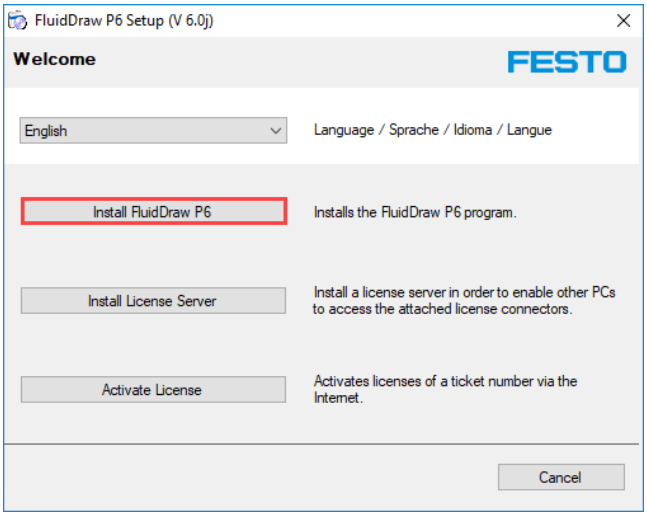
Download the FluidDraw setup from one of the following sources:

https://www.festo.com/net/SupportPortal/Downloads/660042

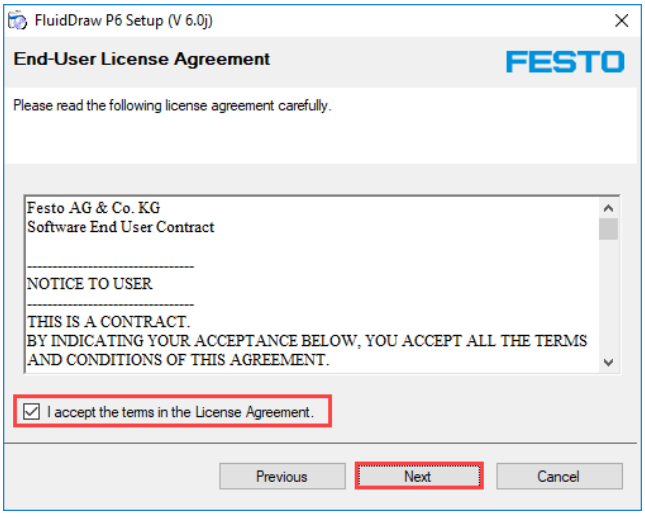
https://www.art-systems.de/www/site/en/downloads/fluiddraw-p7.html

.. and run it.

The following dialogs are only available in this form if there is no FluidDraw installation on the computer yet.



Install FluidDraw P..



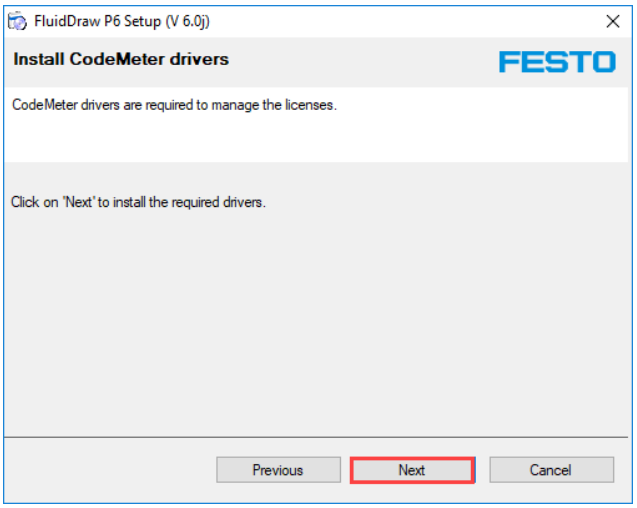
Accept terms of the license agreement.

Next

Initially, the license management software CodeMeter Runtime for Windows by Wibu Systems will be installed.

This step is not necessary if an up-to-date CodeMeter Runtime is already on the computer.

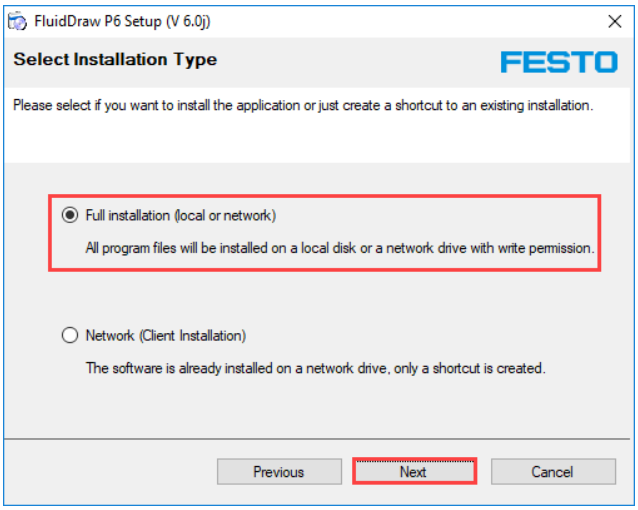
Next



Chose **Full Installation (local or network)** (set by default).

In the case of a network installation, this must be a place to which the clients have read access. Perform this step BEFORE "Network Access (Client Installation)".

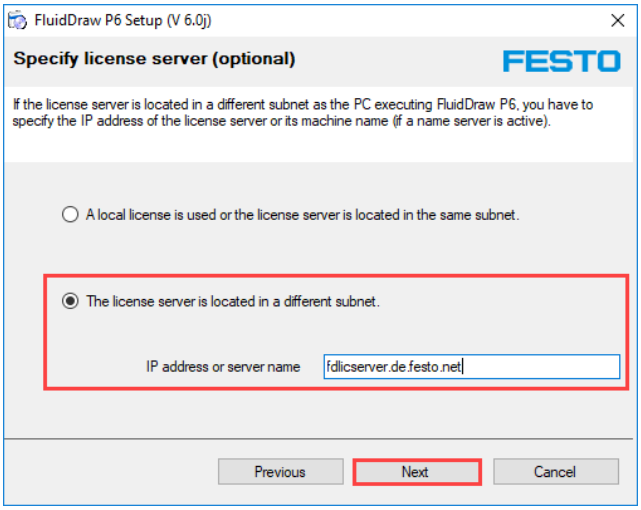
Next



If you are using a local license or the license server is on the same subnet, leave the upper option.

Input **IP address or server name**, if the license server is in a different subnet than the computer with FluidDraw P..

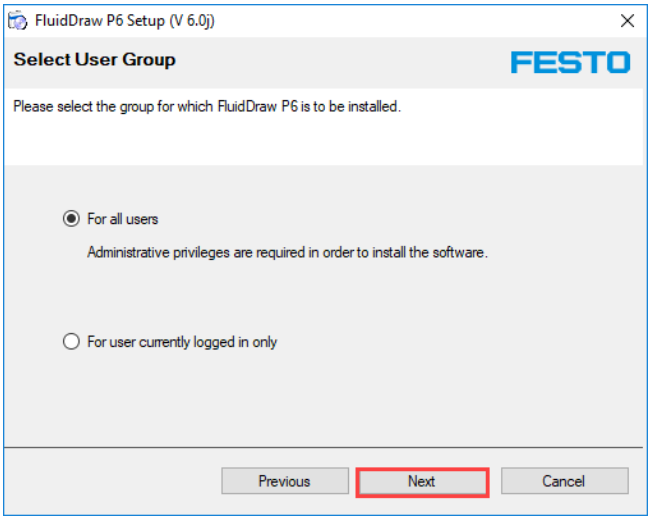
Next



NOTE: You can subsequently input or change the license server using the CodeMeter WebAdmin, see chapter 10.2 on page 34.

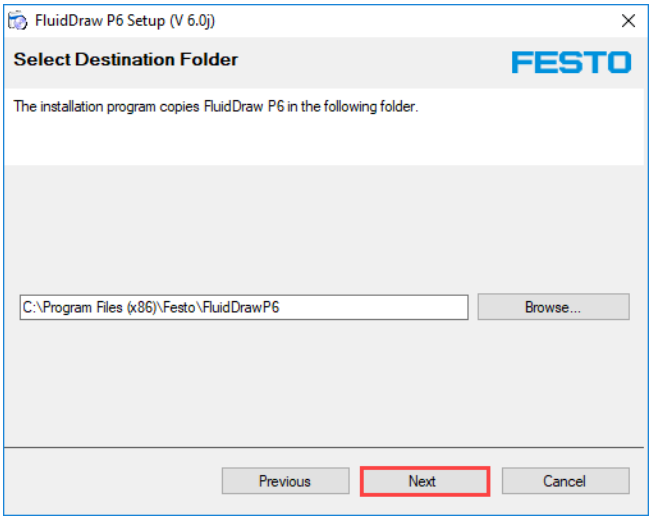
Select user group.

Next

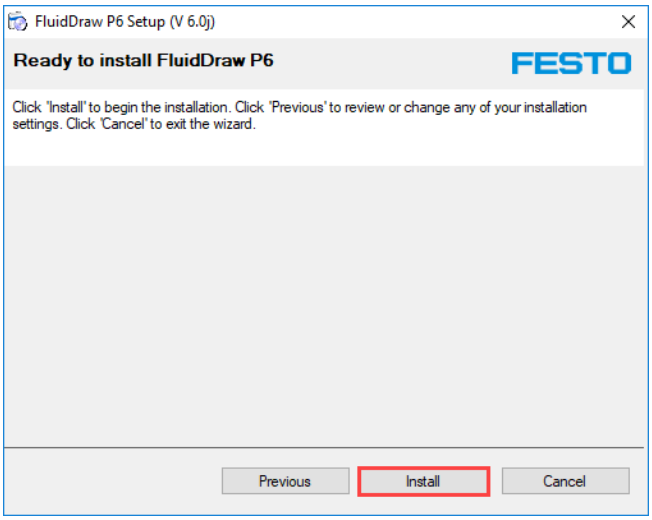


Select installation folder by **Browse...**. When installing on a network drive (server installation), this must be a directory to which all users (clients) have read access. In the case of a single-user installation, you can leave the default path without changes.

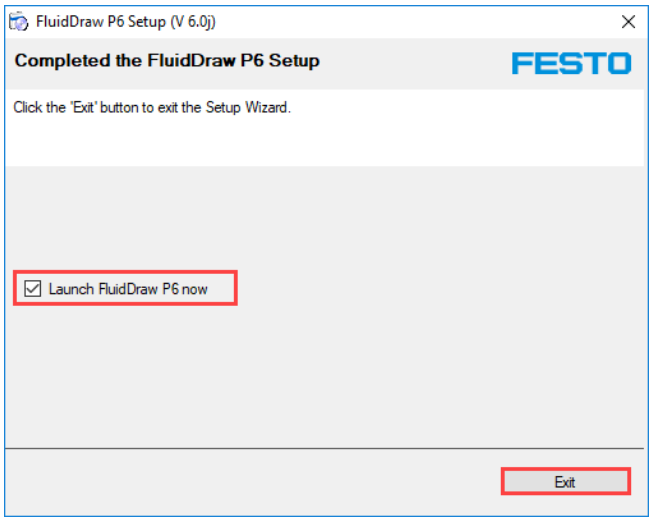
Next



Install



If you do not want FluidDraw to start immediately after installation, disable the option "Start FluidDraw P.. Now".



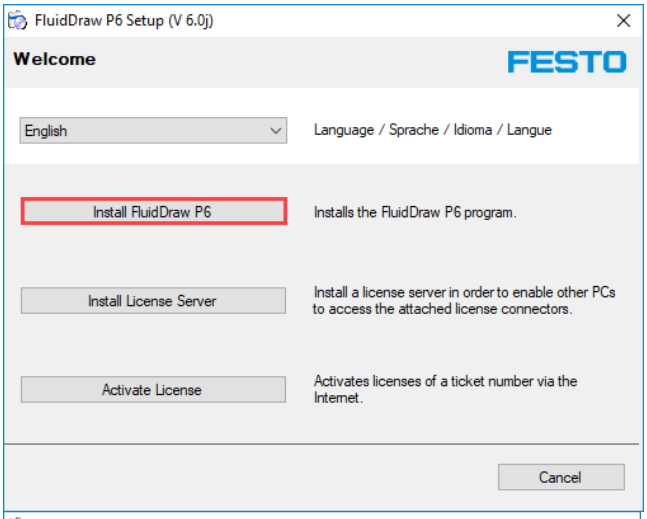
Exit

If FluidDraw does not find a valid license after starting the program, a dialog will appear that allows you to activate licenses, see chapter 8 on page 18.

6 Clientinstallation

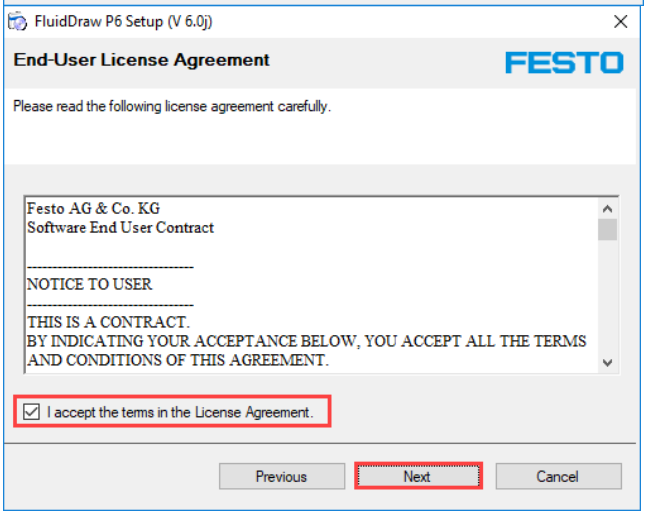
Make sure that FluidDraw has been fully installed on a network drive (application server) to which all clients have access. At the workstations (clients), only a program link to this FluidDraw installation is created.

Run FluidDraw-setup.



Install FluidDraw P..

