

# FluidDraw® P6

## Installation and Licenses



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## 1 General Information

All FluidDraw licenses are network licenses. They can be shared on a license server or they can be used locally on a PC or notebook. The licenses are issued in form of a ticket and can be activated directly in FluidDraw. The following licenses are available

Annual subscription FluidDraw 365	Perpetual license FluidDraw P6
The subscription guarantees you access to the latest version. An upgrade to version P7 (and higher) is included as well as updates within version P6. The license is issued for 12 months and renewed automatically each year if the subscription is not cancelled.	Use FluidDraw P6 unlimited in time. Updates within version P6 are included.

This and further information you are going to find at the Festo AppWorld:

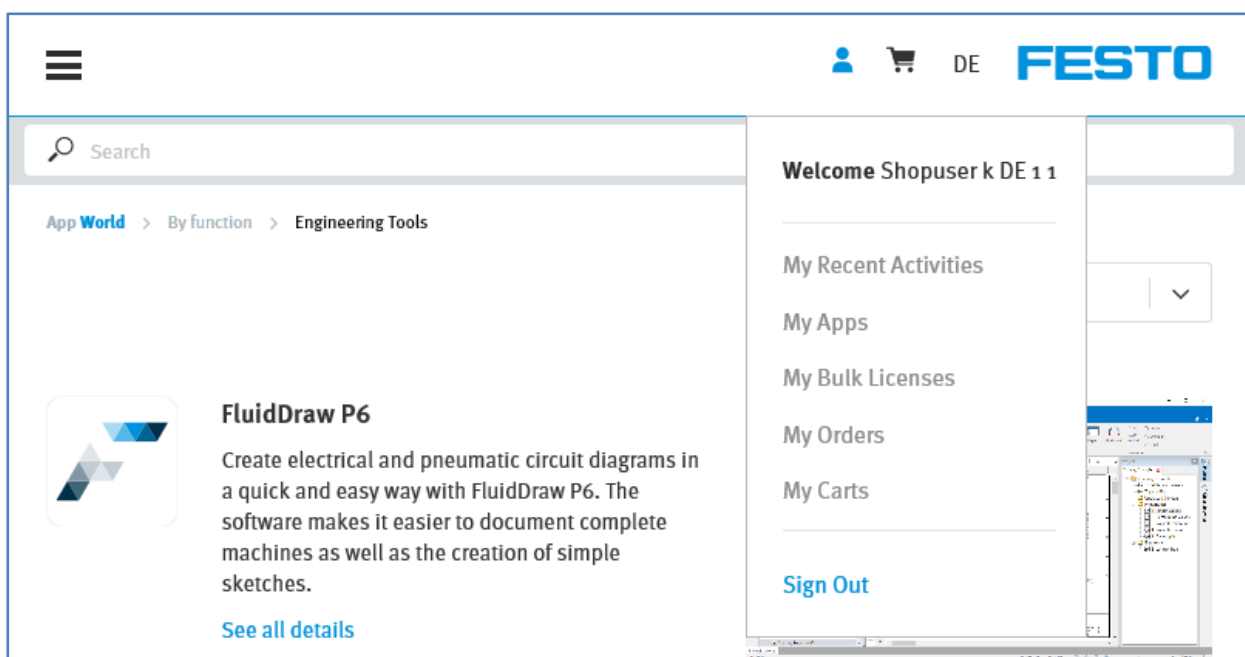
<https://www.festo.com/appworld/fluiddraw-p6.html>

Here you can download the FluidDraw user manual and latest FluidDraw setup, “See all details” to FluidDraw.

If you have logged in you can

- See prices
- Order (with corresponding authorization)
- Check you orders and ticket IDs at any time

The ticket ID you will need to activate your FluidDraw licenses or to deactivate respectively re-host it.





Festo AppWorld – My Apps:

App World > My Apps

Welcome **Mike Mustermann** (mike.mustermann@web.de)  
Online Shop - Mitarbeiter Zugänge S4- (0000123456)

My Recent Activities **My Apps** My Bulk Licenses My Orders My Carts

Type: All | Period of time: 3 months

Product Key: | Order Number: |

1-10 of 12 Apps

### My Recent Apps

Date	Product
11/20/19	FluidDraw P6 Ticket ID: LHA3F[REDACTED]YX3FF
11/22/19	FluidDraw 365 Ticket ID: WRFPO[REDACTED]GSLMD Quantity: 2 Status: CANCELLED End date: 09.09.2020

## IMPORTANT!

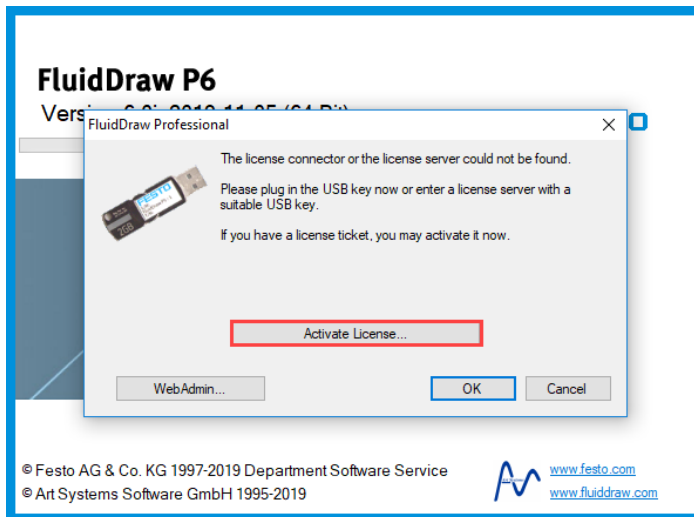
Carefully handle your ticket ID! Everyone who knows it can activate free licenses.

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.

This documentation is based on the FluidDraw version P6.0j dated November 5, 2019. Future versions may vary.

## 2 Quick start – local installation

1. Download FluidDraw setup from  
[https://www.festo.com/net/en\\_us/SupportPortal/Downloads/510796/](https://www.festo.com/net/en_us/SupportPortal/Downloads/510796/)
2. Run setup
3. Start FluidDraw and wait until dialog with possibility to activate license appears

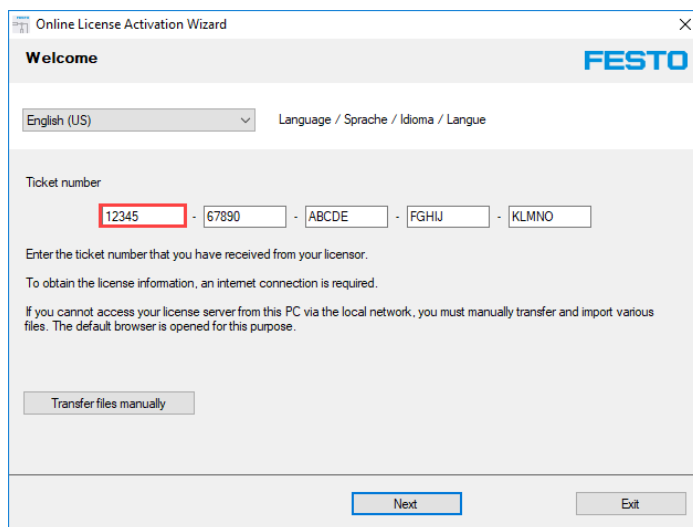


Activation of licenses requires an internet connection!

4. Input you Ticket-ID (format: 12345-67890-ABCDE-FGHIJ-KLMNO).

You can use copy&paste into the first input box.

Follow the steps of the activation wizard.



Detailed information of license activation you find in chapter 8 on page 21 as well as in the FluidDraw user manual:

<https://www.festo.com/net/SupportPortal/Files/561700/FluidDrawENGB.pdf>

### 3 System requirements

- Windows 7/8/10, 32Bit/64Bit,
- Microsoft .Net Framework 4.52
- 2 GB RAM for 32 Bit / 6 GB for 64 Bit
- 8 GB free hard disc space

### 4 FluidDraw installation-scenarios - overview

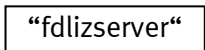
#### 4.1 Explanation of used symbolism



Installed FluidDraw application



Program link to FluidDrawP6.exe on a network drive



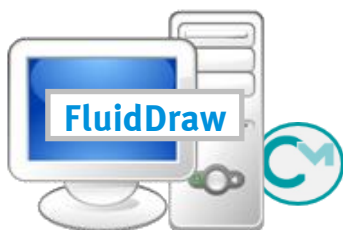
Specification of the license server (Computer-alias-name or IP address). This is always required if the FluidDraw work place is not in the same subnet as the license server.



License-container. It contains the FluidDraw licenses. This may be an 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 4.

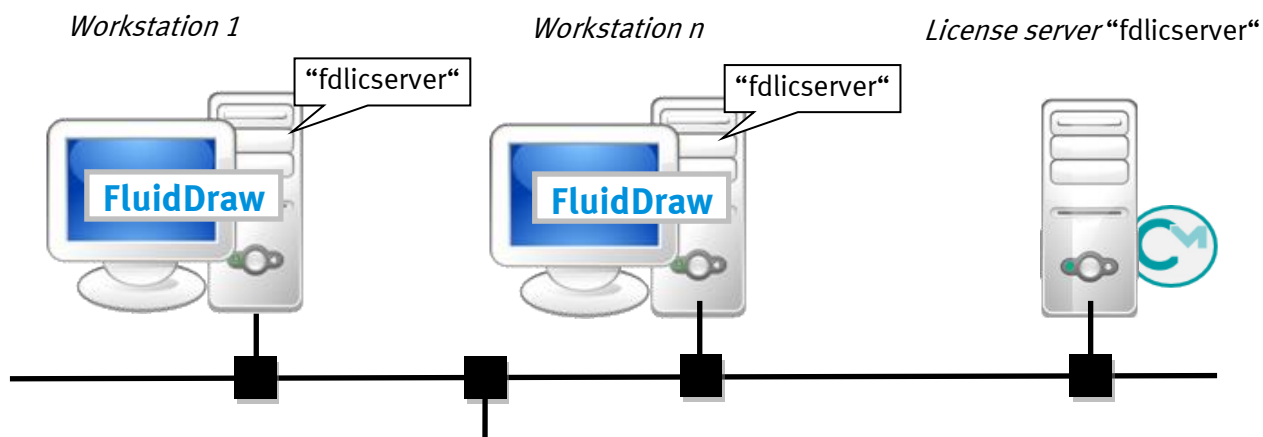


## 4.3 Local FluidDraw Installation and license server

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

With a license server number of licenses at least has to correspond to 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.



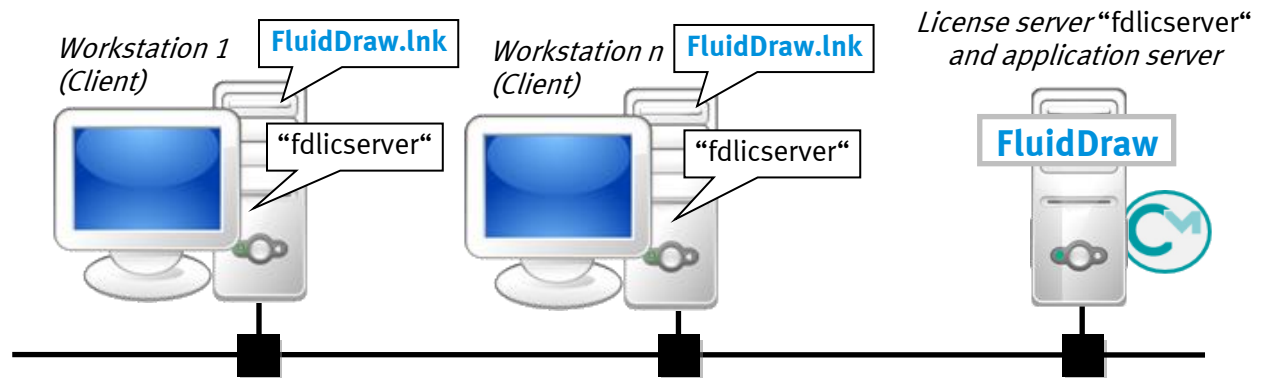
#### 4.4 Network installation (server-client-installation) and license server