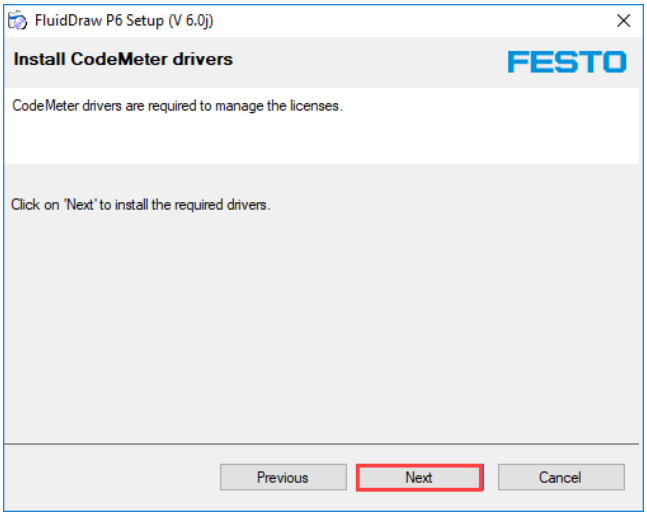
Accept terms of the license agreement.



Next

Initially, the license management software CodeMeter Runtime for Windows by Wibu Systems will be installed.

This step is not necessary if there already is an up-to-date CodeMeter Runtime on the computer.

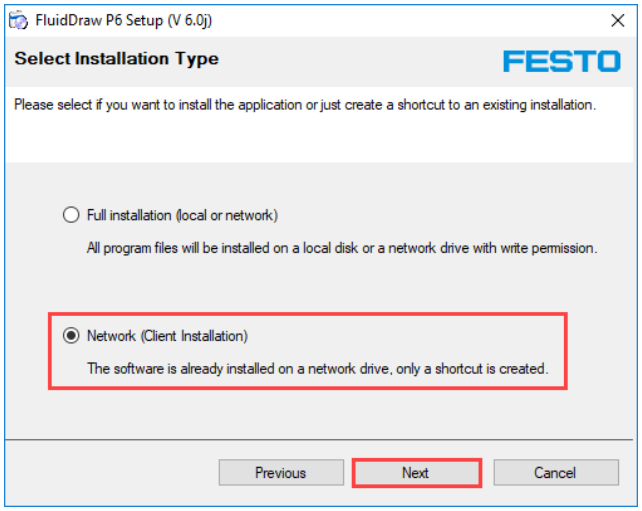


Next

The client installation is only offered by the setup if there is no local FluidDraw installation on the computer. Otherwise, in the first step the setup provides the option to uninstall the local FluidDraw installation.

Network (Client Installation)

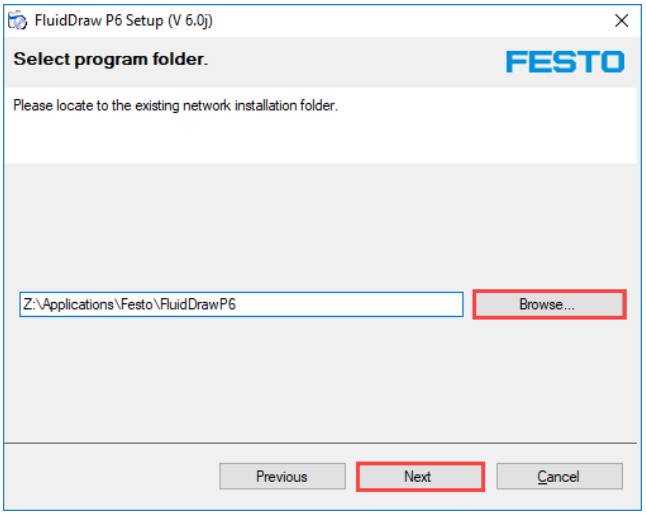
Next



Select the network drive on which you have previously completely installed FluidDraw.

Browse...

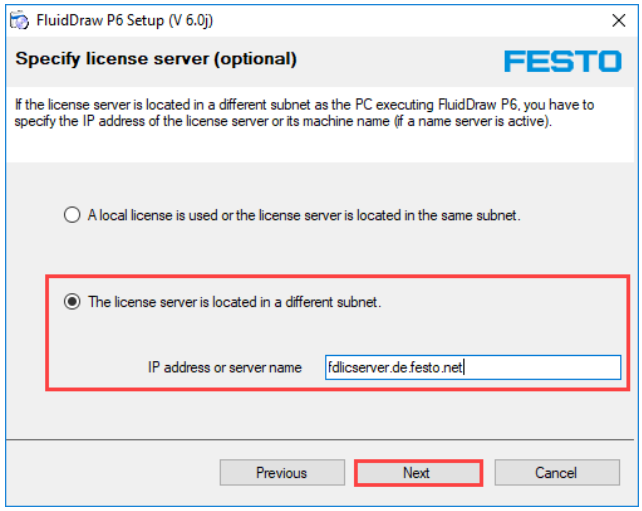
Next



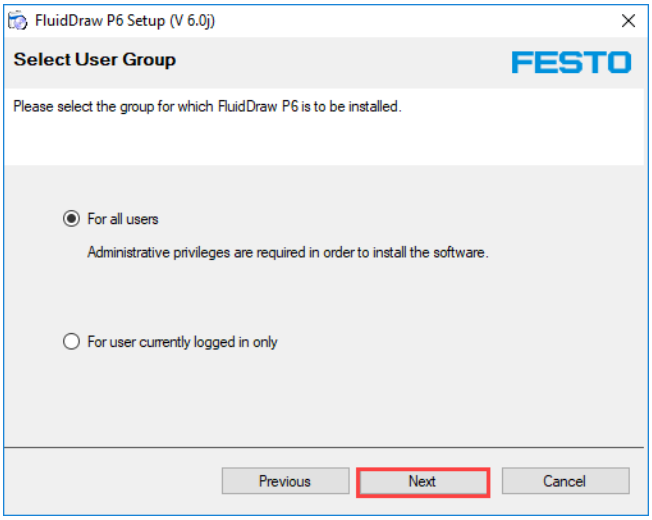
If client and license server are connected to the same subnet, leave the upper option.

Input **IP address or server name**, if the license server is in a different subnet than the client computer.

Next



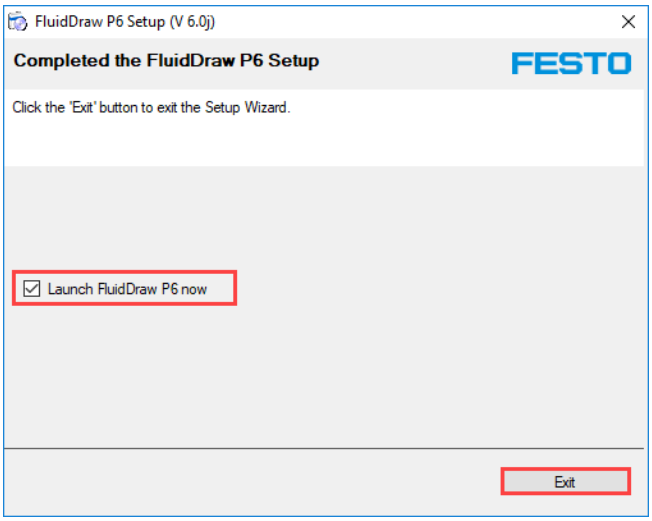
Select user group.



Next

The program link to the FluidDraw installation on the network drive is created.

If you do not want FluidDraw to start immediately after installation, disable the option "Start FluidDraw P.. Now".



Exit

As an alternative to client installation, you can also manually create a program link to the FluidDrawP...exe on the network on each client:

[Network-path]\FluidDrawP..\bin\FluidDrawP...exe

In this case you must install the CodeMeter Runtime for Windows from Wibu Systems manually on the client and possibly input the license server name via CodeMeter WebAdmin.

7 Install license server

Two steps are proceed when installing the license server:

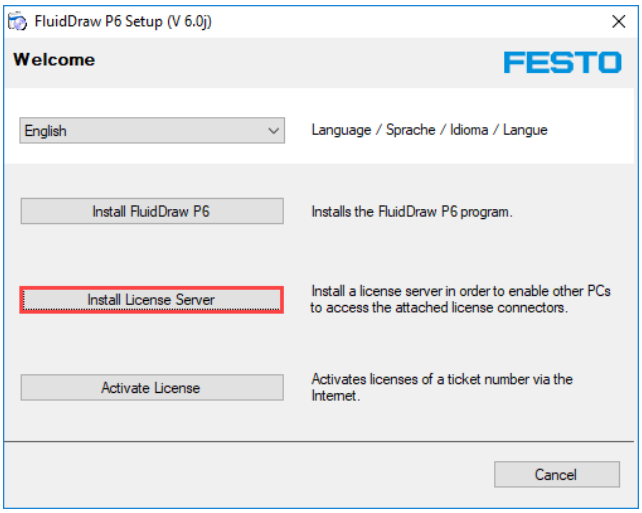
1. The installation of CodeMeter Runtime, if it does not exist.
2. The "Network Server" option in CodeMeter WebAdmin is going to be activated.
   The network server can later be activated manually under the tab "Configuration"› "Server"› "Server Access".

A license server is nothing else than a computer on which ...

- ... the CodeMeter Runtime has been installed.
- ... the option “Network-Server” is enabled in CodeMeter WebAdmin.
- ... licenses have been activated or on which a CmDongle with FluidDraw P.. licenses is plugged in.

Run FluidDraw setup.

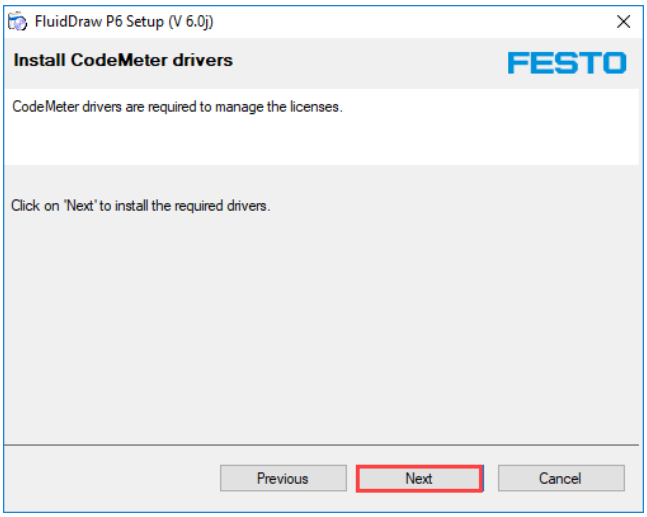
On the license server a FluidDraw program installation is not required.



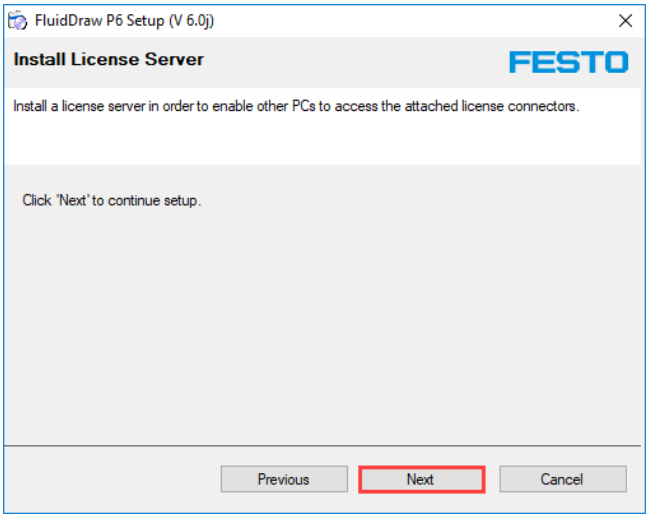
Install license server

Initially, the license management software CodeMeter Runtime for Windows by Wibu Systems will be installed.

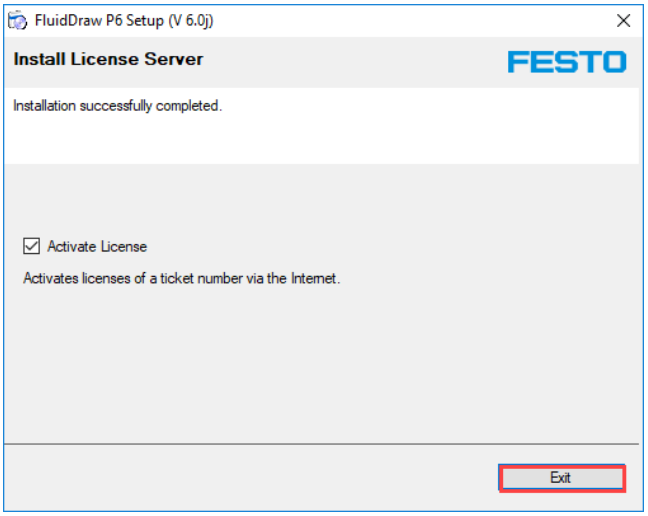
This step is not necessary if the current CodeMeter Runtime is already on the computer.



Next



Next



After installation of the license server you may
Activate License

Exit

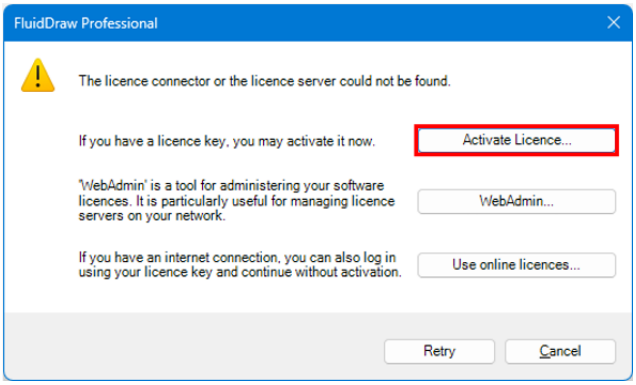
The option “Activate License“ runs FluidDraw Online-License Activation Wizard, see chapter 8.1 on page 19.