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

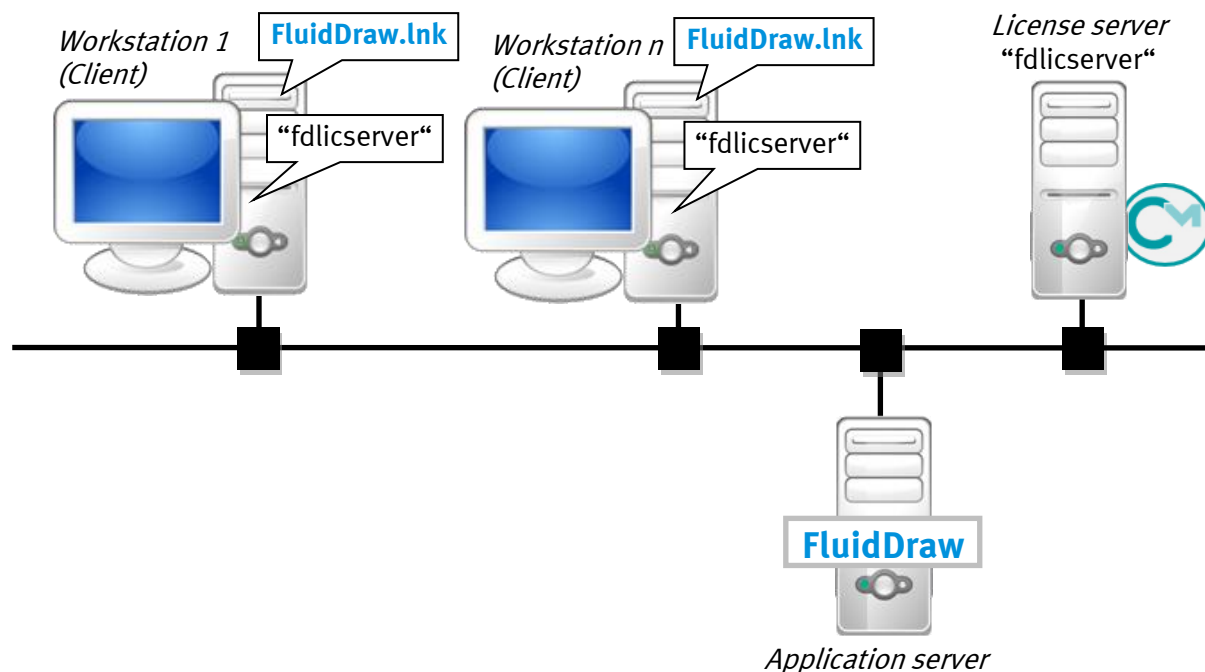
By using an application server, you ensure that all users always work with the same FluidDraw version. Updates are easy, as they have to be executed on the application server only.

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



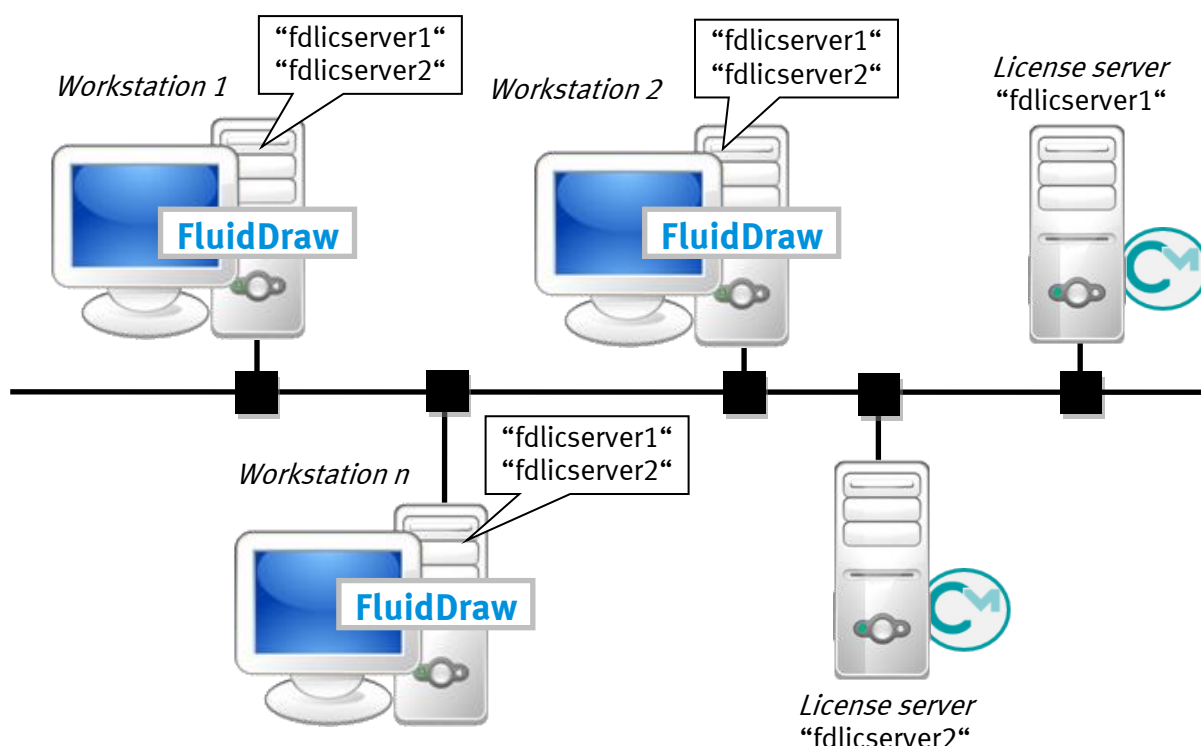
##### Variant 2: Separate servers for application- and licenses



## 4.5 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 temporary 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 43) or use CodeMeter WebAdmin (see page 40).



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.



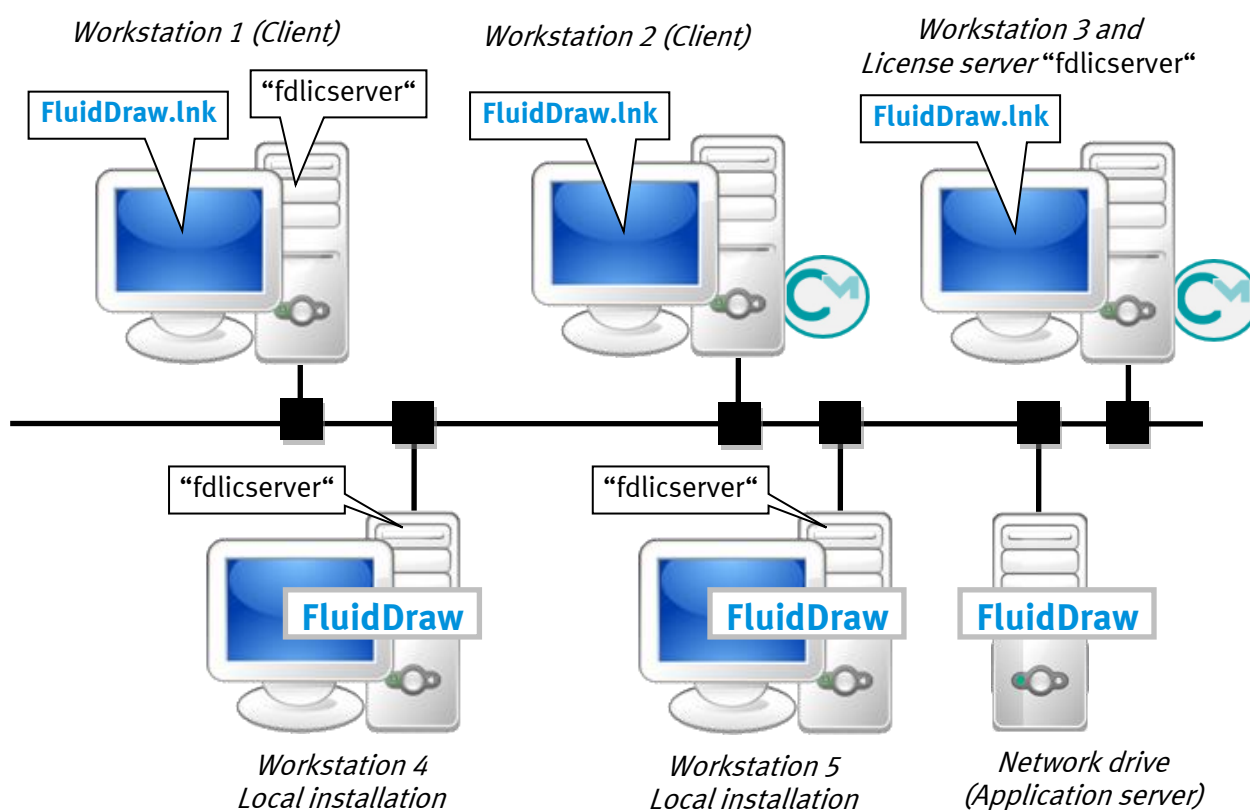
## 4.6 Mixed scenario

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

A license server had been set up, which can also be used as a workplace - workstation 3. It starts FluidDraw by 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 of an existing local license. To prevent this from happening, the 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.

## 4.7 Procedure for server-client-installation

Install license server (chapter 7 on page 19)

Activate licenses (chapter 8 on page 21).

Install FluidDraw

1. Full FluidDraw P6 Installation on the application server (chapter 5 on page 12)
2. Network (Client installation) on the workstations (chapter 6 on page 16)

## 4.8 USB license stick - CmDongle

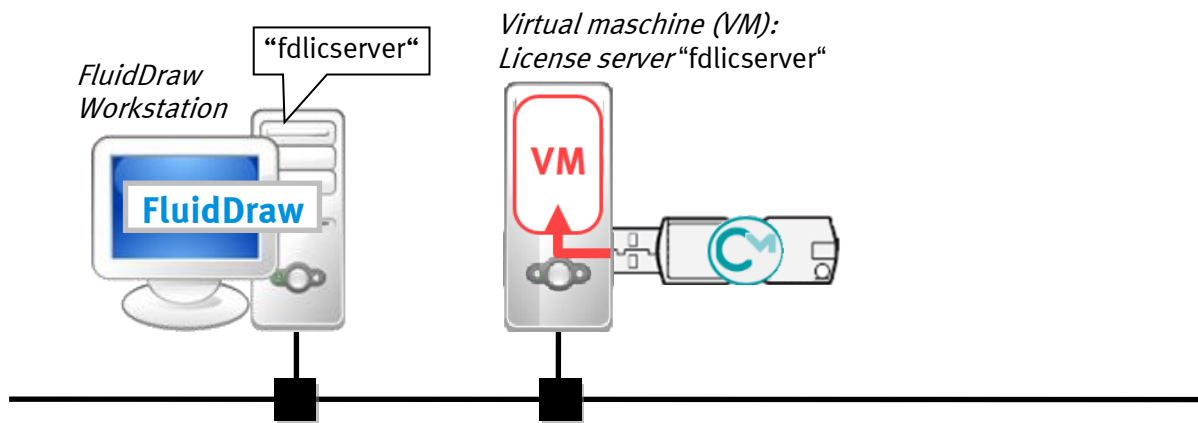
You can also activate FluidDraw licenses on a P5 USB license stick or on another existing Wibu CmDongle. Thus, the licenses are independent of the configuration of a computer.

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.

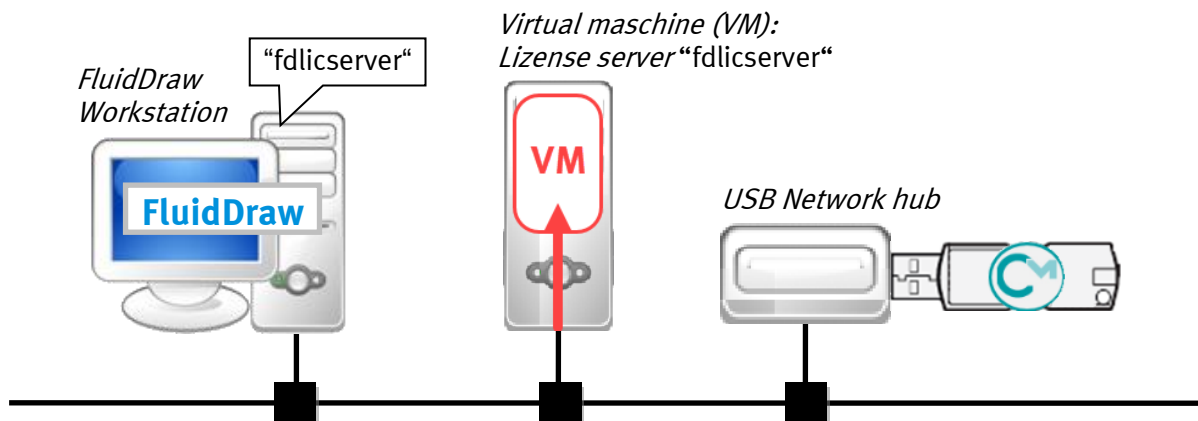
### 4.8.1 License server in virtual environment - with USB license stick

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.



### 4.8.2 License server in virtual environment – with USB network hub

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



#### 4.8.3 FluidDraw P6 on a CmDongle with RAM

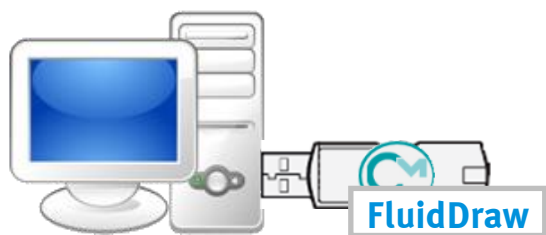
If you have a FluidDraw P5 USB license stick with RAM or another CmDongle with RAM, you can also put FluidDraw P6 on this plug and run it directly from it - without further installation.