8 Activate licenses

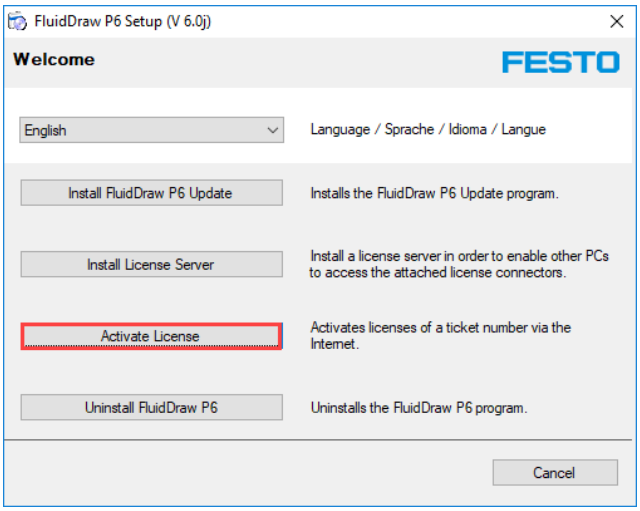
To activate - as well as to deactivate/re-host - FluidDraw licenses you need your license key, see chapter 1 on page 2. Hint: Screenshots are taken from FluidDraw.

There are the following options for activating and managing licenses:

1. Start FluidDraw after installation and wait until dialog appears which allows to activate licenses after successless search for licenses.

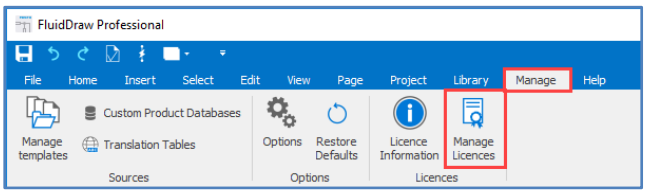


2. Run FluidDraw setup and select option “Activate License“.



3. Run FluidDraw Online-License Activation Wizard directly from sub folder “\bin“ in FluidDraw-program directory:
C:\Program Files (x86)\Festo\FluidDrawP..\bin\CodemeterActivationWizard.exe

4. If an activated license already exists on the machine or on the network and FluidDraw can be started with it, you can also open the activation wizard via the FluidDraw menu "Manage"› "Manage Licenses".



5. Activate license via Festo License Central WebDepot:
https://webdepot.festo.com/index.php
See chapter 8.2 on page 22.

Items 1 till 4 open activation wizard, see chapter 8.1 on page 19.

Activation of licenses requires an internet connection.

Note: It is sufficient if the computer on which licenses are to be activated (license server) can be accessed in the network from a computer with Internet access on which the activation wizard is going to be started.

Note that license activation via the Festo License Central WebDepot requires a license container (CmContainer) on the license server. This means that FluidDraw licenses must already have been activated there or an empty license container must have been imported previously. The FluidDraw Online License Activation Wizard, however, creates it automatically.

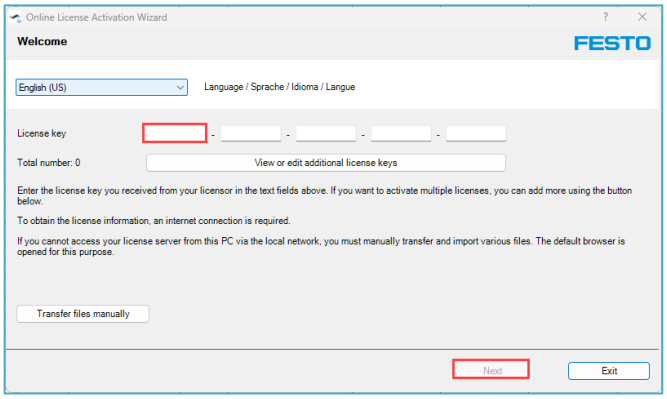
Without internet connection licenses can be activated or deactivated (re-hosted) by file transfer, see chapter 8.3 on page 24.

The procedure of deactivating (re-host) licenses corresponds to that one of activating licenses.

8.1 FluidDraw Online Licence Activiation Wizard

Copy your license key via Windows clipboard into the first input box of the activation wizard. It will be split to the 5 boxes automatically.

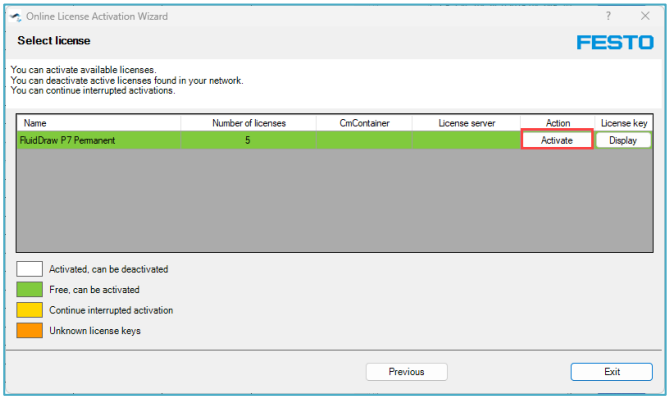
Alternately you can input the license key manually in the corresponding input boxes.



Next

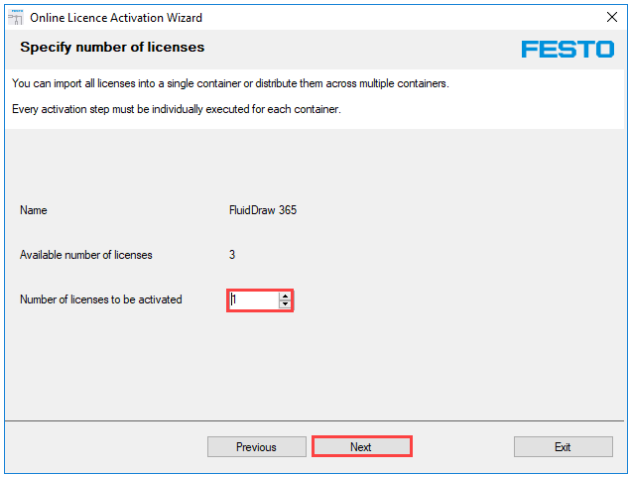
Note: Without an Internet connection, select "Transfer files manually". This button opens the Festo License Central WebDepot. Continue as described in chapter 8.3 on page 24.

Activate



When needed reduce number of licenses you want to activate.

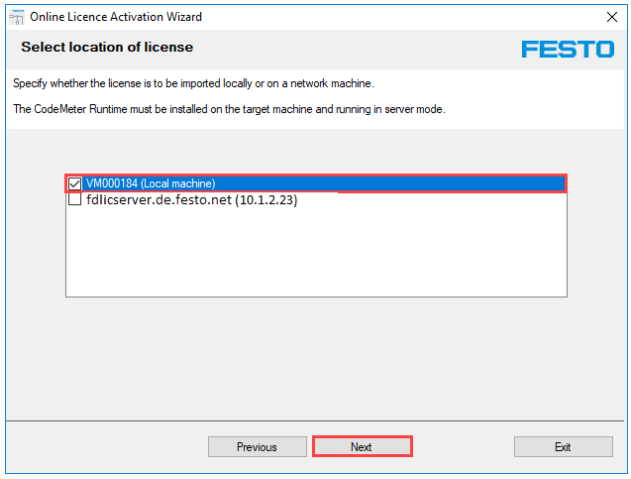
Next



Select your local machine or license server.

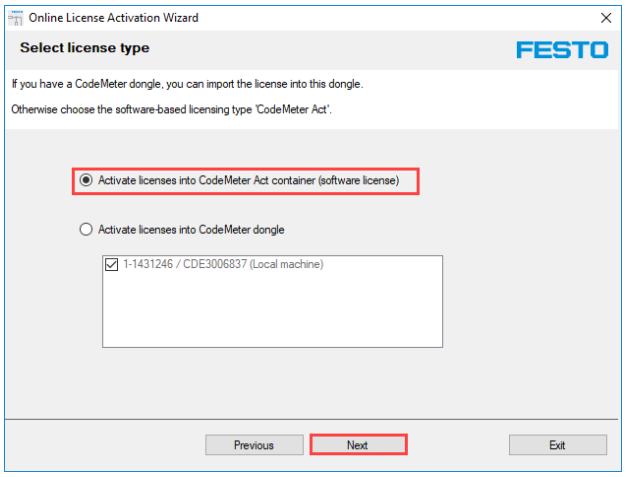
Note: The license server is only listed if it is accessible in the network. For this the license server installation must have been carried out on it, see chapter 7 on page 16.

Next

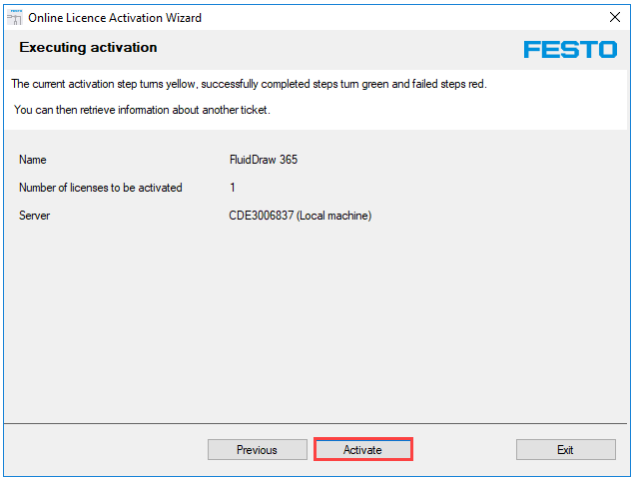


If a FluidDraw USB license stick (CmDongle) is connected on the selected computer than there is the possibility to activate license on it, as well.

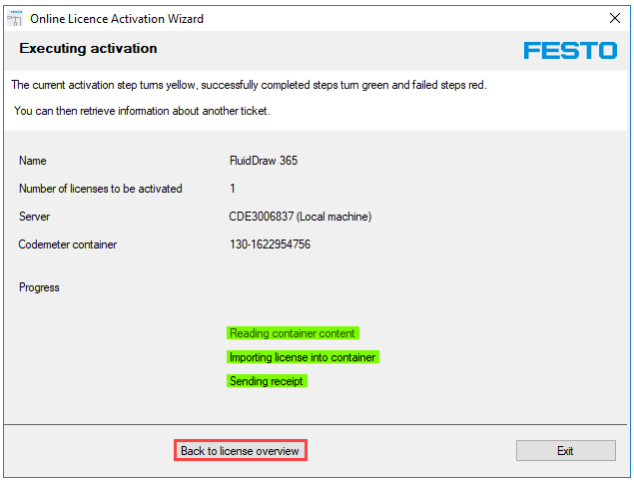
Next



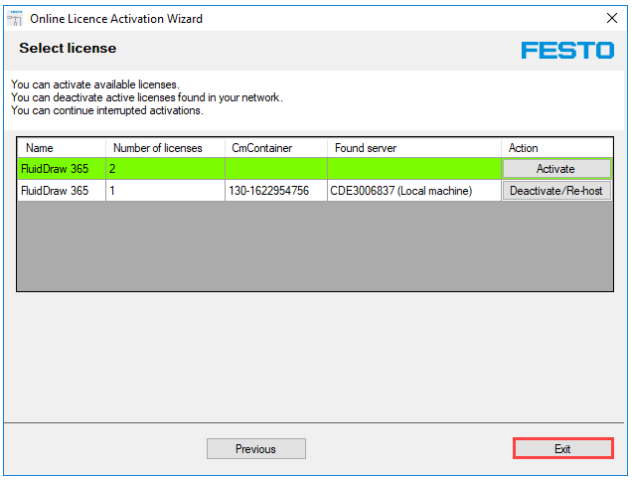
Check your selection.



Activate



Now you can
Exit
Or go
Back to license overview



One of three FluidDraw 365 licenses included in the license key has been activated on the local machine.

Exit

IMPORTANT

Deactivate your license(s) before you change the computer hardware or if you want to move the license to another computer!

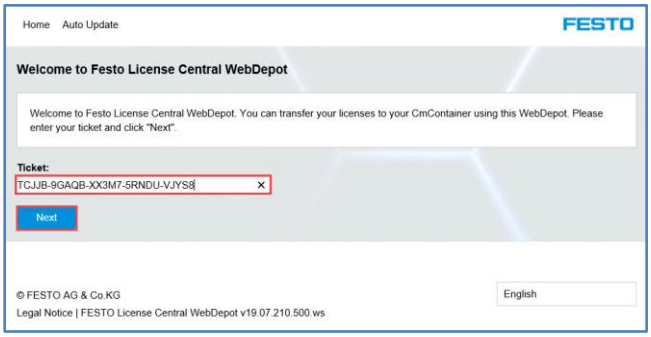
The easiest way to do this is to start the Activation Wizard via the FluidDraw menu "Manage"› "Manage Licenses". After input of your license key, you can now use the "Deactivate/Re-host" action - select this action and follow the wizard steps.

8.2 License activation via Festo License Central WebDepot

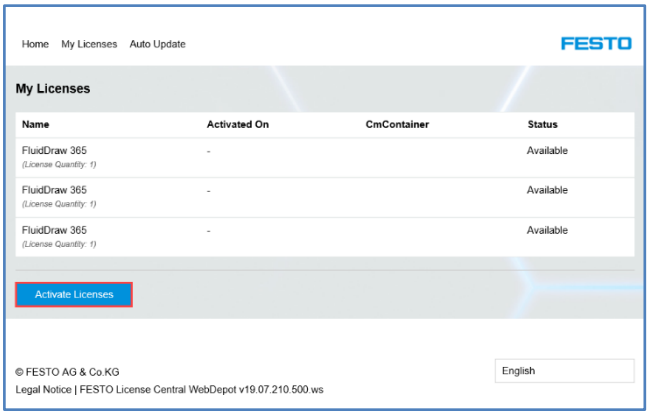
As an alternative to the Festo Online License Activation Wizard, you can also activate or manage your licenses via the Festo License Central WebDepot. Go to the following address in a web browser https://webdepot.festo.com/index.php

Input your license key.