To do this, first install FluidDraw on your local machine. Then copy the complete program folder "FluidDrawP6" onto the stick. Per default you find it in "C: \ Program Files (x86) \ Festo". Now create a program shortcut to the FluidDrawP6.exe in the subdirectory "\ bin" and copy it into the root directory of the USB stick. Note that this program shortcut works only if the corresponding drive letter has been assigned to the CmDongle. Otherwise, start "[drive letter of CmDongle]: FluidDrawP6 \ bin \ FluidDrawP6.exe".

HINT: If there is no FluidDraw installation on the local machine, you can also select the root directory of the USB stick directly in the setup as the installation path. Otherwise, the setup simply offers you "Install FluidDraw P6 Update", which does not allow direct installation on the stick.

Finally, you need to activate a FluidDraw P6 license on the stick. During license activation by using the FluidDraw Online License Activation Wizard select the local machine and then the serial number of your USB license stick. If you activate the license via the Festo License Central WebDepot, select your CmDongle there, see chapter 8 on page 21.

Now you can plug it into any computer and start FluidDraw P6 directly from it by running the program shortcut.





## 5 Install FluidDraw

Download the FluidDraw-setup from one of the following sources:

[https://www.festo.com/net/de\\_de/SupportPortal/Downloads/510796/](https://www.festo.com/net/de_de/SupportPortal/Downloads/510796/)

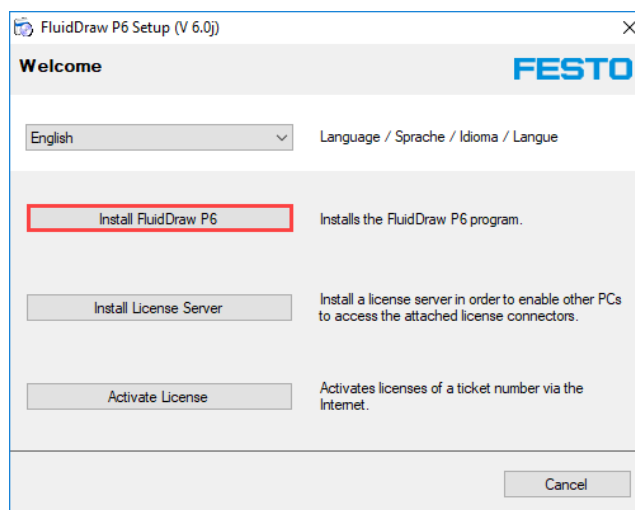
<https://www.art-systems.de/www/site/en/downloads/fluiddraw-p6.html>

.. and run it.

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

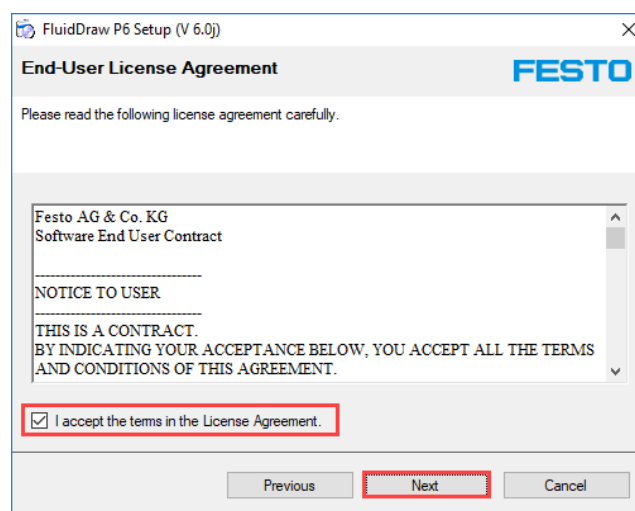
**To subsequently change the license server or installation path, you must first uninstall FluidDraw and then rerun the setup.**

### Install FluidDraw P6



Accept terms of the license agreement.

### Next

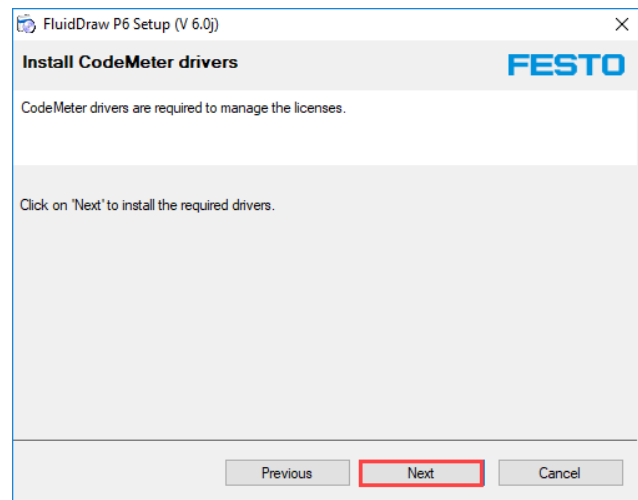




Initially, the license management software CodeMeter Runtime for Windows by Wibu Systems will be installed.

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

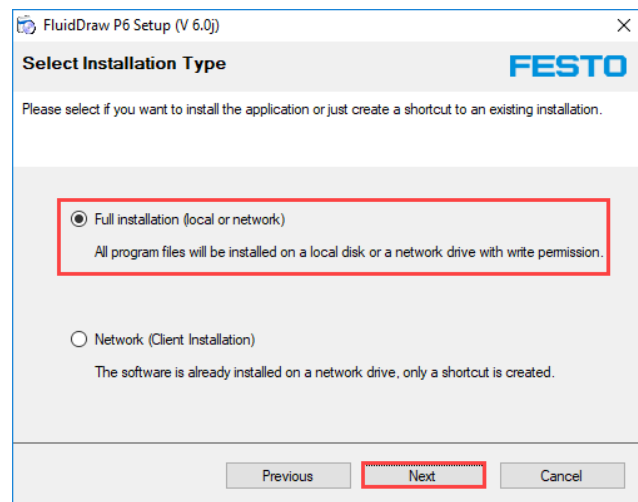
### Next



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)".

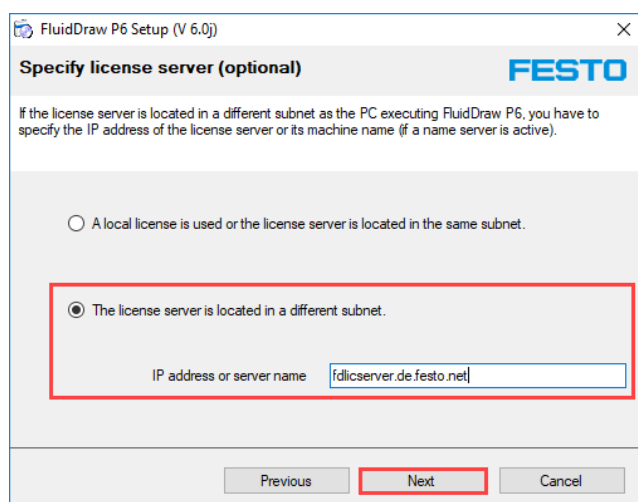
### Next



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 P6.

### Next

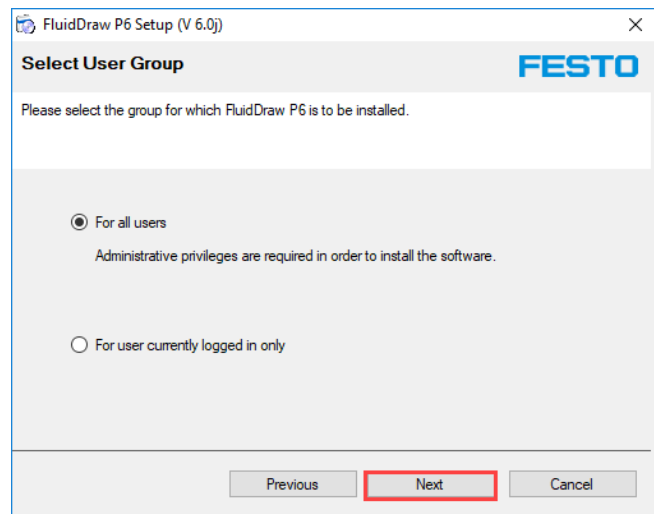


NOTE: You can subsequently input or change the license server using the CodeMeter WebAdmin, see chapter 10.2 on page 37.



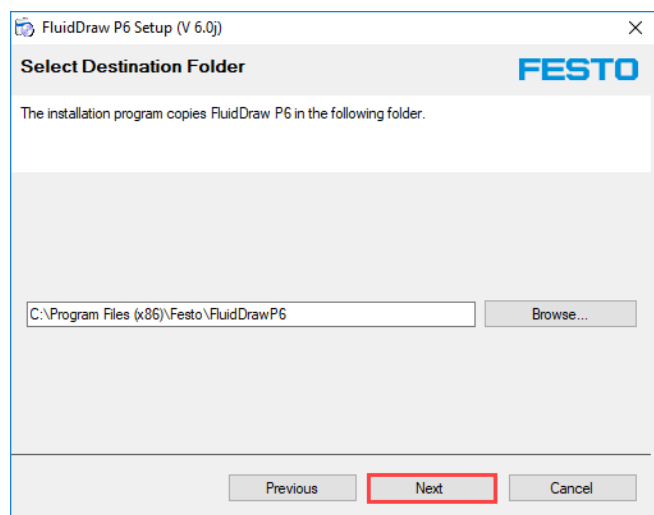
Select user group.

Next

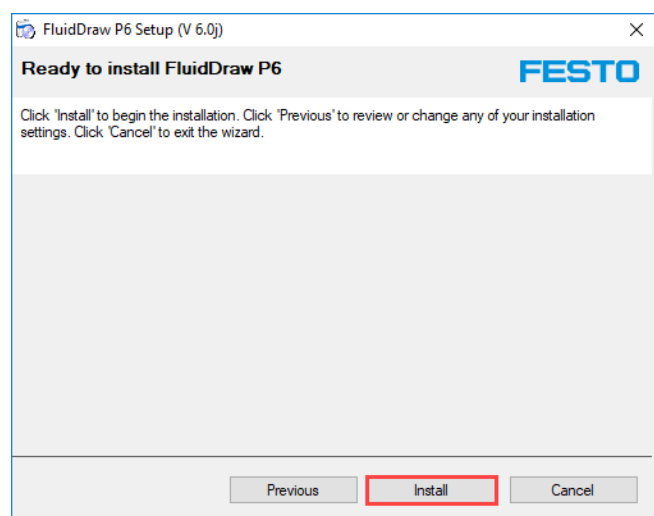


Select installation folder by **Browse....** When installing on a network drive (server installation), this must be a directory to which all users (clients) have read access. In the case of a single-user installation, you can leave the default path without changes.

Next



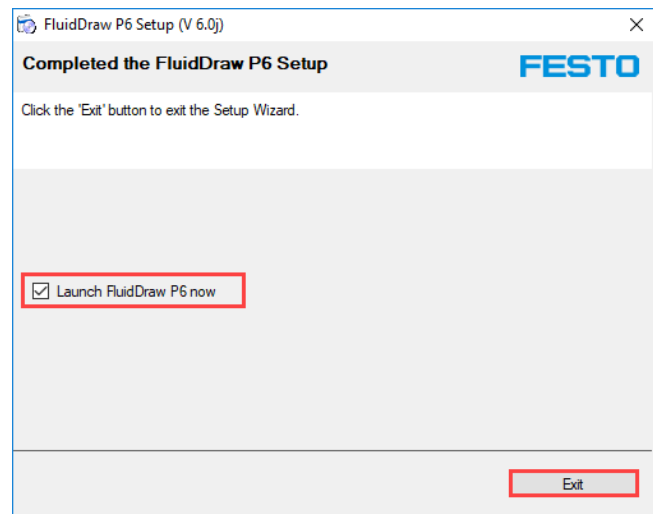
Install





If you do not want FluidDraw to start immediately after installation, disable the option "Start FluidDraw P6 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 21.

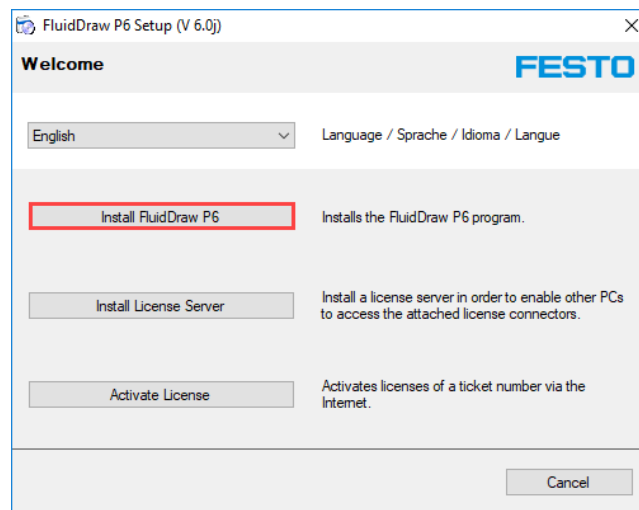


## 6 Clientinstallation

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.