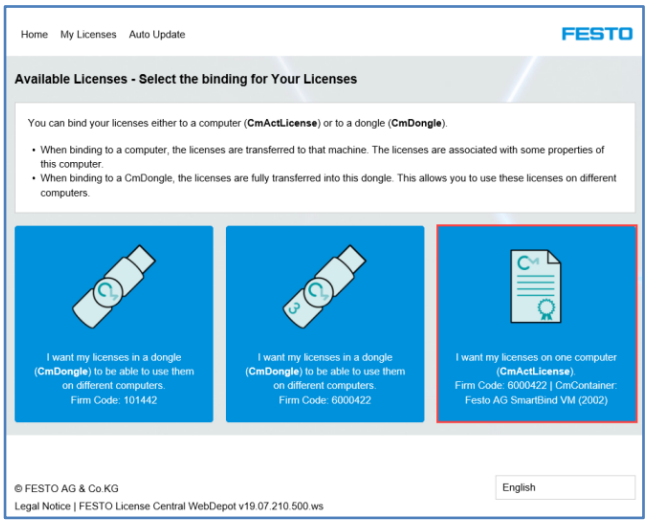
Next



Activate licenses



Select right option to activate a computer-bound license (CmActLicense).

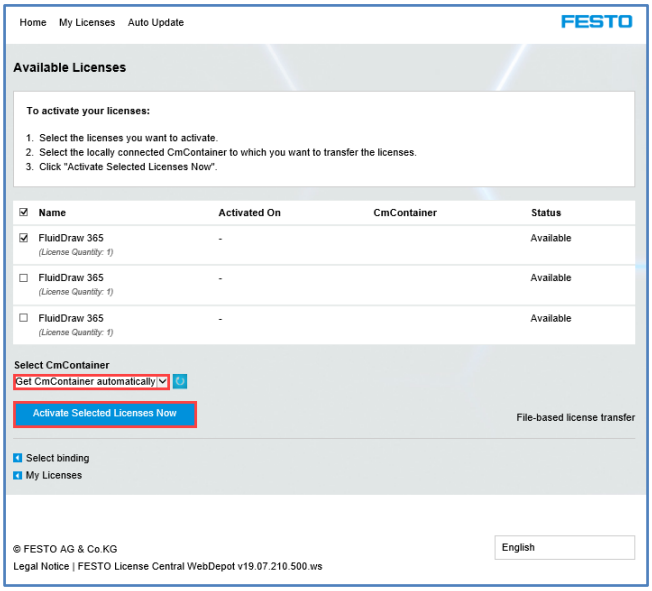


If you have a FluidDraw P5 USB license stick and want to activate the license(s) there, first check the serial number of the stick. If this starts with "1-" or "2-", then select the left option, if this starts with "3-" the middle one.

HINT: USB license sticks with serial numbers starting with "1-" or "2-" won't be supported in the near future.

If there are no FluidDraw licenses on the local machine and you want to activate them here, leave the selection "Get CmContainer automatically".

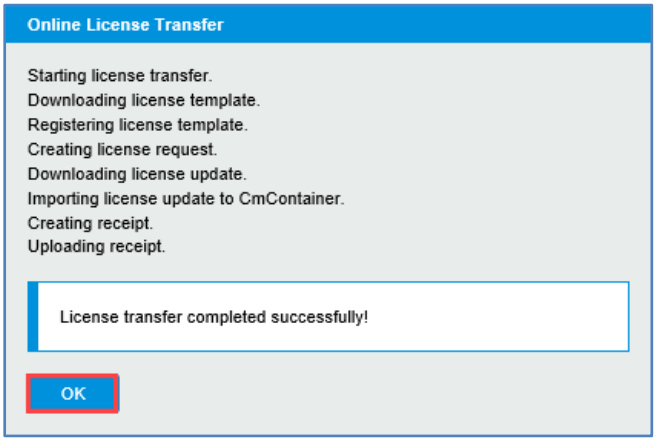
Otherwise, select from the list of available CmContainers, for example, that of your license server.



Activate Selected Licenses Now

If FluidDraw licenses have never been activated on a license server without internet access before, you must first create an empty CmContainer there, see chapter 8.3 on page 24.

If the required CmContainer (of your license server or that of an existing FluidDraw USB license stick) is not included in the selection list, then open the Festo License Central WebDepot on the computer on which the required CmContainer is located or on which the FluidDraw USB license stick is plugged in. If this computer does not have access to the Internet, you must perform a file-based license transfer, see chapter 8.3 on page 24.



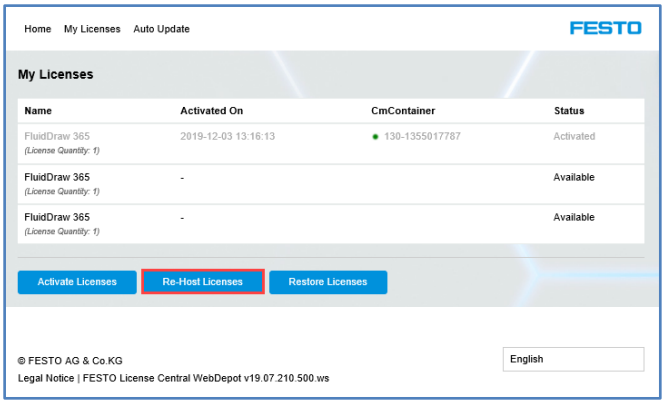
OK

NOTE: If there are any problems when activating licenses via the Festo License Central WebDepot, try using another web browser (e.g. Internet Explorer, Mozilla Firefox, Google Chrome). If that does not work, use the Festo Online Licenses Activation Wizard. If both do not work, try again later. Finally, contact the Festo Support, see page 42.

IMPORTANT

Deactivate your license(s) before you change hardware configuration of your machine or if you want move license(s) to a new computer!

After input of your license key choose option



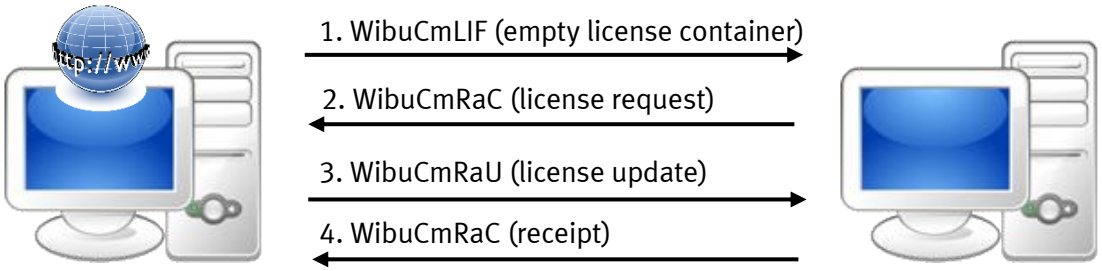
Re-Host Licenses

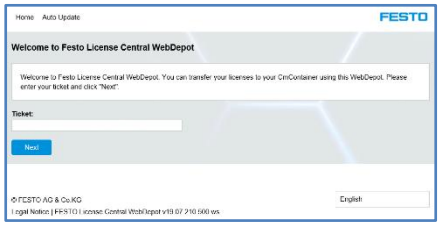
...and follow the further instructions.

8.3 File based activation of licenses (if there is no internet access)

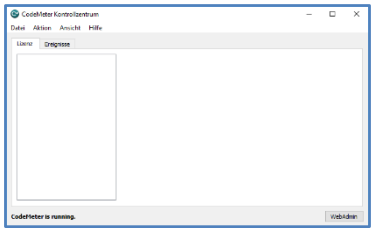
Open the Festo License Central WebDepot on the computer with Internet access (left picture). Start the CodeMeter Control Center (right picture) on the computer on which license(s) are to be activated. In the middle you see the necessary file transfers that you must execute via a shared network drive of both computers or by means of a USB memory stick.

Computer with internet access	File transfer	Computer without internet access, on which licenses have to be activated





Festo License Central WebDepot



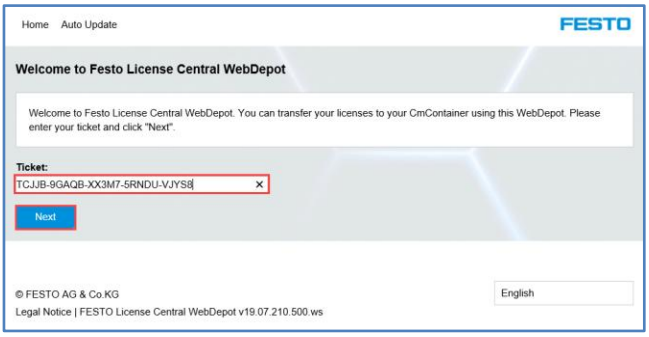
CodeMeter Control Center

Step 1, creating an empty license container, is only necessary if a license has never been activated on the target computer before.

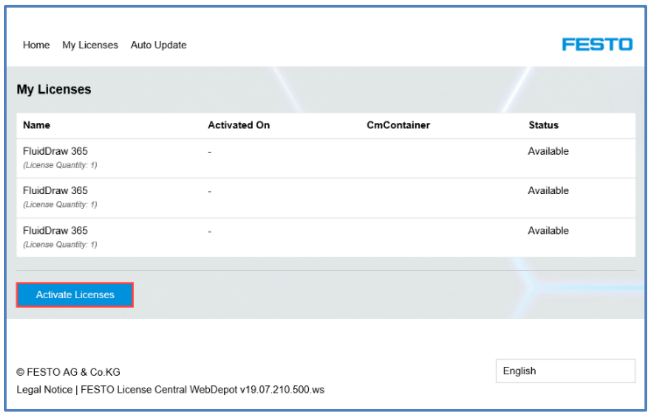
Open **Festo License Central WebDepot** on the computer with internet access: https://webdepot.festo.com/index.php

Input your license key.

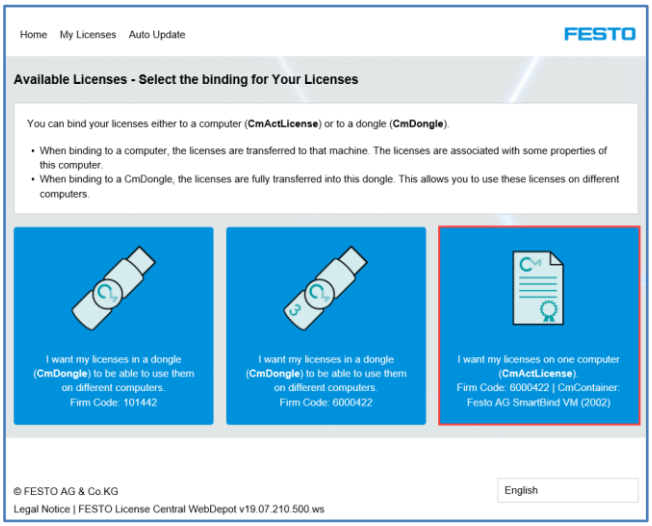
Next



Activate licenses

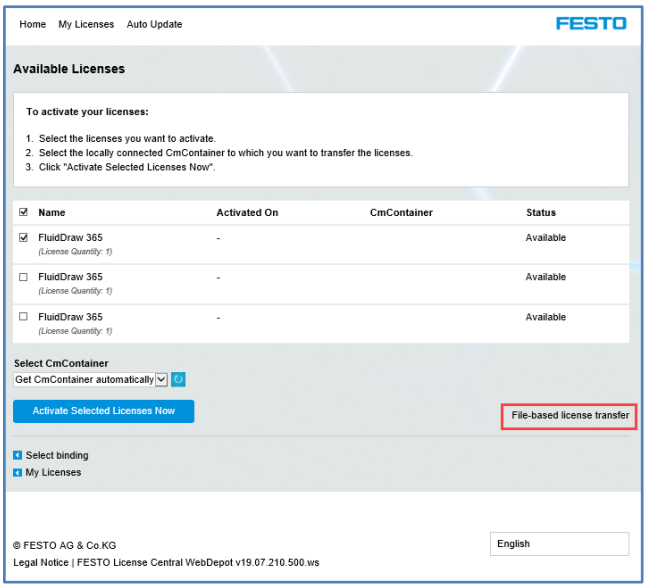


Select right option to activate a computer-bound license (CmActLicense).

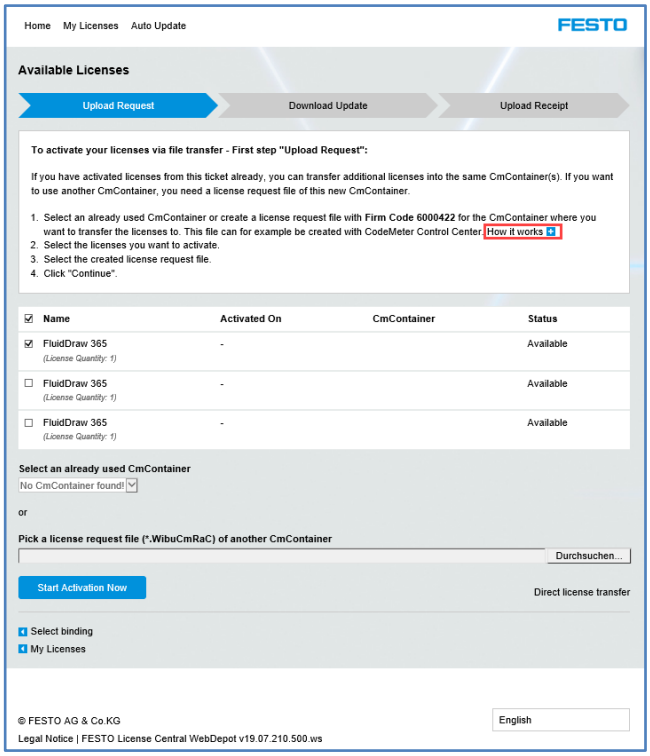


Select number of licenses.

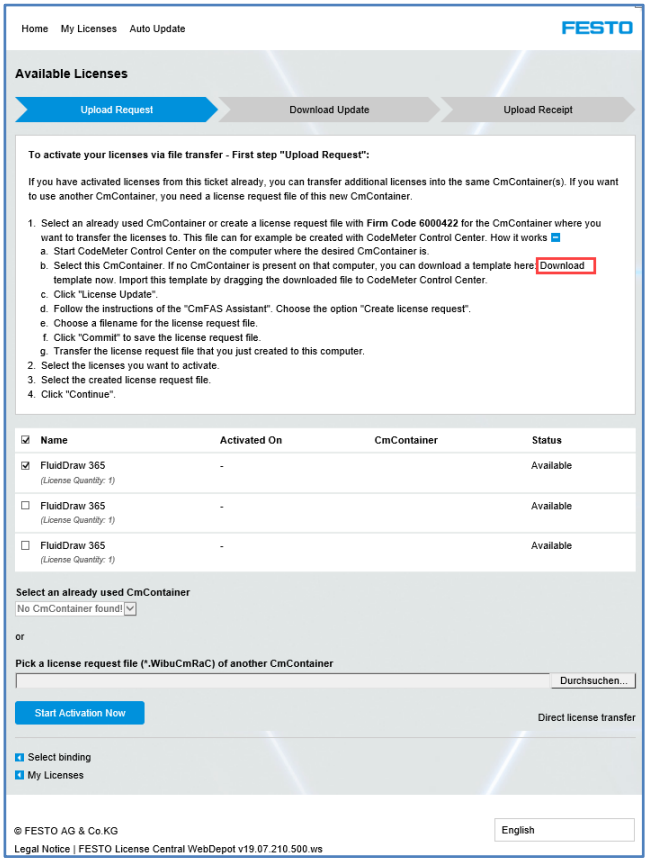
File-based license transfer



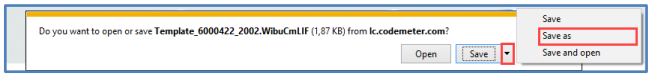
Click at
“How it works“



Download template now

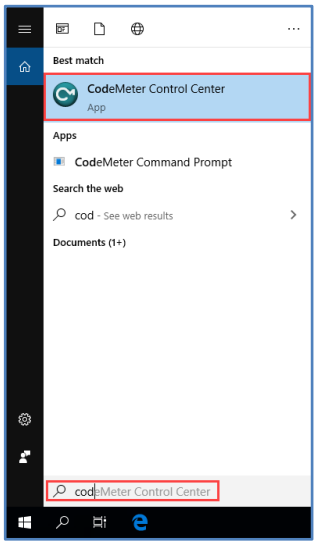


If availableand possible, save the WibuCmLIF file to a network drive to which the computer without internet access has access. Otherwise, you bring this file, for example, by means of a USB memory stick on this computer.

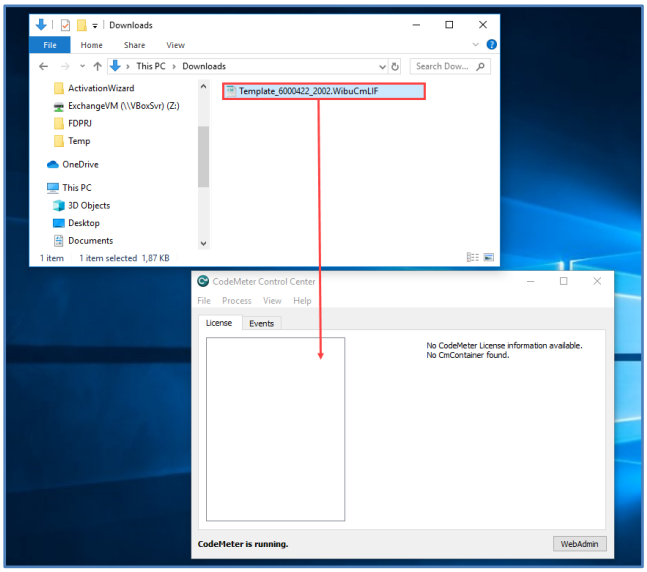


Open **CodeMeter Control Center** on the computer without internet access, on which you want to activate license(s).

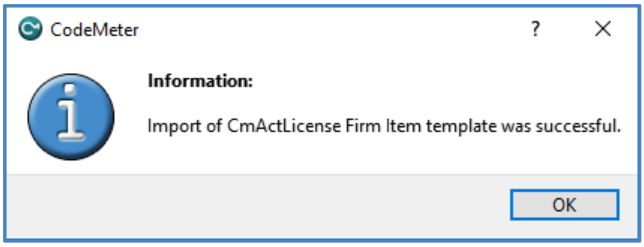
CodeMeter Control Center only is available if you installed license server before (chapter 7 on page 16) or if you installed CodeMeter Runtime from Wibu Systems manually before.



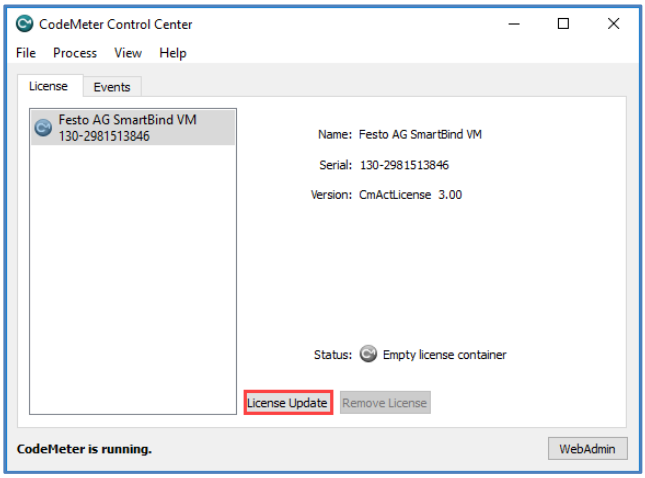
Drag WibuCmLIF-file into CodeMeter Control Center by using the computer mouse.



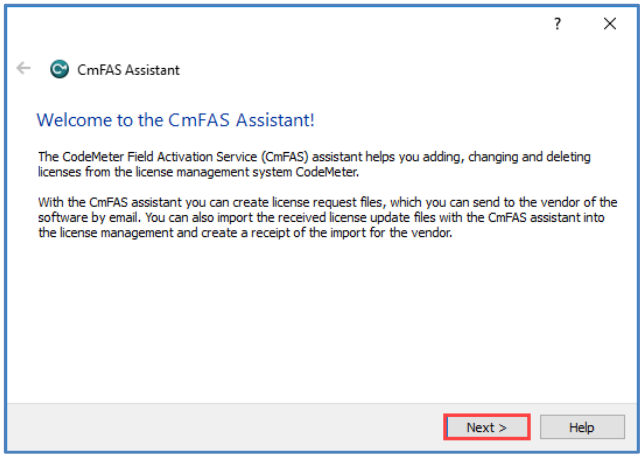
OK



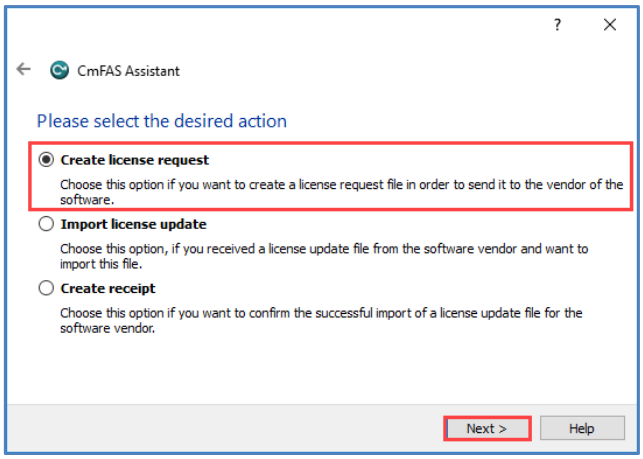
License Update



CmFAS Assistent opens.

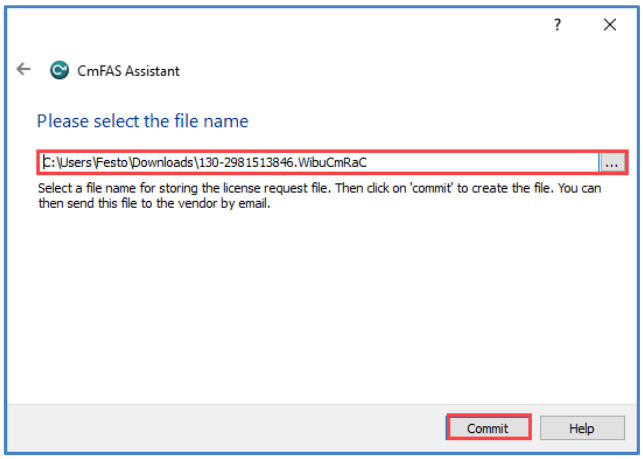


Next



Create license request

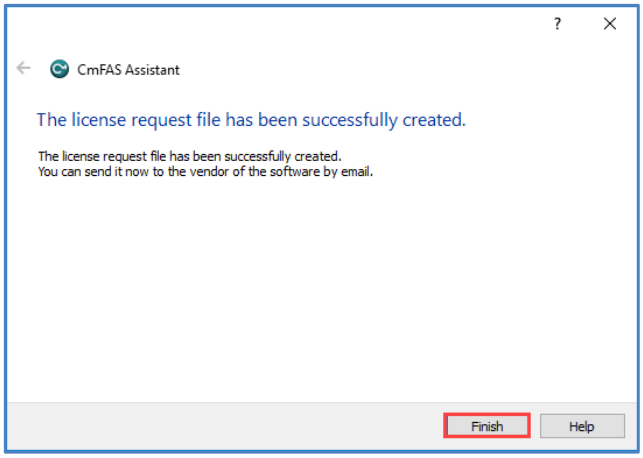
Next



Select a directory.

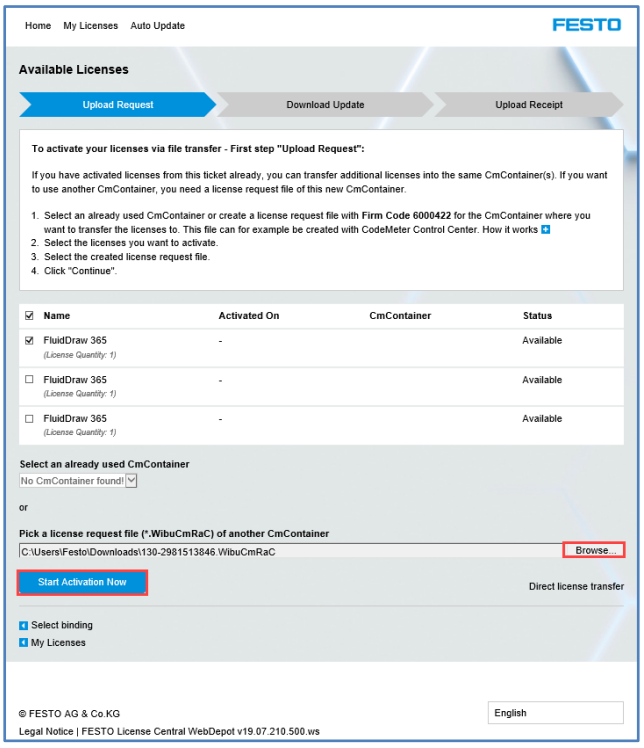
If available and possible, save the WibuCmRaC file to a network drive to which the computer with internet access has access. Otherwise, you bring this WibuCmRaC file, for example, by means of a USB memory stick on this computer.

Commit



Finish

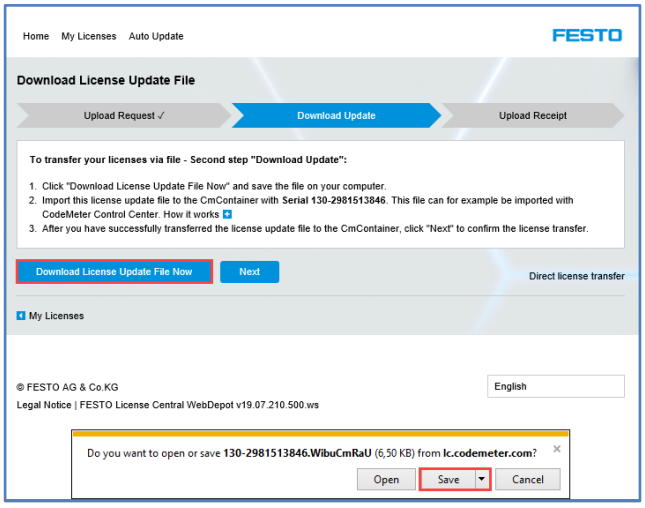
Now change to the Festo License Central WebDepot on the computer with internet access and upload the WibuCmRaC-file created before.



Change number of licenses if required.

Browse...

Start Activation Now



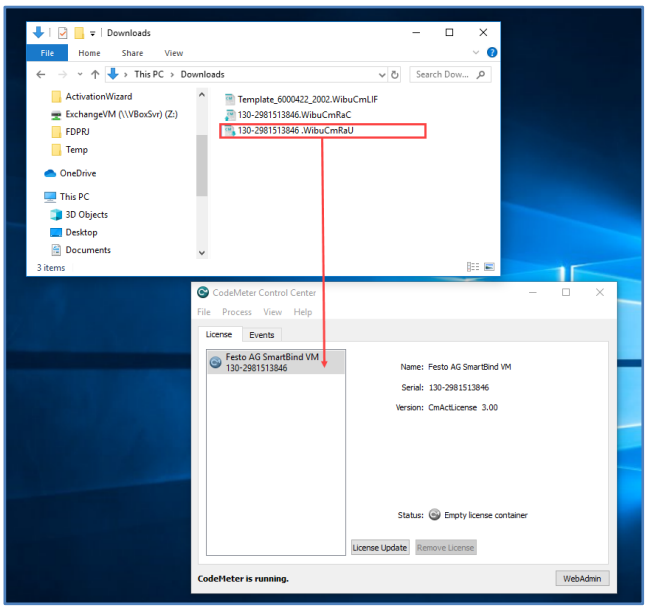
Download License Update File now

Save as

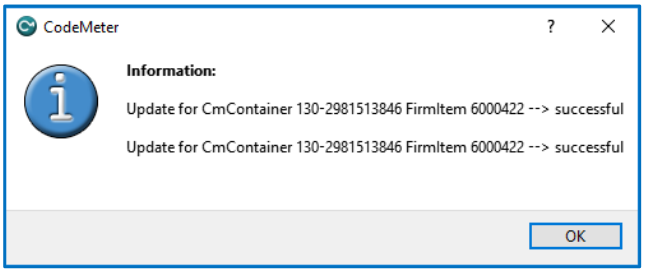
If available and possible, save the WibuCmRaU file on a network drive to which the computer without internet access has access. Otherwise, you bring this file, for example, by means of a USB memory stick on this computer.