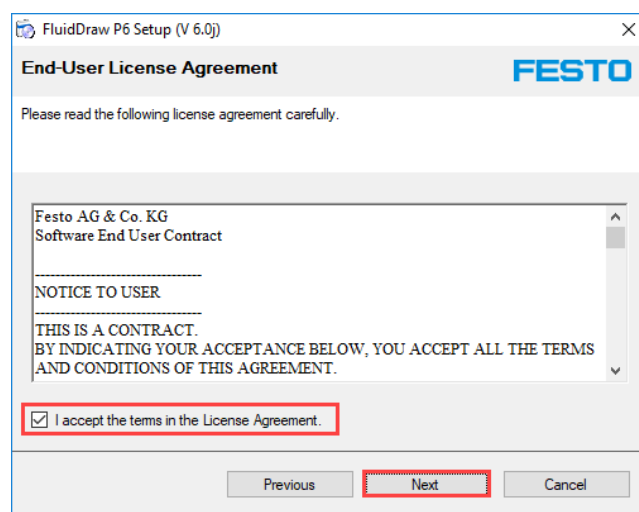
Run FluidDraw-setup.

### Install FluidDraw P6



Accept terms of the license agreement.

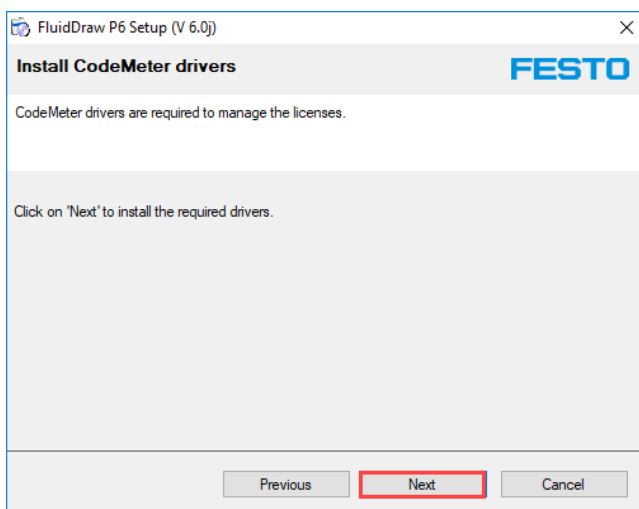
### Next



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

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

### Next



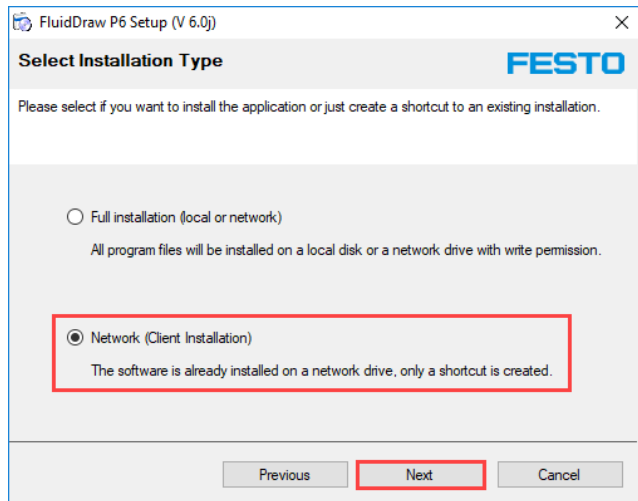




The client installation is only offered by the setup if there is no local FluidDraw installation on the computer. Otherwise, in the first step the setup provides the option to uninstall the local FluidDraw installation.

### Netzwerkzugriff (Clientinstallation)

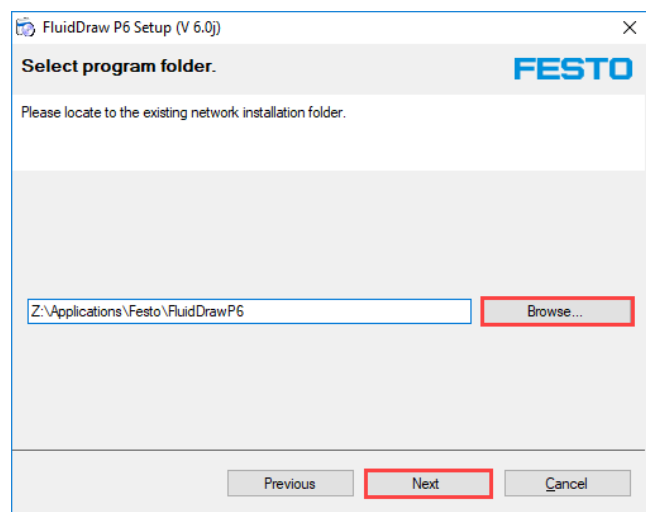
Next



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

Browse...

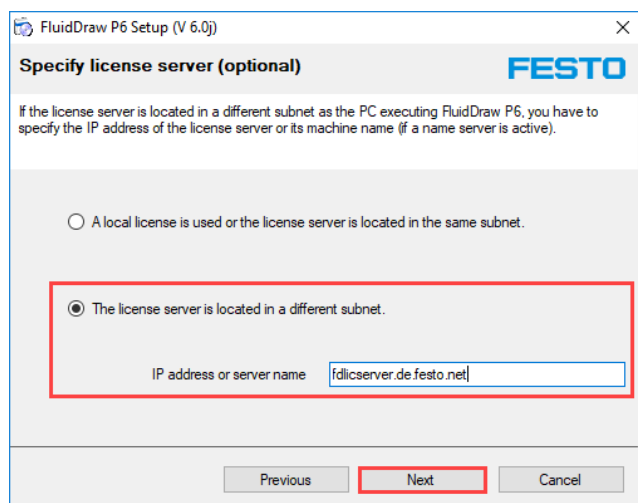
Next



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.

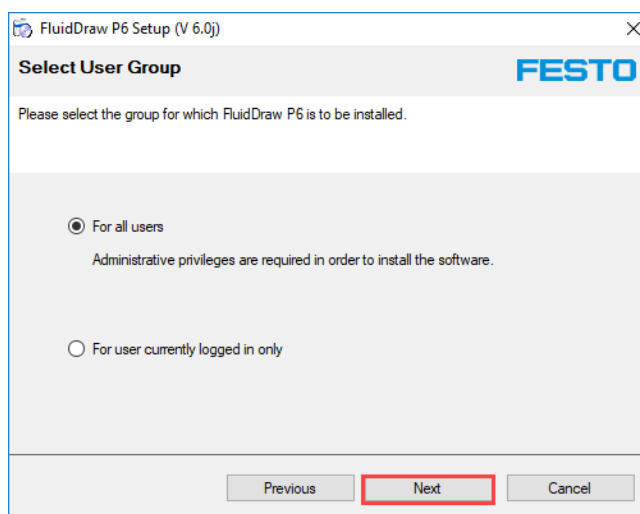
Next





Select user group.

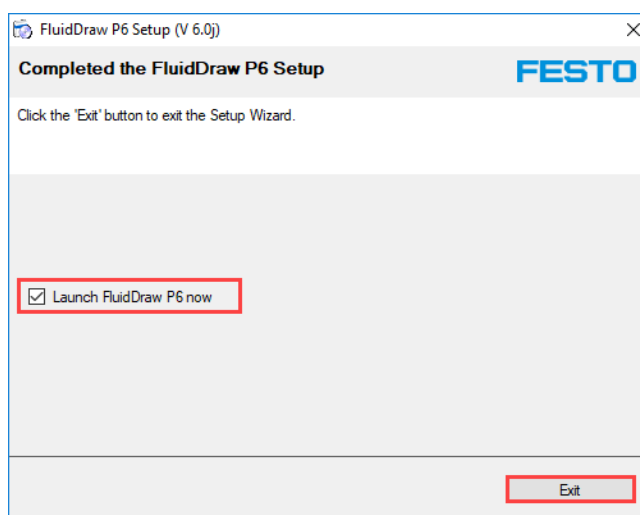
**Next**



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 P6 Now".

**Exit**



As an alternative to client installation, you can also manually create a program link to the FluidDrawP6.exe on the network on each client:

[Network-path]\FluidDrawP6\bin\FluidDrawP6.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 already 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 P6 licenses is plugged in.

Run FluidDraw setup.

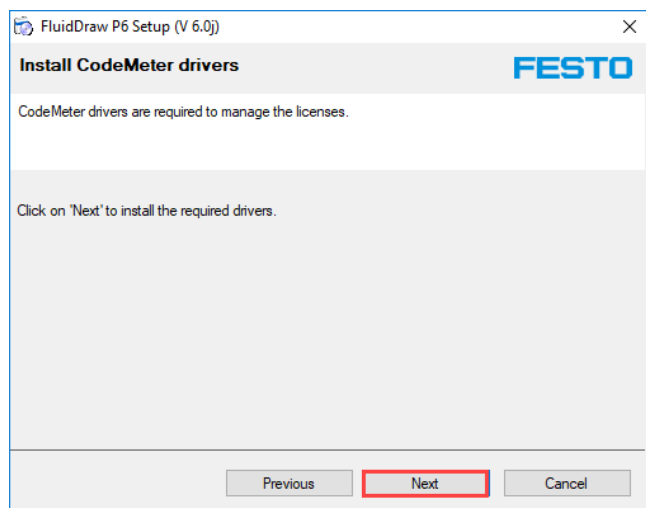
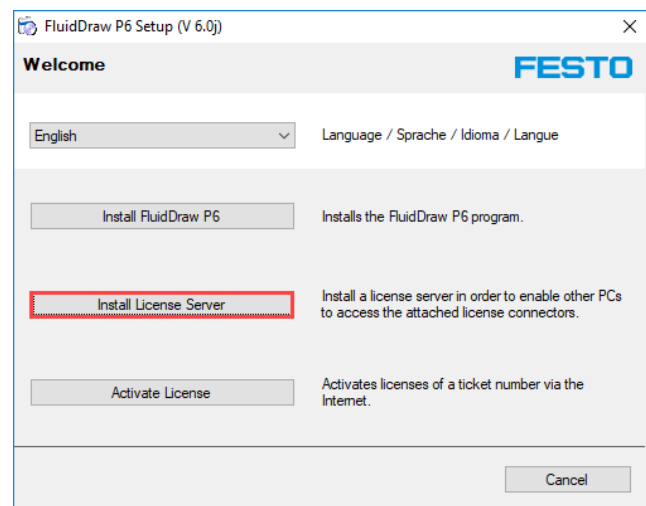
On the license server a FluidDraw program installation is not required.

### Install license server

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

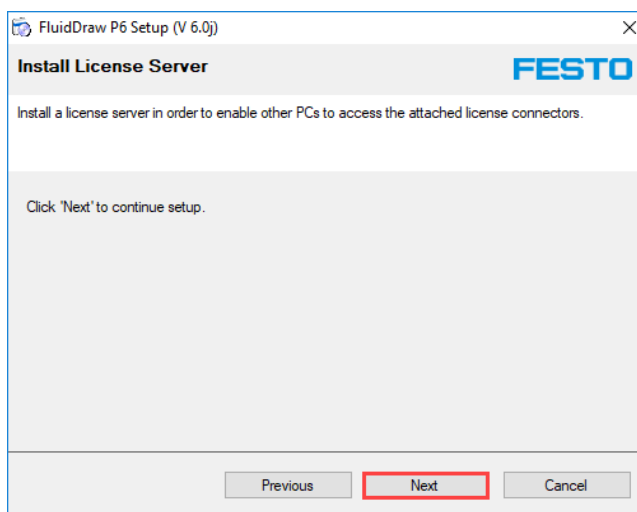
This step is not necessary if a current CodeMeter Runtime is already on the computer.