Now switch back to the CodeMeter Control Center on the computer without internet access, where you want to activate licenses, and drag the previously downloaded WibuCmRaU file onto the initially created license container.

Note: Alternatively, you can also start the CmFAS Assistant (button "License update") and select the option "Import license update".



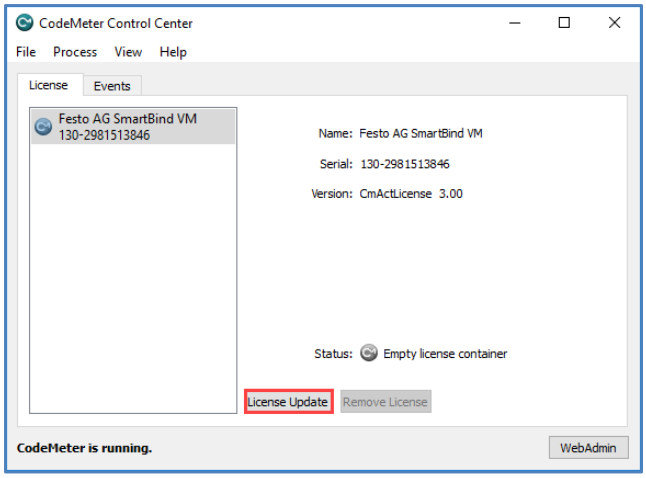
OK



Finally, you have to create a receipt file and upload it to the Festo WebDepot. This is important because otherwise a later deactivation or the re-host of licenses will fail!

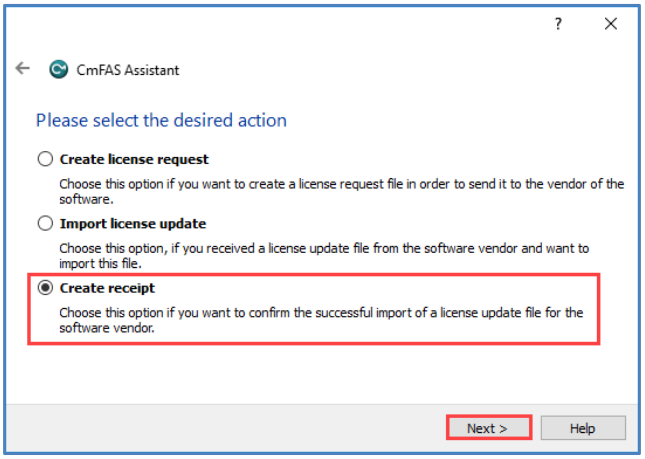
Open CmFAS Assistent again.

License Update

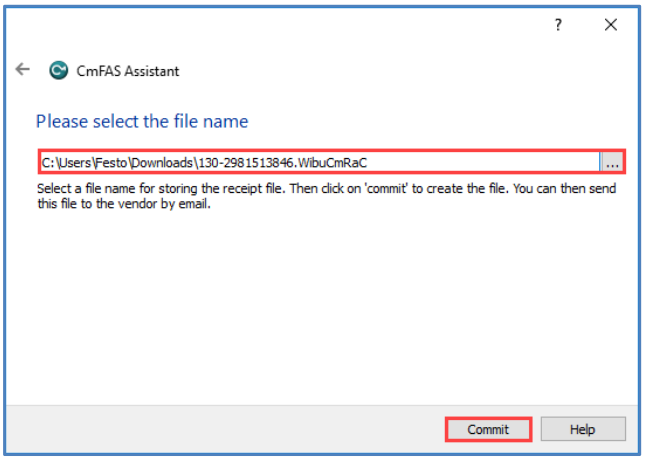


Create receipt

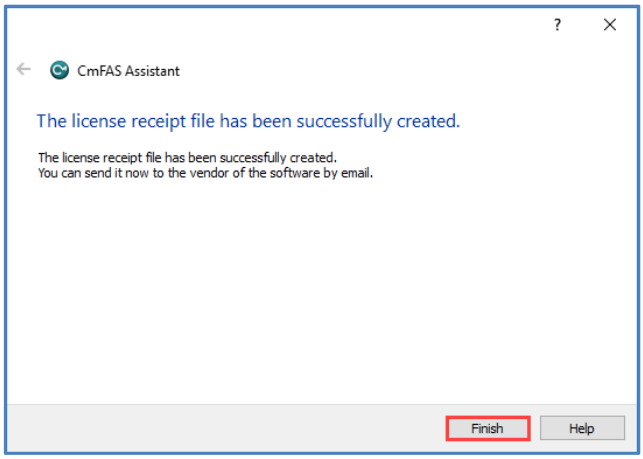
Next



Commit

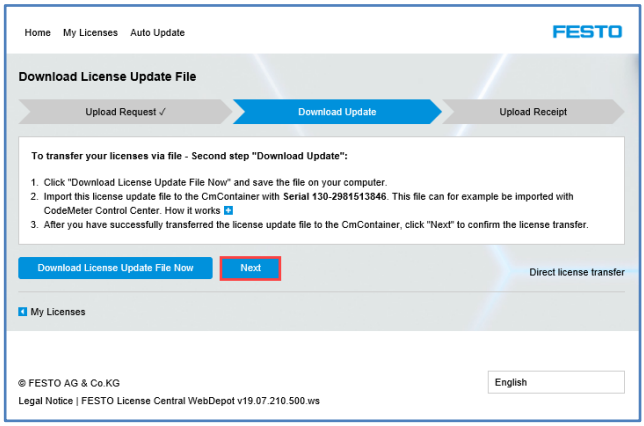


If available and possible, save the WibuCmRaC file to a network drive to which the computer with internet access has access. Otherwise, you bring this file, for example, by means of a USB memory stick on this computer.



Finish

Now change to the Festo License Central WebDepot for the last time on the computer with internet access and upload the previously generated WibuCmRaC file there.

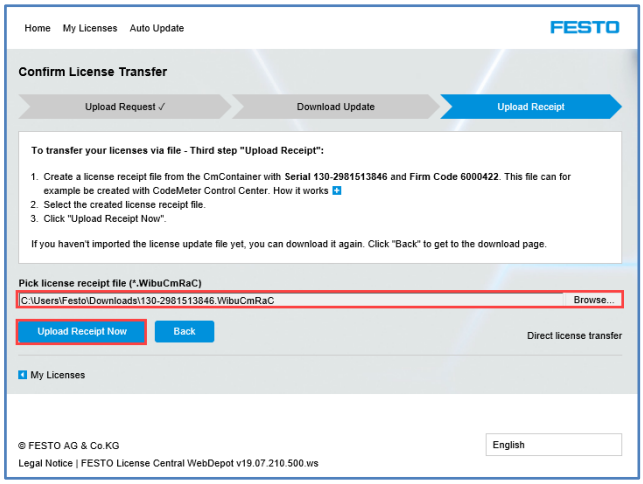


Next

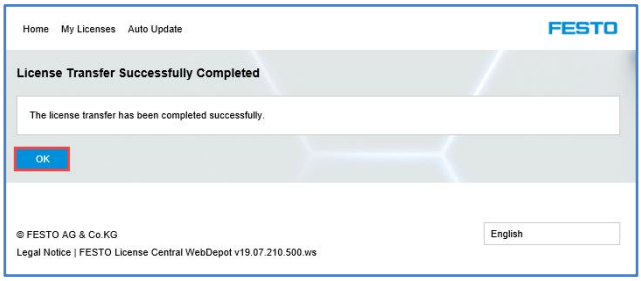
Select the previously generated WibuCmRaC receipt file.

Browse

Upload Receipt now

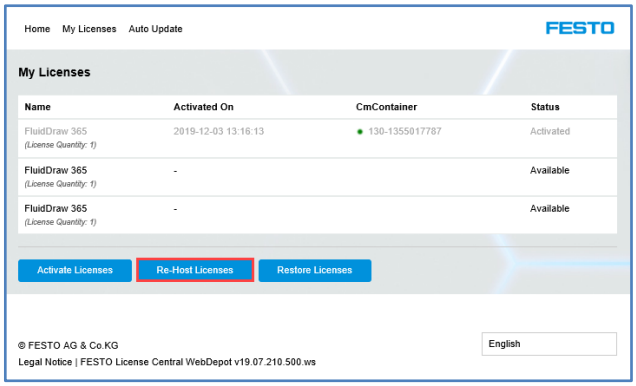


OK



IMPORTANT

Deactivate your license(s) before you change hardware configuration of your machine or if you want move license(s) to a new computer! This also applies to setting up the operating system or to clone/duplicate virtual machines.



After input of your license key choose option

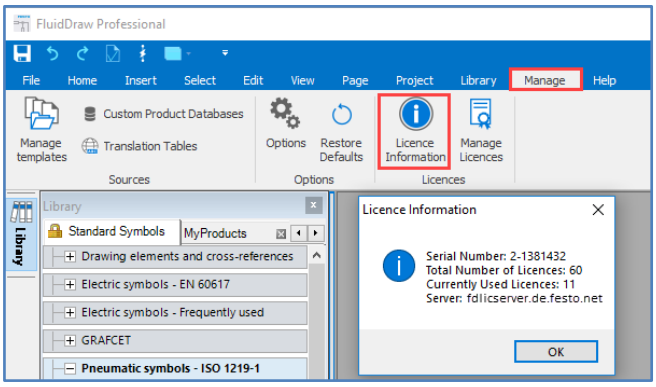
Re-Host Licenses

...and follow the further instructions. The procedure is the same as activating licenses (without creating an empty license container).

9 Check licenses in FluidDraw

9.1 Current usage of licenses

Via FluidDraw menu “Manage“ › “License Information“ you can check total number of licenses as well as number of currently used licenses resp. if the license is used Online (as “Cloud” license)

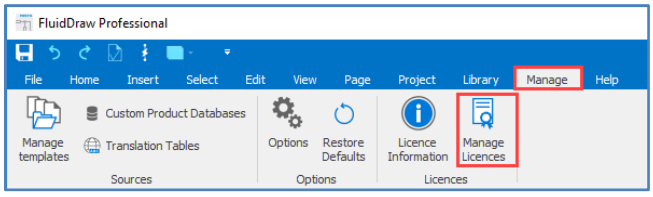


Close information by **OK**

Alternatively, you can check usage of licenses in CodeMeter WebAdmin, see chapter 10.3 on page 35.

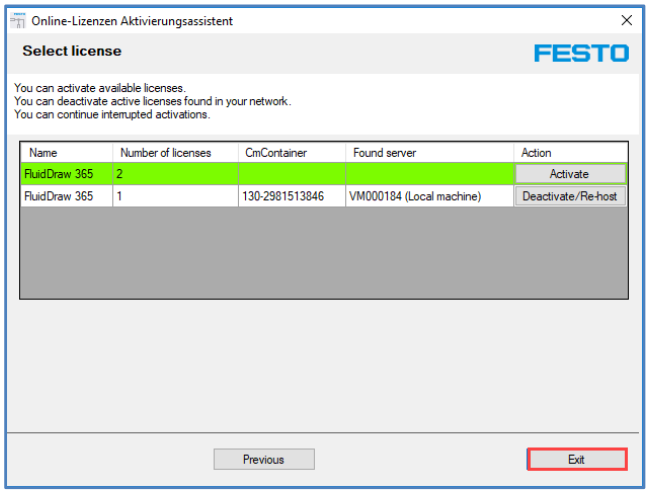
9.2 Activated licenses

Open FluidDraw Activation Wizard, to check number of licenses inluded in a license key and how many licenses are already activated. Use FluidDraw menu “Manage“ › “Manage Licenses“.



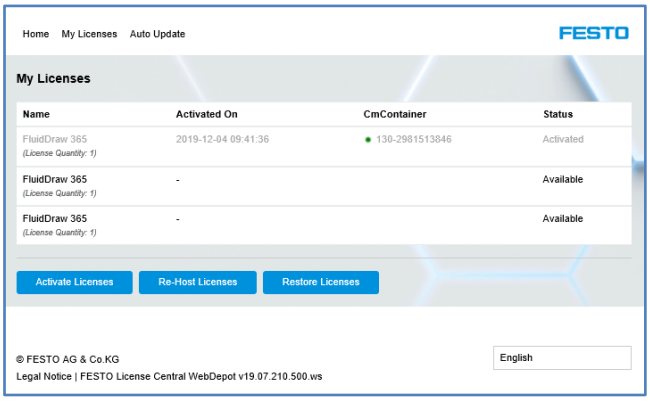
After input your license key you will get an overview of licenses.

In the example a total of 3 FluidDraw 365 licenses are included in the license key. One license was activated on the local computer; two licenses have not been activated yet.



Alternatively, you can check this information in the Festo License Central WebDepot after inputting your license key, see chapter 8.2 on page 22.

A green colored dot in front of the CmContainer number with activated license(s) indicates that the CmContainer is at the local machine or that it is accessible via the network.



10 License management

FluidDraw license management requires CodeMeter Runtime for Windows from Wibu Systems. Administrator rights are required for the installation. A restart is not triggered.

You can view details about the licenses used and the license server settings on any computer inside the network on which the CodeMeter Runtime is installed and on which the JavaScript-is enabled in the web browser.