### Next



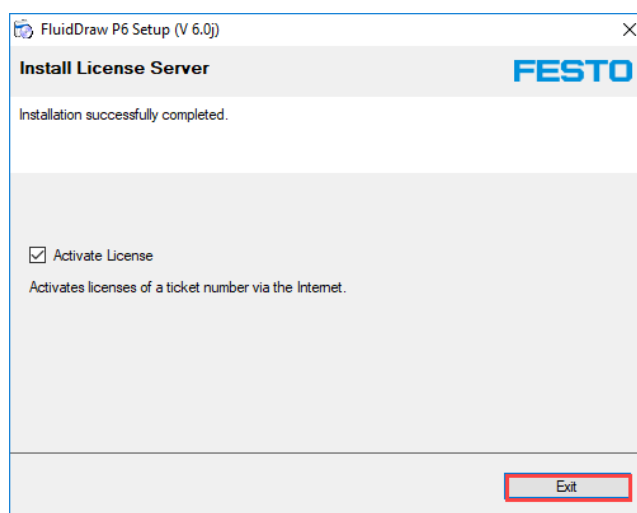


Next



After installation of license server you may  
**Activate License**

Exit



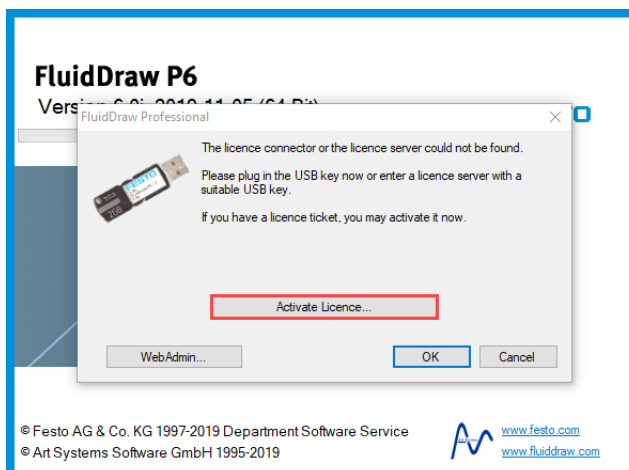
The option “Activate License” runs FluidDraw Online-License Activation Wizard, see chapter 8.1 on page 22.

## 8 Activate licenses

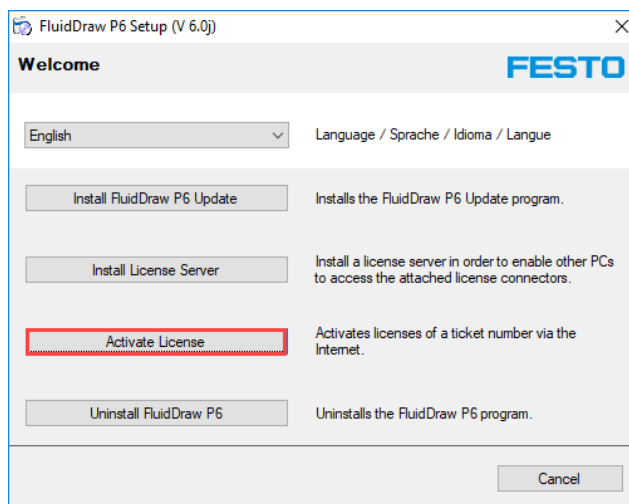
To activate - as well as to deactivate/re-host - FluidDraw licenses you need your ticket ID, see chapter 1 on page 2.

There are the following options for activating and managing licenses:

1. Start FluidDraw P6 after installation and wait until dialog appears which allows to activate licenses after successful search for licenses.

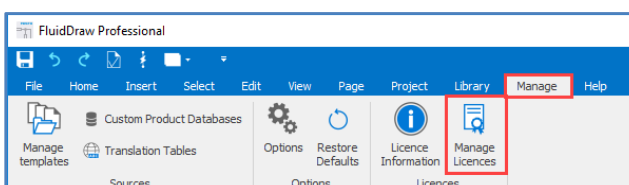


2. Run FluidDraw setup and select option "Activate License".



3. Run FluidDraw Online-License Activation Wizard directly from sub folder "bin" in FluidDraw-program directory:  
C:\Program Files (x86)\Festo\FluidDrawP6\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:  
<http://lc.codemeter.com/83810-prod/depot/>  
See chapter 8.2 on page 25.

Items 1 till 4 open activation wizard, see chapter 8.1 on page 22.



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 an internet connection licenses can be activated or deactivated (re-hosted) by file transfer, see chapter 8.3 on page 27.

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

## 8.1 FluidDraw Online Licence Activation Wizard

Copy your Ticket ID 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 Ticket ID 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 27.

**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 19.

**Next**

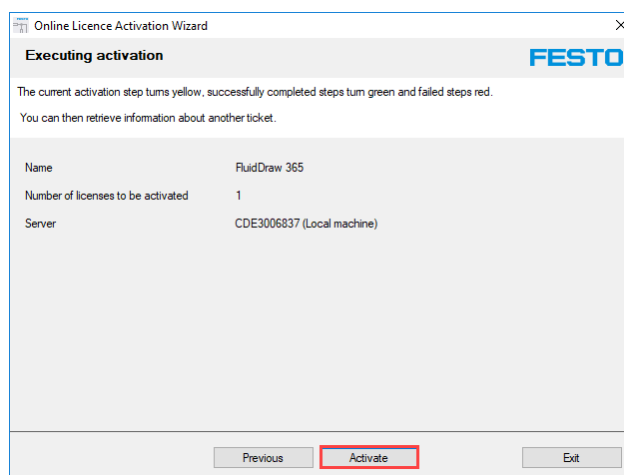
If a FluidDraw USB license stick (CmDongle) is connected on the selected computer than there is the possibility to activate license on it, as well.

**Next**



Check your selection.

**Activate**

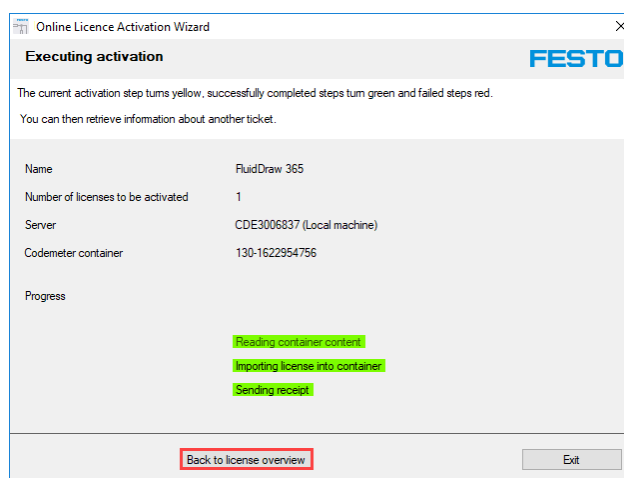


Now you can

**Exit**

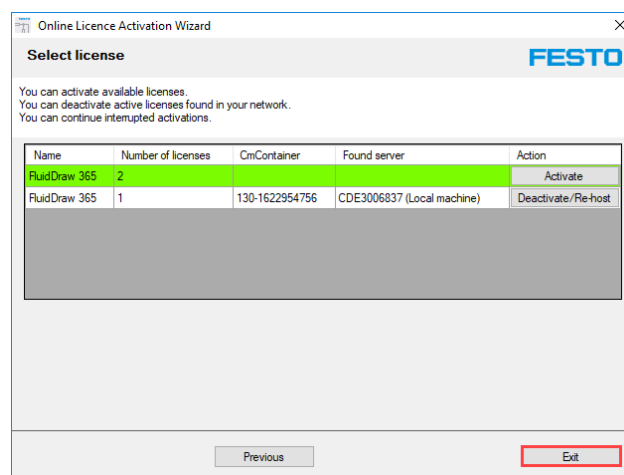
Or go

**Back to license overview**



One of three FluidDraw 365 licenses included in the ticket 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 ticket ID, 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 <http://lc.codemeter.com/83810-prod/depot/>

Input your Ticket ID.

Next

Home Auto Update

**Welcome to Festo License Central WebDepot**

Welcome to Festo License Central WebDepot. You can transfer your licenses to your CmContainer using this WebDepot. Please enter your ticket and click "Next".

Ticket:

Next

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English

Activate licenses

Home My Licenses Auto Update

**My Licenses**

Name	Activated On	CmContainer	Status
FluidDraw 365 (License Quantity: 1)	-		Available
FluidDraw 365 (License Quantity: 1)	-		Available
FluidDraw 365 (License Quantity: 1)	-		Available

Activate Licenses

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English

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

Home My Licenses Auto Update

**Available Licenses - Select the binding for Your Licenses**

You can bind your licenses either to a computer (**CmActLicense**) or to a dongle (**CmDongle**).

- When binding to a computer, the licenses are transferred to that machine. The licenses are associated with some properties of this computer.
- When binding to a CmDongle, the licenses are fully transferred into this dongle. This allows you to use these licenses on different computers.

I want my licenses in a dongle (**CmDongle**) to be able to use them on different computers.  
Firm Code: 101442

I want my licenses in a dongle (**CmDongle**) to be able to use them on different computers.  
Firm Code: 6000422

I want my licenses on one computer (**CmActLicense**).  
Firm Code: 6000422 | CmContainer: Festo AG SmartBind VM (2002)

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English

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.



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 27.

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 27.

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 45.

## 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 ticket ID choose option

## Re-Host Licenses

...and follow the further instructions.

Home My Licenses Auto Update

**Available Licenses**

To activate your licenses:

1. Select the licenses you want to activate.
2. Select the locally connected CmContainer to which you want to transfer the licenses.
3. Click "Activate Selected Licenses Now".

<input checked="" type="checkbox"/>	Name	Activated On	CmContainer	Status
<input checked="" type="checkbox"/>	FluidDraw 365 (License Quantity: 1)	-		Available
<input type="checkbox"/>	FluidDraw 365 (License Quantity: 1)	-		Available
<input type="checkbox"/>	FluidDraw 365 (License Quantity: 1)	-		Available

Select CmContainer

**Get CmContainer automatically**

**Activate Selected Licenses Now**

File-based license transfer

Select binding

My Licenses

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English

**Online License Transfer**

Starting license transfer.  
Downloading license template.  
Registering license template.  
Creating license request.  
Downloading license update.  
Importing license update to CmContainer.  
Creating receipt.  
Uploading receipt.

License transfer completed successfully!

**OK**

Home My Licenses Auto Update

**My Licenses**

Name	Activated On	CmContainer	Status
FluidDraw 365 (License Quantity: 1)	2019-12-03 13:16:13	130-1355017787	Activated
FluidDraw 365 (License Quantity: 1)	-		Available
FluidDraw 365 (License Quantity: 1)	-		Available

Activate Licenses **Re-Host Licenses** Restore Licenses

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English

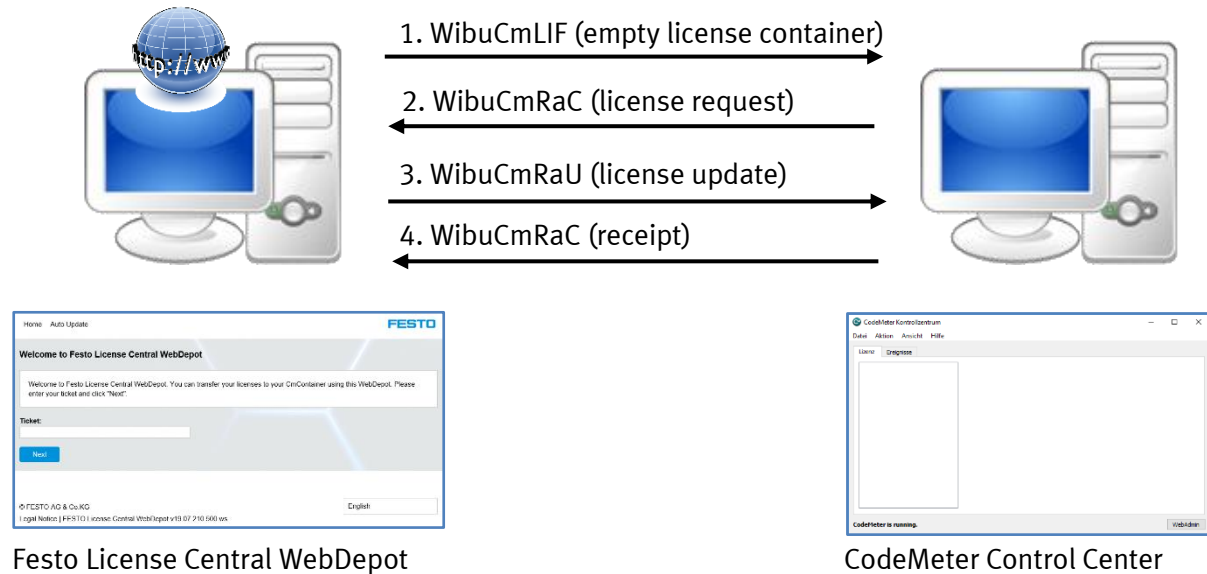
## 8.3 File based activation of licenses (if there is no internet access)

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 have to make 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



**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:  
<http://lc.codemeter.com/83810-prod/depot/>

Input your Ticket ID.

**Next**

Home Auto Update

**FESTO**

Welcome to Festo License Central WebDepot

Welcome to Festo License Central WebDepot. You can transfer your licenses to your CmContainer using this WebDepot. Please enter your ticket and click "Next".

Ticket:  
TCJJB-9GAQB-XX3M7-5RNDU-VJYS

Next

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English

**Activate licenses**

Home My Licenses Auto Update

**FESTO**

**My Licenses**

Name	Activated On	CmContainer	Status
FluidDraw 365 (License Quantity: 1)	-		Available
FluidDraw 365 (License Quantity: 1)	-		Available
FluidDraw 365 (License Quantity: 1)	-		Available

Activate Licenses

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English

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

Home My Licenses Auto Update

**FESTO**

**Available Licenses - Select the binding for Your Licenses**

You can bind your licenses either to a computer (**CmActLicense**) or to a dongle (**CmDongle**).

- When binding to a computer, the licenses are transferred to that machine. The licenses are associated with some properties of this computer.
- When binding to a CmDongle, the licenses are fully transferred into this dongle. This allows you to use these licenses on different computers.

I want my licenses in a dongle (**CmDongle**) to be able to use them on different computers.  
Firm Code: 101442

I want my licenses in a dongle (**CmDongle**) to be able to use them on different computers.  
Firm Code: 6000422

I want my licenses on one computer (**CmActLicense**).  
Firm Code: 6000422 | CmContainer: Festo AG SmartBind VM (2002)

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English

Select number of licenses.

Home My Licenses Auto Update

**FESTO**

**Available Licenses**

To activate your licenses:

- Select the licenses you want to activate.
- Select the locally connected CmContainer to which you want to transfer the licenses.
- Click "Activate Selected Licenses Now".

<input checked="" type="checkbox"/>	Name	Activated On	CmContainer	Status
<input checked="" type="checkbox"/>	FluidDraw 365 (License Quantity: 1)	-		Available
<input type="checkbox"/>	FluidDraw 365 (License Quantity: 1)	-		Available
<input type="checkbox"/>	FluidDraw 365 (License Quantity: 1)	-		Available

Select CmContainer  
Get CmContainer automatically ☒

Activate Selected Licenses Now

File-based license transfer

Select binding  
My Licenses

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English

**File-based license transfer**



Click at  
“How it works”

Home My Licenses Auto Update **FESTO**

**Available Licenses**

Upload Request Download Update Upload Receipt

To activate your licenses via file transfer - First step "Upload Request":

If you have activated licenses from this ticket already, you can transfer additional licenses into the same CmContainer(s). If you want to use another CmContainer, you need a license request file of this new CmContainer.

1. Select an already used CmContainer or create a license request file with Firm Code 6000422 for the CmContainer where you want to transfer the licenses to. This file can for example be created with CodeMeter Control Center. **How it works**
2. Select the licenses you want to activate.
3. Select the created license request file.
4. Click "Continue".

<input checked="" type="checkbox"/>	Name	Activated On	CmContainer	Status
<input checked="" type="checkbox"/>	FluidDraw 365 (License Quantity: 1)	-		Available
<input type="checkbox"/>	FluidDraw 365 (License Quantity: 1)	-		Available
<input type="checkbox"/>	FluidDraw 365 (License Quantity: 1)	-		Available

Select an already used CmContainer  
(No CmContainer found!)

or

Pick a license request file (\*.WibuCmRaC) of another CmContainer

Durchsuchen...

Start Activation Now

Direct license transfer

☒ Select binding  
☒ My Licenses

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English

Download template now

Home My Licenses Auto Update **FESTO**

**Available Licenses**

Upload Request Download Update Upload Receipt

To activate your licenses via file transfer - First step "Upload Request":

If you have activated licenses from this ticket already, you can transfer additional licenses into the same CmContainer(s). If you want to use another CmContainer, you need a license request file of this new CmContainer.

1. Select an already used CmContainer or create a license request file with Firm Code 6000422 for the CmContainer where you want to transfer the licenses to. This file can for example be created with CodeMeter Control Center. **How it works**
  - a. Start CodeMeter Control Center on the computer where the desired CmContainer is.
  - b. Select this CmContainer. If no CmContainer is present on that computer, you can download a template here **Download**.
  - c. Click "License Update".
  - d. Follow the instructions of the "CmFAS Assistant". Choose the option "Create license request".
  - e. Choose a filename for the license request file.
  - f. Click "Commit" to save the license request file.
  - g. Transfer the license request file that you just created to this computer.
2. Select the licenses you want to activate.
3. Select the created license request file.
4. Click "Continue".

<input checked="" type="checkbox"/>	Name	Activated On	CmContainer	Status
<input checked="" type="checkbox"/>	FluidDraw 365 (License Quantity: 1)	-		Available
<input type="checkbox"/>	FluidDraw 365 (License Quantity: 1)	-		Available
<input type="checkbox"/>	FluidDraw 365 (License Quantity: 1)	-		Available

Select an already used CmContainer  
(No CmContainer found!)

or

Pick a license request file (\*.WibuCmRaC) of another CmContainer

Durchsuchen...

Start Activation Now

Direct license transfer

☒ Select binding  
☒ My Licenses

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English

If available and 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.

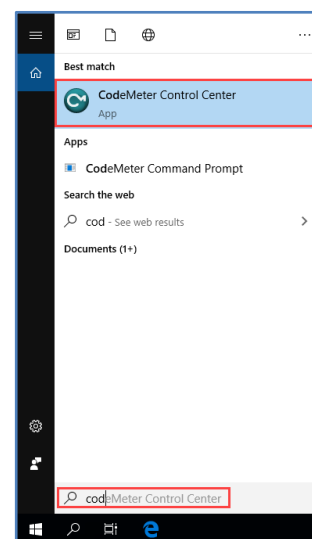
Do you want to open or save Template\_6000422\_2002.WibuCmLIF (1,87 KB) from k.codemeter.com?

Open Save Save as Save and open

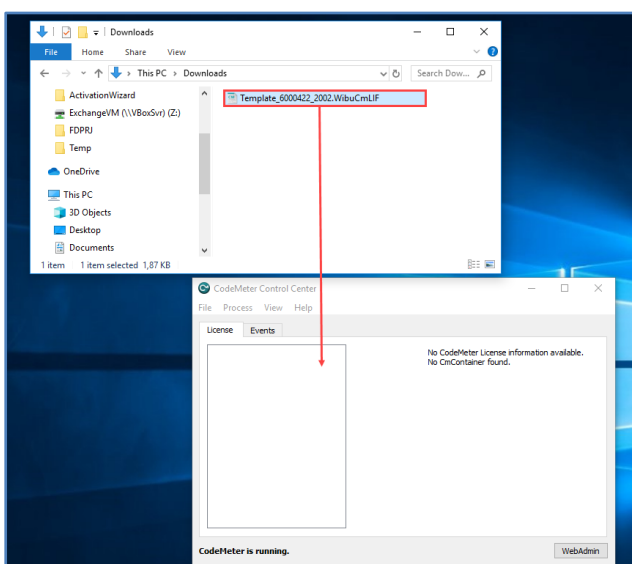


Open **CodeMeter Control Center** on the computer without internet access, on which you want to activate license(s).

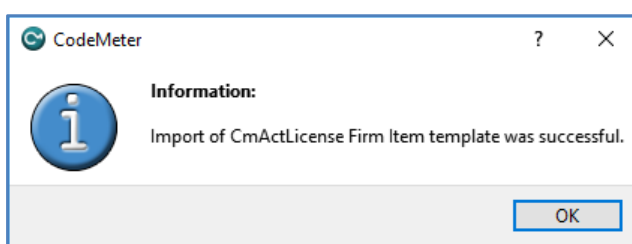
CodeMeter Control Center only is available if you installed license server before (chapter 7 on page 19) or if you installed CodeMeter Runtime from Wibu Systems manually before.



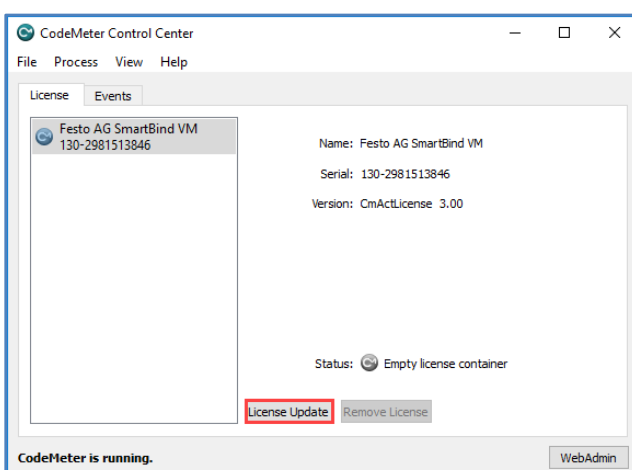
Drag WibuCmLIF-file into CodeMeter Control Center by using the computer mouse.



OK



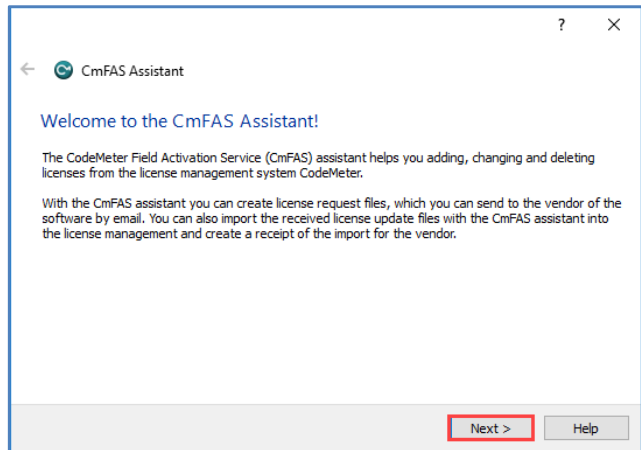
License Update





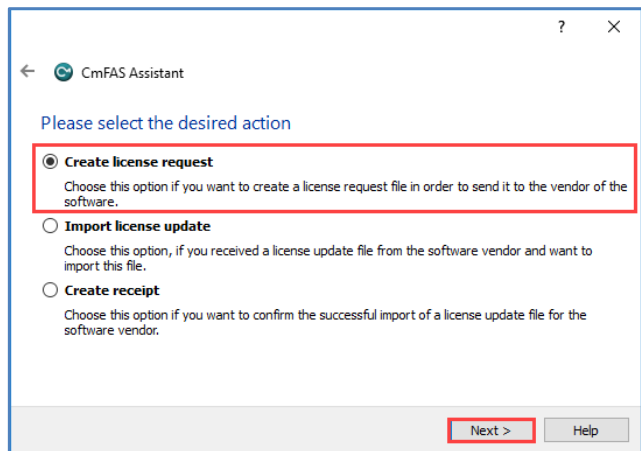
CmFAS Assistant opens.

**Next**



**Create license request**

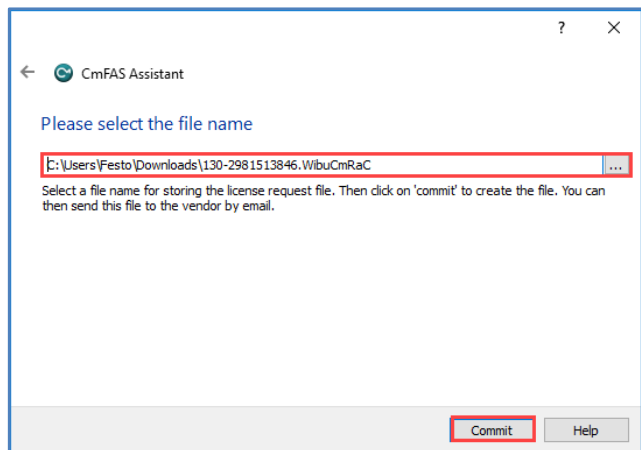
**Next**



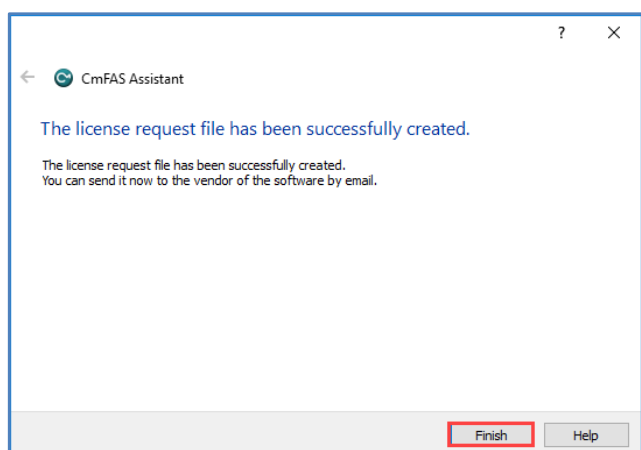
Select a directory.