10.1 Installation of license management software (CodeMeter Runtime)

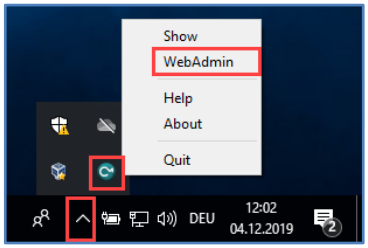
The CodeMeter Runtime is installed by the FluidDraw setup on the license server as well as on the workstations.

At the same time the option "Network server" is set on the license server.

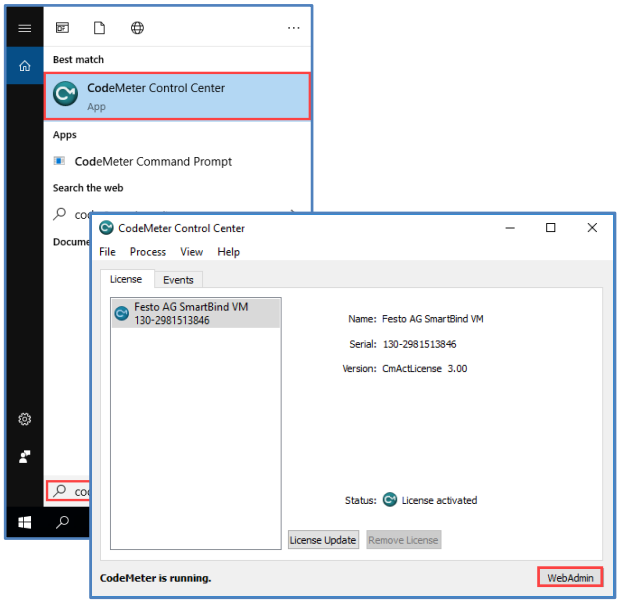
The current "CodeMeter Runtime for Windows" can also be downloaded directly from Wibu Systems (www.wibu.com) and installed independently of the Fluiddraw setup.

10.2 Open CodeMeter WebAdmin

Open CodeMeter **WebAdmin** via context menu from the information area of the Windows task bar.



Alternatively, CodeMeter WebAdmin can be opened via CodeMeter Control Center from Windows start menu “All Programs” › “CodeMeter” › “**CodeMeter Control Center**”.

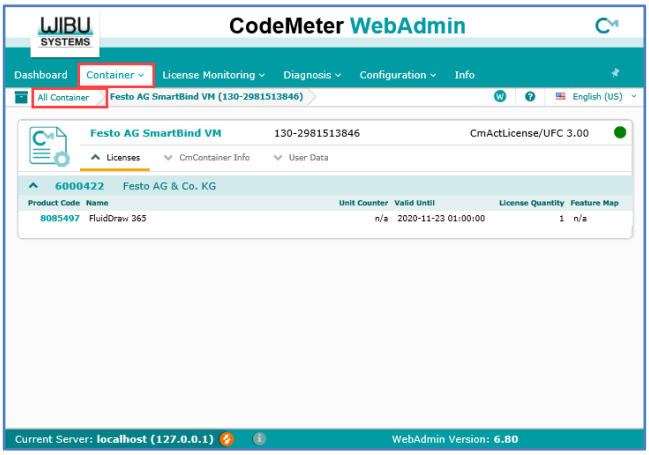


Click at
WebAdmin

10.3 Show license details

Click at tab **Container** ›
All Container

All locally activated licenses are displayed. Here you can also check expiration date of your FluidDraw 365 license(s).

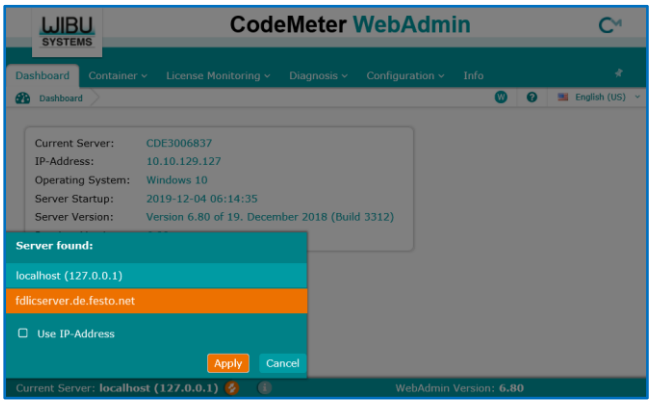


To check licenses at license server you have to switch the view to it.

To do this click at



in the lower left edge of the dialog and select license server.

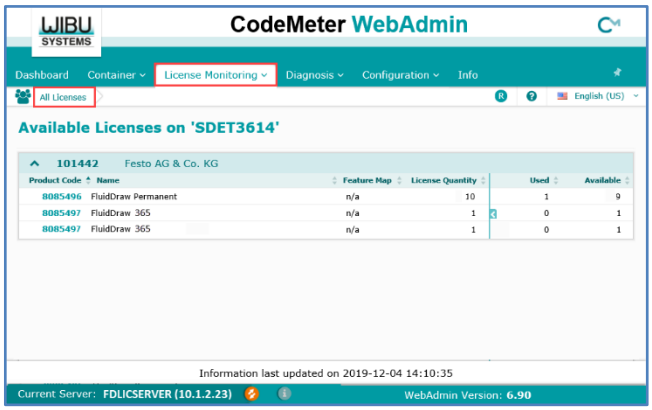


Do confirm your selection by
Apply

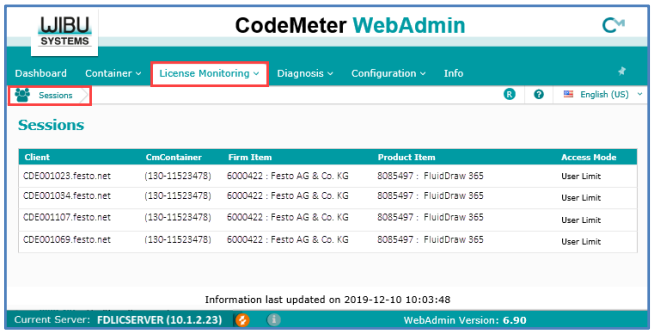
NOTE: If the license server is not listed, then add it to the server search list as described in chapter 11 on page 37 (tab “Configuration“ › “Basis“ › “Server-Search List“)

Click at tab **License-Monitoring** ›
All Licenses

Now you can check number of used and number of free licenses.



Click again on tab **License-Monitoring** and choose **Settings** from the drop-down menu to view details of the used licenses, i.e. which workstations currently use a license.



If you have problems, check the following settings for both the server and the clients. You can check the server settings on any computer in the network. To check the client settings, you must call the CodeMeter WebAdmin at the corresponding workstation.

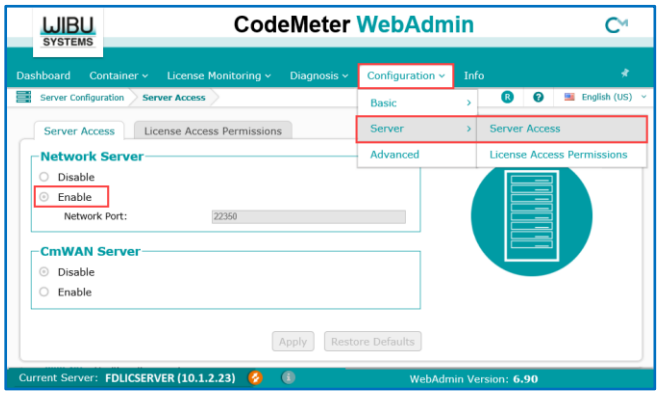
10.4 Check server-settings

Select your license server in the lower left edge of the dialog



Select
Configuration › **Server** › **Server-Access**.
Network-Server must be **enabled**!

You can open CodeMeter WebAdmin at any computer inside the network to check this setting.



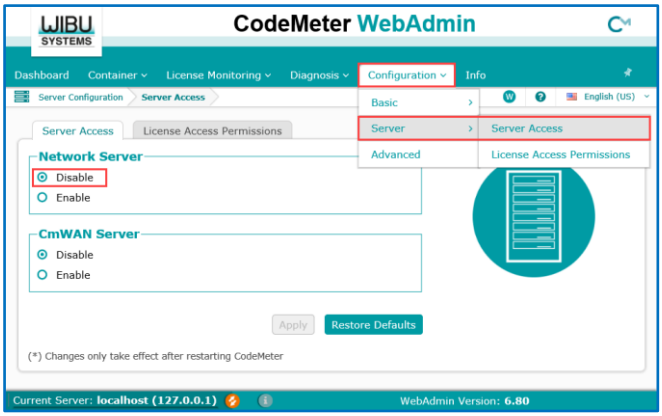
NOTE: In order to check the license server settings, it is sufficient to call the following address in a web browser: http: //[server name or IP address of the license server]: 22350

10.5 Check client-settings

Open CodeMeter WebAdmin at each Client to check setting. Alternatively, you can call the following address in a web browser http://localhost:22350

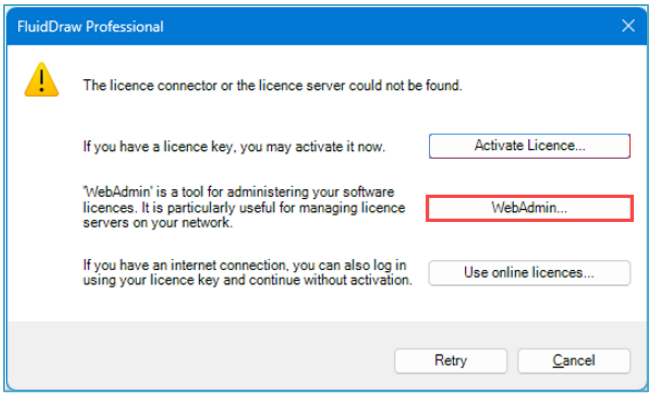
In the lower left edge of dialog the client computer “localhost (127.0.0.1)“ is already selected and you can check setting immediately.

Select
Configuration › **Server** › **Server-Access**.
Netzwerk-Server must be **disabled**!



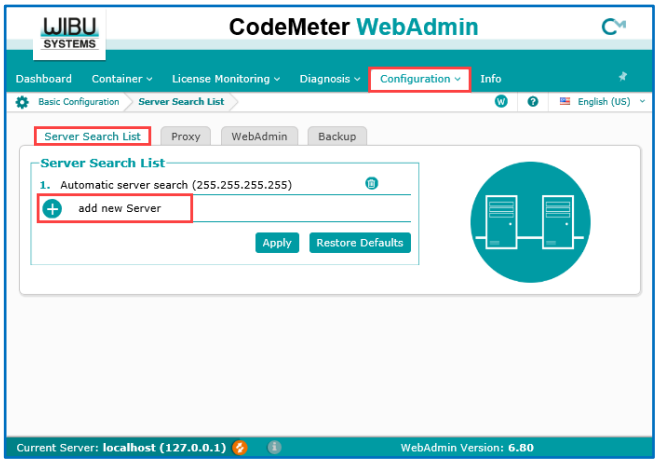
11 No license found when starting FluidDraw

When starting FluidDraw tries to find a license automatically. If it can't find a license the following dialog opens.



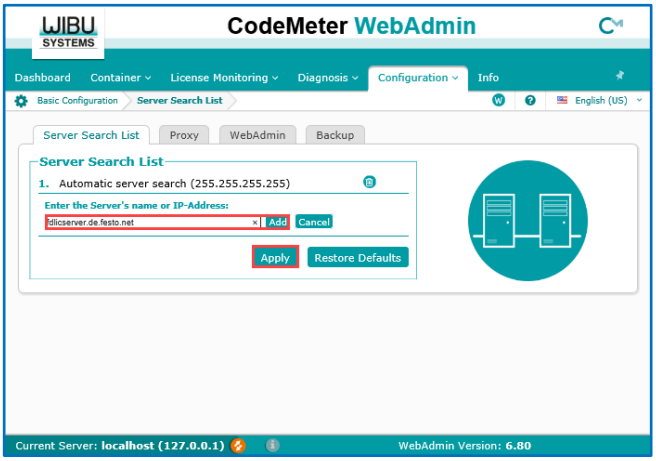
WebAdmin...

Now this allows to define a license server.



Change to tab
Configuration › **Basis** › **Server-Search List**
(only if it hasn't already been opened)

Click at **add new Server**



An input box opens.

Input server name or IP address of license server and close dialog with **Add**

Apply

Keep the entry for the "Automatic Server Search (255.255.255.255)".

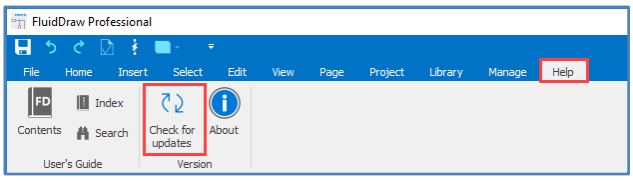
Make sure the license server installation has been done and licenses have been activated on the license server. The license server must be accessible in the network.

It is possible that the CodeMeter Runtime Service is blocked by a firewall. Communication between FluidDraw and CodeMeter Runtime takes place via the TCP/IP protocol. The default setting for the CodeMeter service is port 22350. This port must be opened in both directions for the clients and for the server for TCP and UDP. WebAdmin access requires port 22352 (HTTP) and port 22353 (HTTPS) for TCP protocol.

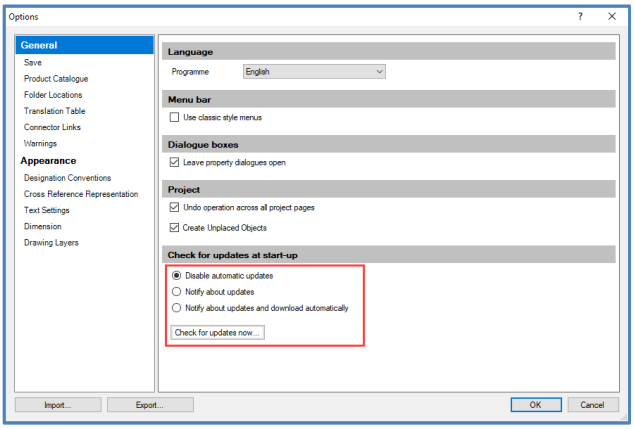
12 FluidDraw Update

There is no difference between the FluidDraw setup and a FluidDraw update, i.e. each FluidDraw update is a complete setup. Download setup from one of the sources listed in chapter 5 on page 9 and install it.

If you have an internet connection, you can also download and install it from the FluidDraw menu “Help” › “Check for Updates”. Please note that this requires administrator rights if FluidDraw has been installed for all users on this computer.



Use the FluidDraw menu “Manage” › “Options” to do an update search setting.



If there are problems during or after the FluidDraw update, uninstall FluidDraw from the Windows Control Panel ("Apps & Features") and then run it again. Make sure that setup was downloaded completely.

From version P7.0j onwards, program and data updates are separate, i.e. independent of each other. Regardless of this, a program update is always delivered with the latest data.

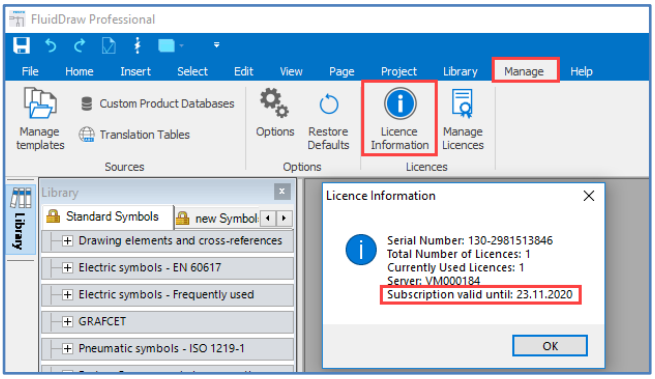
A data update contains circuit symbols and Festo product data. This data is located on the respective user computer in the directory %APPDATA%\FluidDraw7\ and is updated there.

13 FluidDraw 365 Licenses

After purchasing a FluidDraw 365 subscription, you will receive a license with your license key, which is valid 365 days after purchase. When activating such a subscription license, a corresponding expiration date is transferred to the CodeMeter container and stored there.

You can check the expiration date in FluidDraw via the menu

Manage › License Information



Alternatively, you can check the expiration date in CodeMeter WebAdmin, see chapter 10.3 on page 35.

If the FluidDraw 365 subscription is not canceled, it will automatically be extended for another year shortly before expiry. This will also extend the licenses in your license key. The new expiration date must now also be updated in the CodeMeter container.

This update of licenses will be made automatically by FluidDraw when FluidDraw detects a shortly expiring license or an already expired license. This works even if the licenses are located on another computer in the network, for example on a license server. For this, this computer must be accessible from the computer on which FluidDraw is started and which has internet access.

If the automatic license update was not possible, FluidDraw will not find a license at program startup. In this case, activate the renewal manually using your license key, as in the initial installation and license activation of FluidDraw, see chapter 8 on page 18.

If the computer on which the licenses have been activated does not have internet access and network access from a workstation or via the Festo License Central WebDepot is not possible, perform file-based license activation, see chapter 8.3 on page 24.

For your safety, FluidDraw 365 licenses have a 7 days buffer, i.e. even if the license renewal was not possible after 365 days, you can work with FluidDraw for another 7 days - use this time for manual activation of the license renewal.

Alternatively, or in case of problems, you can also use your (free) licenses "online". To do this, deactivate licenses that are activated locally or on a license server if necessary, so that they become available for "online" use.

14 Setup parameter for central software distribution

The installation must be done with administrator rights. The call for a complete installation (including CodeMeter Runtime) is as follows:

call fluiddraw_p71_.exe /qb /i INSTALLDIR="C:\Program Files (x86)\Festo\FluidDrawP7"

The file name of the setup depends on the corresponding software version and must be adapted.

Activation of licenses from a license key in silent mode can be done as follows (CodemeterActivationWizard.exe is located after the FluidDraw installation in the FluidDraw subdirectory "\bin", by default in "C:\Program Files (x86)\Festo\FluidDrawP7\bin\"):

call CodemeterActivationWizard.exe /qn ticket=xyz logfile=c:\tmp\log.txt

with xyz as place holder for license key in format XXXXX-XXXXX-XXXXX-XXXXX-XXXXX. Parameter for log file is optional.

"call" only is required in a batch file. "call" effects to wait until the called process has ended.

Installation of MSI-Paket

The MSI package can be downloaded from our FTP drive.
https://ftp.festo.com/Public/PNEUMATIC/SOFTWARE_SERVICE/FluidDraw/

Up to date “CodeMeter User Runtime for Windows“ has to be downloaded from
https://www.wibu.com/support/user/user-software.html
and installed separately. Call parameters are valid up from CodeMeterRuntime version 6.90.

Furthermore an existing FluidDraw installation has to be uninstalled before installing an FluidDraw update (2nd call):

```
call CodeMeterRuntime.exe /ComponentArgs "*":"/qn
    ADDLOCAL=Complete,DotNET_Modules,AutomaticServerSearch,WibuShellExtension,
    User_Help,AccessToWebAdmin"
call msiexec.exe /qn /x fluiddrawp7.msi REINSTALLMODE=vamus
call msiexec.exe /qn /i fluiddrawp7.msi INSTALLDIR="C:\Program Files (x86)\Festo\FluidDrawP7"
```

NOTE: If the runtime has to run as a server, the option "EnableNetworkServer" must also be added to the list. The call is:

```
call CodeMeterRuntime.exe /ComponentArgs "*":"/qn
    ADDLOCAL=Complete,DotNET_Modules,AutomaticServerSearch,WibuShellExtension,
    User_Help,AccessToWebAdmin,EnableNetworkServer"
```

To install FluidDraw for current user account use following call:

```
call msiexec.exe /qn /i fluiddrawp7.msi INSTALLDIR="%LOCALAPPDATA%\Festo\FluidDrawP7"
    ALLUSERS=""
```

CodeMeterRuntime.exe installation requires administrator-rights. Modify the filenames of the msi packages and the destination path according to the version used.

Parameter for FluidDraw setup-EXE and MSI-package

Setup without user interface	/qn
Setup with simple user interface	/qb
Install FluidDraw	/i
Uninstall FluidDraw	/x
Log steps of installation	/l “[log file]“
Installation directory	INSTALLDIR="[installation directory]"
License server names	LICSERVER="[Server1];[Server2];...;[ServerN]"
Installation for all users (Default)	
Parameter not required.	ALLUSERS=1
Installation for current user	
(driver installation, i.e. CodeMeter not possible)	ALLUSERS=““
Application language German	LANGUAGE="DE"
Application language English	LANGUAGE="ENUS"
Only for setup-EXE:	
An existing FluidDraw 6 version will be uninstalled first. The new version will be installed in the origin directory.	REMOVE_FIRST

License activation

call CodemeterActivationWizard.exe /quiet tickets=XXXXX-XXXXX-XXXXX-XXXXX-XXXXX
logfile=c:\tmp\log.txt

CodemeterActivationWizard.exe is located in the FluidDraw program sub-folder ...\bin\...

Modify the paths and replace the place holder behind “tickets=” by your personal license key.

15 Summary – Important instructions and Hints

FluidDraw Update

If you have problems with FluidDraw, first install the latest FluidDraw update. If the problems persist, uninstall FluidDraw from the Windows Control Panel and then reinstall it.

Licenses and license keys

Carefully handle your license key! Everyone who knows it can activate free licenses.

Disable your FluidDraw licenses before making any changes on a machine with activated FluidDraw licenses! Such changes include computer name, operating system, motherboard, CPU, network adapter or hard disk drive replacement. Deactivation (Re-host) of licenses works in the same way as activation after input the license key in the FluidDraw Online License Activation Wizard or in the Festo License Central WebDepot.

If your licenses have become invalid, please contact Festo Service by e-mail, stating your Festo customer number and your license key: cts_support@festo.com

License server

If you use a license server, CodeMeter Runtime must be allowed to communicate through the Windows Firewall via port 22350 (default setting) in both directions. The license server must have the "Network server" option enabled, but the clients must have this option disabled, see chapters 10.4 and 10.5 on page 36.

Check these settings for license management issues. Verify that the CodeMeter Runtime Service is running on both the server and clients, and that the licenses are found in CodeMeter WebAdmin at the workstations.

Current version of “CodeMeter User Runtime für Windows“ can be downloaded at www.wibu.com (“Support & Downloads” › “Support for Users”: https://www.wibu.com/support/user/user-software.html). See also https://www.wibu.com/us/support/user/faq-codemeter.html. Install latest version in case of problems with license management or if CodeMeter WebAdmin is not available at any machine.
NOTE: The complete FluidDraw installation or license server installation also installs CodeMeter Runtime. However, there may be a more up to date version of it.

If you want to change the license server settings from any computer (remote access), you must use the required authentication in the CodeMeter WebAdmin on the "Configuration"› "Basic"› "WebAdmin" tab. For further information please use the CodeMeter user help.

Firewall

The following URLs must be allowed to communicate via the Windows Firewall:

www.shopsys.de art-systems.de www.artsystems.de	provides URLs used by FluidDraw
api.festo.com www.festo.com	Festo online services
lc.codemeter.com	activation / deactivation of licenses

Data protection and security

In the following cases FluidDraw communicates via HTTP or HTTPS with servers of

- Art Systems Software GmbH: At program start to check whether an update is available - Only if the automatic search for updates has been activated in the program options.
- Art Systems Software GmbH: When calling the Online License Activation Wizard to determine the Wibu URL for the activation or deactivation of licenses.
- Art Systems Software GmbH: In case of “Use Online Licenses“ periodically.
- WIBU-SYSTEMS AG: When activating and deactivating licenses, provided that this is not file-based.
- Festo SE and Co. KG: When accessing the saved online shopping baskets. This requires a successful login under the corresponding Festo account.
- Festo SE and Co. KG: When calling up additional product information via the online services, such as PDF documentation, data sheets, accessories, spare parts.
- Festo SE and Co. KG: To transfer a parts list to the Festo online shopping basket after confirming the "Send" button.

FluidDraw checks whether the Windows clipboard has any content. This is used to update the user interface, e.g. the status of the "Insert" button. The content itself is only read out after pressing the "Insert" button or using the menu item of the same name.

After activating the "Remember my credentials" option, the login data for the Festo online account (for access to the saved online shopping baskets) is encrypted and saved on the local hard disk drive. Deactivating this option deletes the saved login data.

Like most other programs, the FluidDraw developed by Art Systems Software GmbH uses components from third-party providers such as Mircosoft Corporation and WIBU-SYSTEMS AG. For this reason, it is not possible to list all of the actions considered to be safety-critical for the assembled FluidDraw software package.

The license protection of WIBU-SYSTEMS AG used for FluidDraw detects certain computer properties (e.g. the computer name, hardware features and whether it is a virtual machine or not).

When assessing and checking the security risk that software could pose, please always take a close look at which processes initiated which actions, which may have been classified as critical, at what point in time. An example: With a simple before-after comparison of the registry after installing a program and determined changes in non-program registry branches, it cannot necessarily be assumed that these were actually caused by the installed program. It is also possible that non-program processes (e.g. the operating system) running in the background have made these changes.

16 USB license stick - CmDongle

ATTENTION: Older license dongles (serial numbers starting with "1-" or "2-") will no longer be supported in the near future.

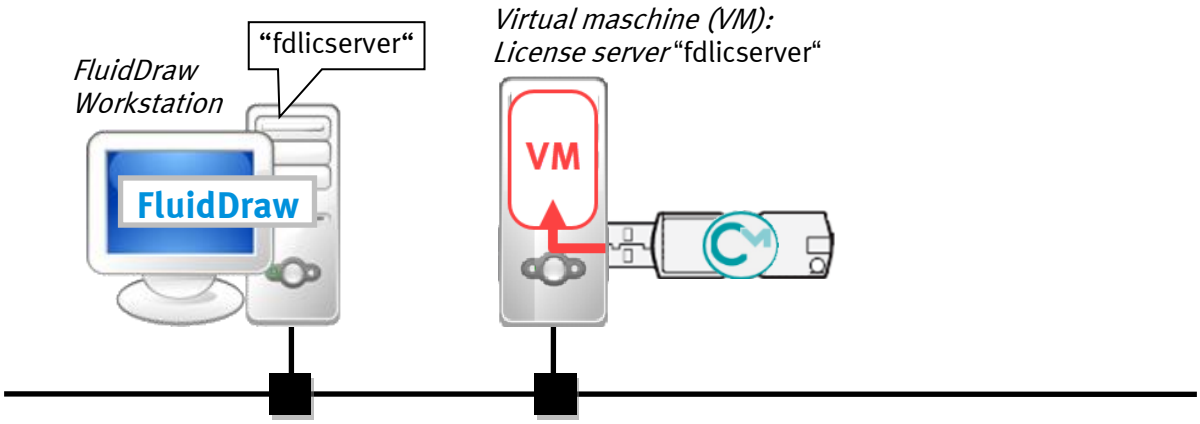
You can also activate FluidDraw licenses on a P5 USB license stick or on another existing Wibu CmDongle. Thus, the licenses are independent of the configuration of a computer.

It is not possible to use normal USB memory sticks instead of the USB license stick (CmDongle) from Wibu Systems. The CmDongle has a special not freely accessible and non-volatile storage area for the licenses.

If the license server is a virtual machine, it must be made available to the CmDongle. There are the following options.

16.1 License server in virtual environment - with USB license stick

The USB license stick must be redirected to the virtual machine (VM). For this, a device name must be assigned to the USB license stick in the virtual computer. Note that a redirected USB device can only be used by one operating system at a time.



16.2 License server in virtual environment – with USB network hub

If the USB license plug cannot be redirected to the virtual machine (VM), then use an USB network hub.