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**

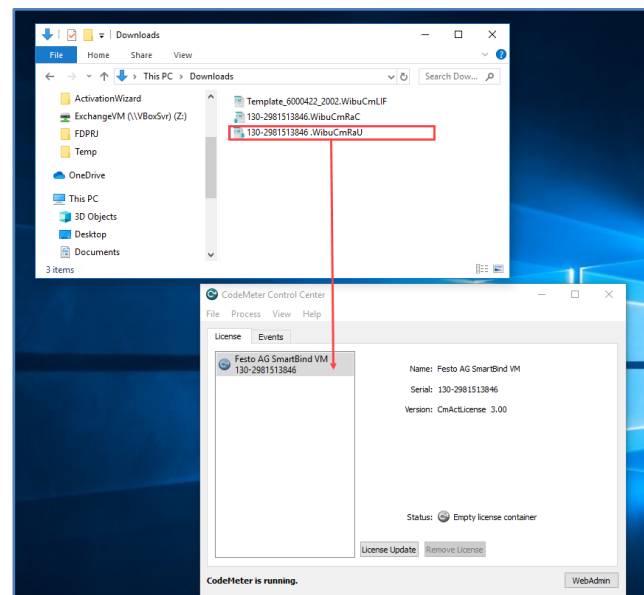
**Download License Update File now**

**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".





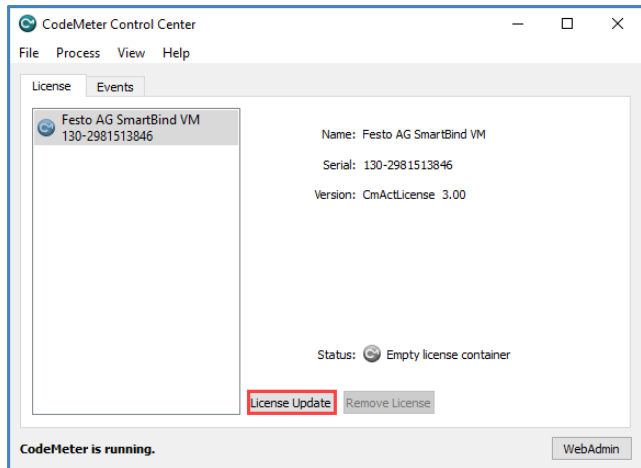
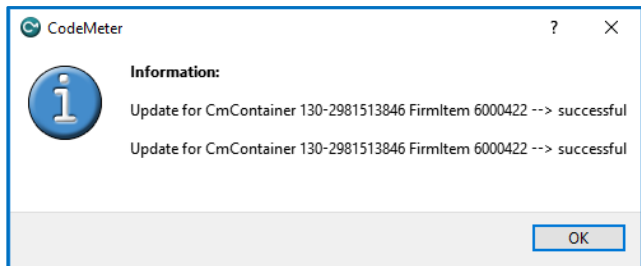


OK

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!

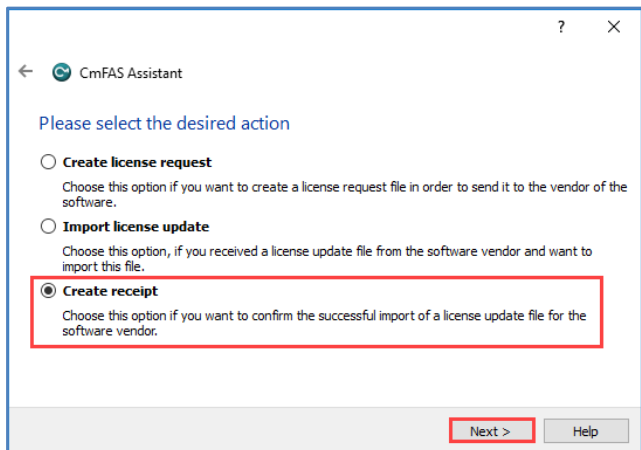
Open CmFAS Assistant again.

## License Update

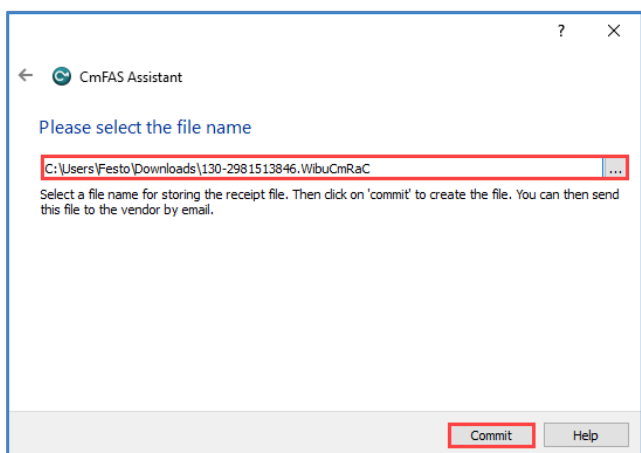


## Create receipt

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.

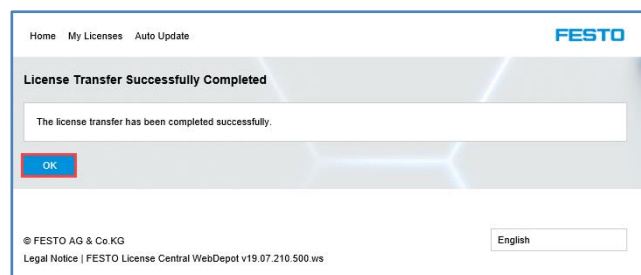
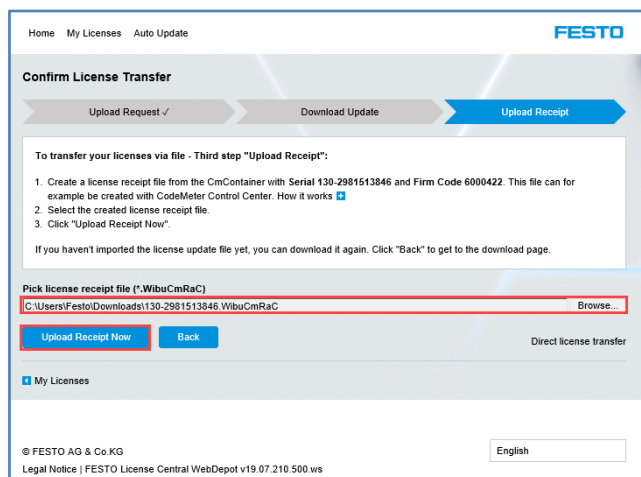
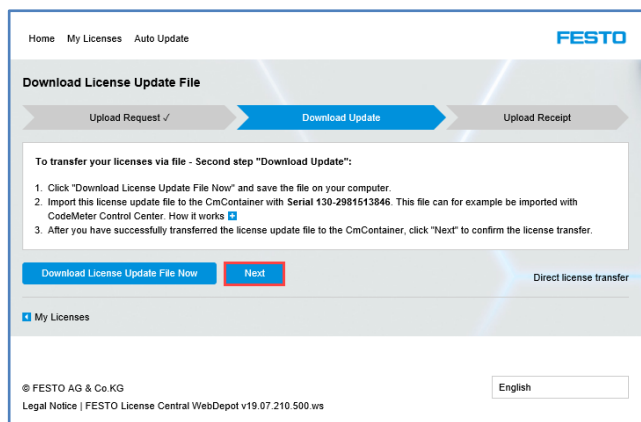
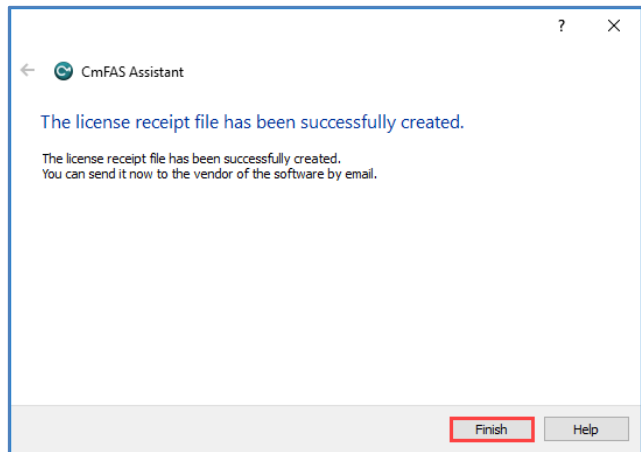
## Next

Select the previously generated WibuCmRaC receipt file.

## Browse

## Upload Receipt now

## OK





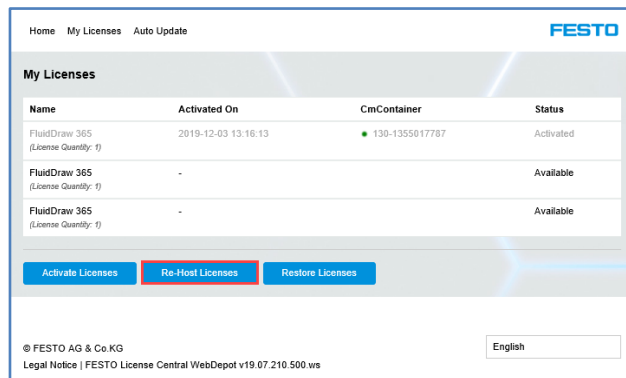
## IMPORTANT

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

After input of your ticket ID choose option

### Re-Host Licenses

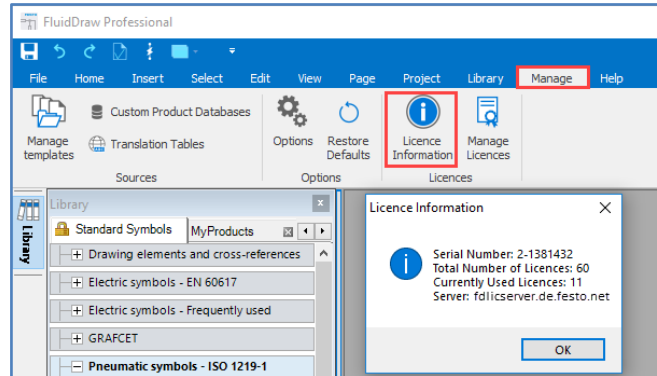
...and follow the further instructions. The procedure is the same as activating licenses (without creating an empty license container).



## 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.

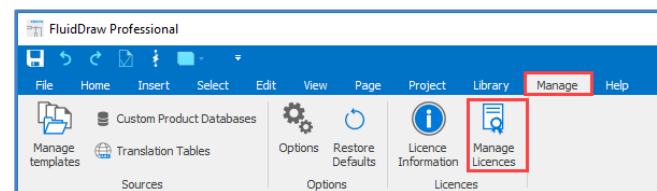


Close information by **OK**

Alternatively you can check usage of licenses in CodeMeter WebAdmin, see chapter 10.3 on page 38.

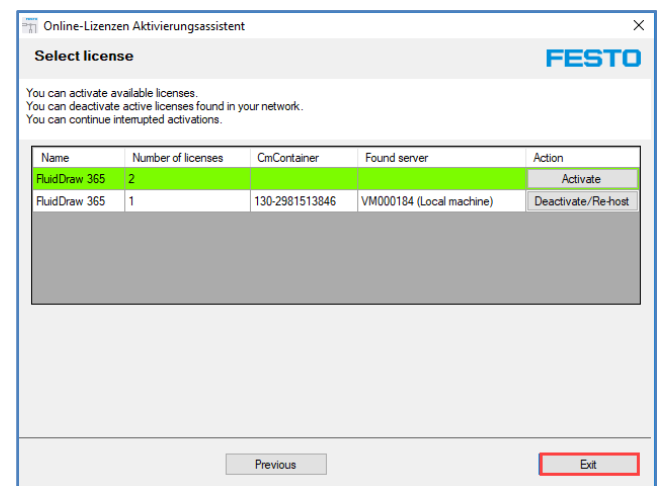
### 9.2 Activated licenses

Open FluidDraw Activation Wizard, to check number of licenses included in a ticket and how many licenses are already activated. Use FluidDraw menu “Manage” > “Manage Licenses”.



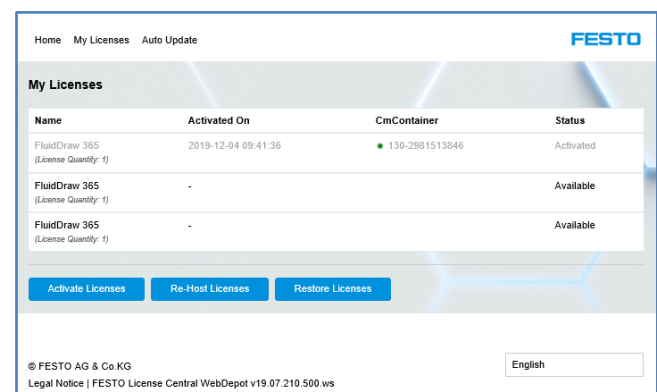
After input your Ticket ID you will get an overview of licenses.

In the example a total of 3 FluidDraw 365 licenses are included in the ticket ID. 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 input of your ticket ID, see chapter 8.2 on page 25.

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)

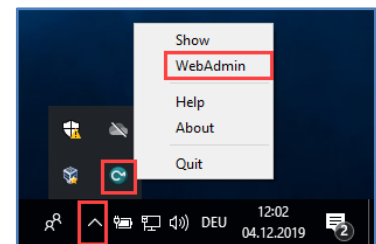
The CodeMeter Runtime is installed by the FluidDraw setup on the license server as well as on the workstations.

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

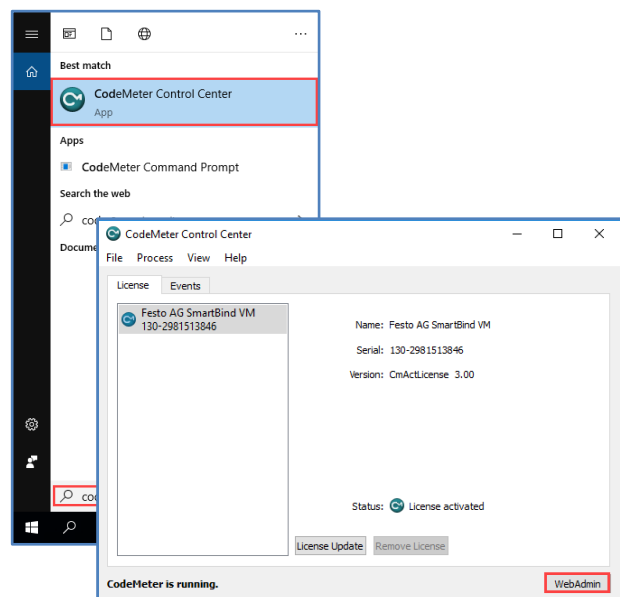
The current "CodeMeter Runtime for Windows" can also be downloaded directly from Wibu Systems ([www.wibu.com](http://www.wibu.com)) and installed independently of the FluidDraw setup.

### 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".

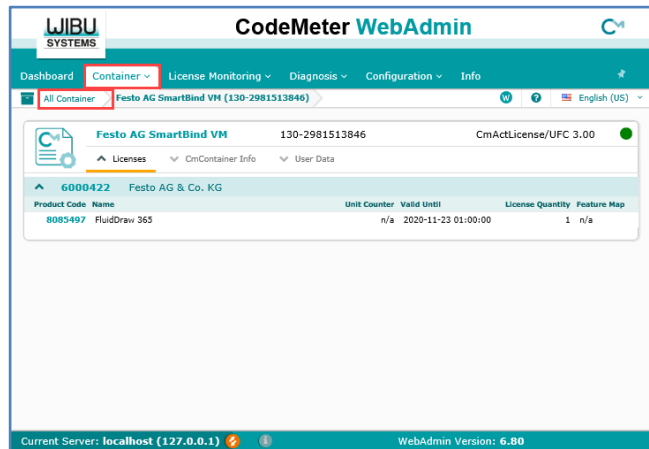


Click at  
**WebAdmin**

## 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

**Current Server: localhost (127.0.0.1)** in the  
lower left edge of the dialog and select  
license server.

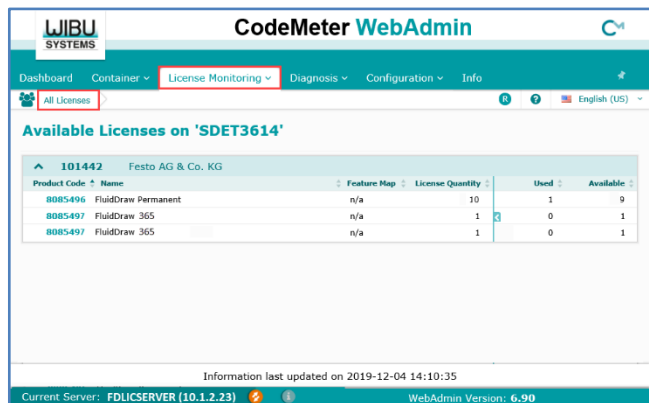


Do confirm your selection by  
**Apply**

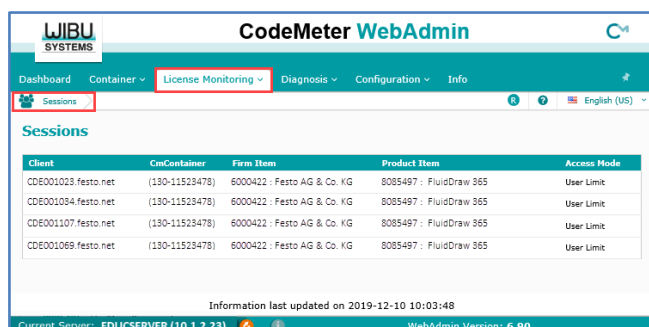
NOTE: If the license server is not listed, then add it to the server search list as described in chapter 11  
on page 40 (tab "Configuration" > "Basis" > "Server-Search List")

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  
chose **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

Current Server: **FDLICSERVER (10.1.2.23)**

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

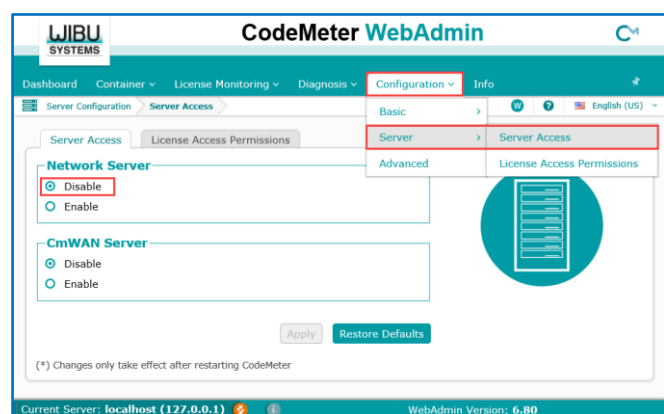
Open CodeMeter WebAdmin at each Client to check setting. Alternatively you can call the following address in a web browser <http://localhost:22350>

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.**

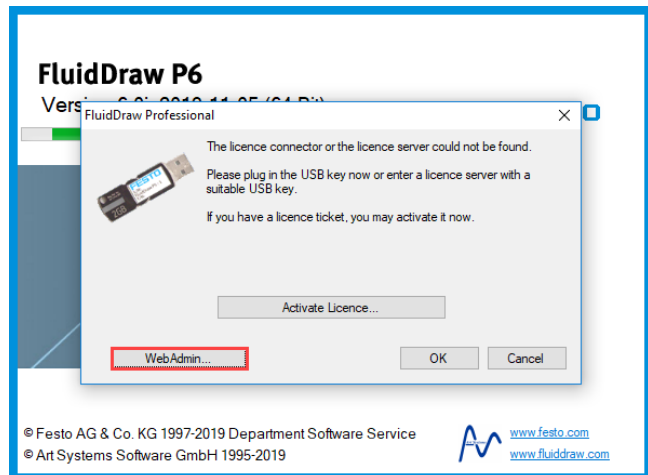
Netzwerk-Server must be **disabled**!



## 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.

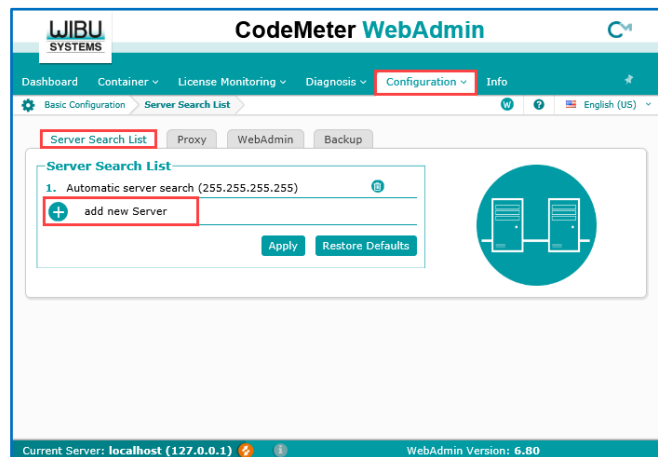
WebAdmin...



Now this allows to define a license server.

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

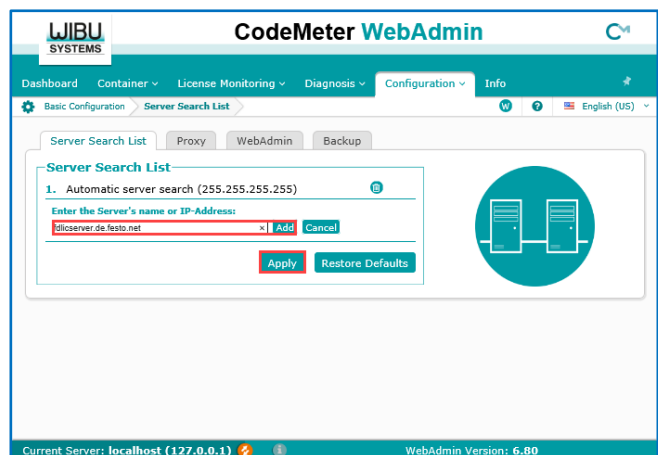
Click at **add new Server**



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.**

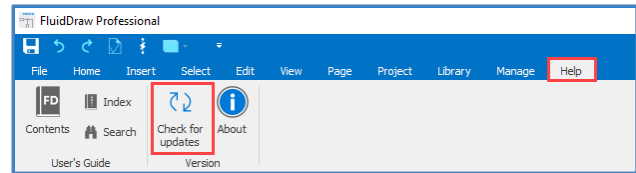
It is possible that the CodeMeter Runtime Service is blocked by a firewall. The communication between FluidDraw and CodeMeter Runtime takes place via the TCP/IP protocol. The default setting for the CodeMeter service is port 22350. This port must be opened in both directions for the clients and for the server.



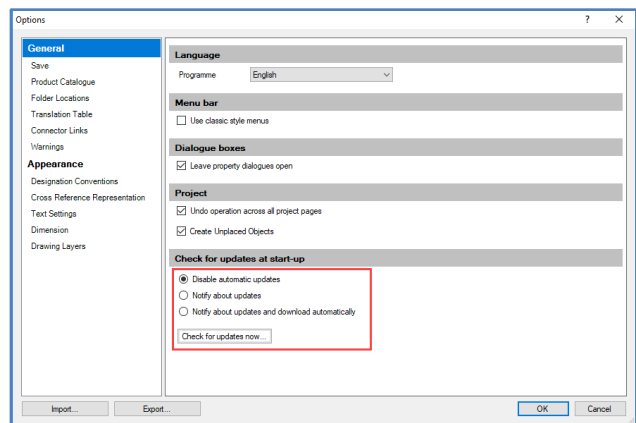
## 12 FluidDraw Update

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 12 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.

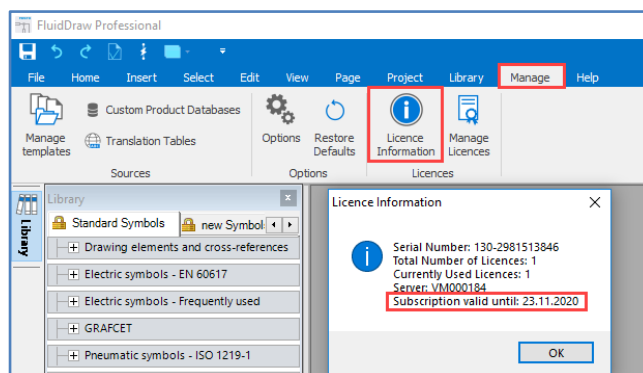
## 13 FluidDraw 365 Licenses

After purchasing a FluidDraw 365 subscription, you will receive a license with your ticket ID, 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 > Manage Licenses**

Alternatively, you can check the expiration date in CodeMeter WebAdmin, see chapter 10.3 on page 38.



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 ticket ID. The new expiration date must now also be updated in the CodeMeter container.

This update of licenses will be made automatically by the 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 ticket ID, as in the initial installation and license activation of FluidDraw, see chapter 8 on page 21.

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 27.

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 manually activation of the license renewal.

## 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_p60j.exe /qb /i INSTALLDIR="C:\Program Files (x86)\Festo\FuildDrawP6"
```

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

Activation of licenses from a ticket ID 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 \ FluidDrawP6 \ bin \"):

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

with xyz as place holder for ticket ID in format 12345-67890-ABCDE-FGHIJ-KLMNO. 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 mit MSI-Paket

Currently the MSI package is provided on demand only.

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 (2<sup>nd</sup> call):

```
call CodeMeterRuntime.exe /ComponentArgs "*" :"/qn  
    ADDLOCAL=Complete,DotNET_Modules,AutomaticServerSearch,WibuShellExtension,  
    User_Help,AccessToWebAdmin"  
call msixexec.exe /qn /x fluiddrawp6.msi REINSTALLMODE=vamus  
call msixexec.exe /qn /i fluiddrawp6.msi INSTALLDIR="C:\Program Files (x86)\Festo\FuildDrawP6"
```

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 msixexec.exe /qn /i fluiddraw_p60h.msi  
    INSTALLDIR="%LOCALAPPDATA%\Festo\FuildDrawP6" ALLUSERS=""
```

CodeMeterRuntime.exe installation requires administrator-rights.

**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

## 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 Ticket ID

Carefully handle your ticket ID! 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 ticket ID 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: [fluiddraw@festo.com](mailto:fluiddraw@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 39.

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](http://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.



## **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.
- 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 Microsoft 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.