



# IATA Floating License Overview

## Product Overview

For organizations needing multi-user access and deployment flexibility, IATA offers a floating license version (sometimes referred to as a concurrent user license) for many of its publications. The IATA Floating License (FL) Solution represents a means to share an IATA digital publication among numerous users within an organization. The product has two parts: A license server, and a client application. The product is available for Microsoft Windows® computers only.

The license server service is installed on a server within an organization's IT infrastructure. The client-side IATA application interacts with the license server for leases/seats of the floating licenses. The license server must have persistent internet access in order to communicate with IATA's activation server. Client computers need persistent network access to the license server.

For IATA publications released 2017 and later, the client component is made up of the IATA Reader for Windows® application, plus a publication document/module. The document is opened within the IATA Reader. For publications released prior to 2017, the client is a standalone Windows application.

With the FL solution, an IATA publication may be:

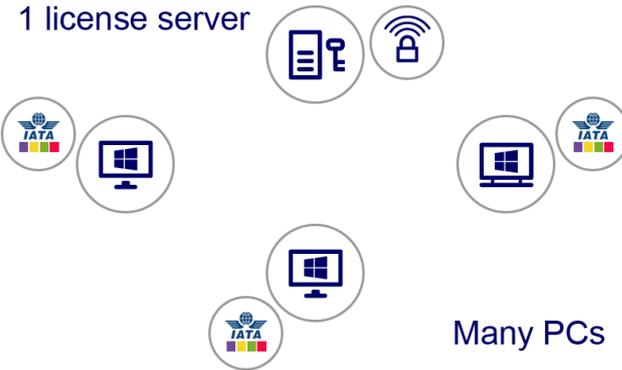
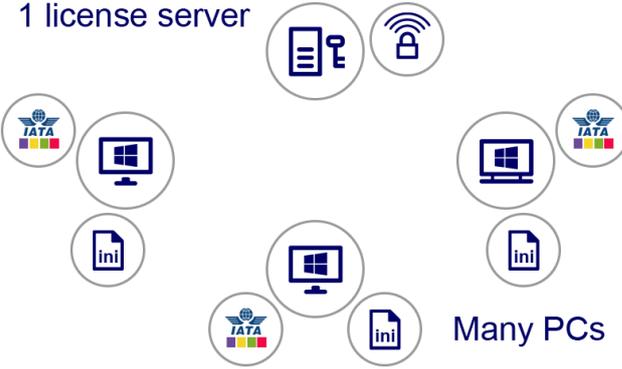
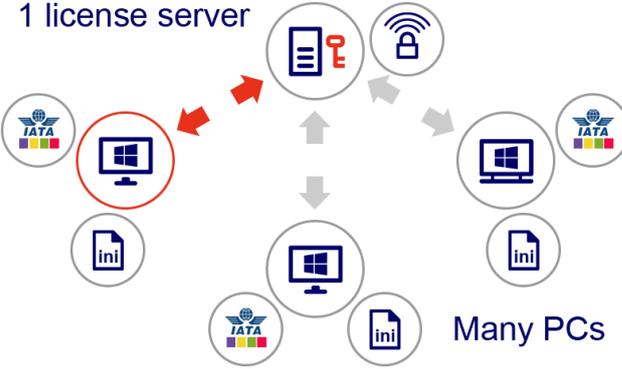
- Installed on any number of Windows end user computers (physical or virtual) across an organization's offices, or
- Installed within a virtual application or virtual desktop solution, or
- Made available to end users in a terminal server (e.g. RDS with RDWeb) setup, and
- Combinations thereof.

This offers the great advantage of making the publication available to as many users within an organization as needed. A number of users equal to the number of floating licenses held may open and use the IATA publication at any given time.

For example, an IATA publication might be installed on 50 computers. With 3 licenses, any 3 of the 50 users would be able to use the publication at the same time. A 4th user wishing to use the publication would need to wait until one of the 5 users closed his/her copy of the software.

## Setup Overview

<p>1 license server</p> 	<h3>Install the license server</h3> <p>Select a Windows Server to act as license server host. Select a TCP port for client-server communication.</p> <p>Activate and install the license server.</p> <p>The license server requires product activation and periodic validation (internet connectivity required).</p> <p>Installing the license server in a VM hosted in a hypervisor group requires special considerations.</p>
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<p>1 license server</p>  <p>Many PCs</p>	<h3>Install the client</h3> <p>Products released 2017 and later: The IATA Reader application may be installed for Current User or for All Users (elevation required). The publication module (e.g. the DGR, AHM, LAR, etc.), opened within the IATA Reader, <b>is installed PER USER</b>.</p> <p>Products released prior to 2017: IATA standalone applications may be installed for Current User or for All Users.</p> <p>The client application needs internet connectivity to check for and download updates.</p>
<p>1 license server</p>  <p>Many PCs</p>	<h3>Set client configuration information</h3> <p>The client configuration settings file (config.ini) sets information about the license server (computer name or IP, TCP communication port).</p> <p>Place the config.ini file on client computers. For IATA Reader publications, the ini file is stored PER USER on client computers, in the publication document/module folder. For IATA standalone applications, the file is stored in the application install folder.</p>
<p>1 license server</p>  <p>Many PCs</p>	<h3>Client-server communication</h3> <p>The client applications communicate with the server for license lease assignment. The communication takes place over a selected TCP port. All network &amp; security layers in between the clients and server must permit the traffic.</p> <p>1 end user can hold a license lease at a time, <b>per floating license</b>.</p> <p>With 1 floating license, 1 user can open the IATA publication at a time. With 10 floating licenses, 10 users at a time.</p>

## Common Installation Scenarios

- **Terminal Server:** License server installed on a Windows Server with the RDS role enabled. Client-side IATA Reader application installed on the same server, with publication content distributed per user. End users access IATA Reader via the RDS RDWeb feature.
- **Virtual Application:** License server installed on Windows Server A. Client-side IATA Reader application installed within application virtualization/distribution Server B. IATA application made available to end users as a distributed application (e.g. Citrix XenApp). IATA Reader publication content distributed per user.



- **Virtual Desktop:** License server installed on Windows Server A. Client-side IATA Reader application installed within Windows virtual desktop image. End users access IATA application via virtual desktop in VDI pool.
- **Client Computers:** License server installed on Windows Server. Client-side IATA Reader application installed on multiple Windows client computers (physical or virtual).

## License Server Requirements

### Operating System

Microsoft Windows Server 2003 SP2 or more recent, x86 or x64 architecture.

### Physical vs Virtual Host

The license server requires product activation, bound to an underlying hardware ID. A physical computer is recommended, but a virtual machine can be used. With the license server installed on a VM hosted in a large cloud hosting environment, or on a VM moved around periodically within a hypervisor group on premises, the hardware ID reported to the VM may change. In this case the license server will become deactivated.

If a VM is chosen it must be hosted in a 'stable' hardware environment. Special actions may need to be taken. Such as:

- Anchoring the VM to a specific host or set of hosts with identical hardware.
- Setting hypervisors to report a persistent hardware ID.
- Deactivating the license server before a change in host and reactivating again afterwards.

### Hardware Resources

The license server manages license lease assignments to clients. All IATA publication content is stored in the client component, and all application functionality is performed by the client application.

The license server has a very small footprint and tends to exhibit low to modest resource usage. The computer used should not need to be powerful, however a dedicated computer is recommended.

### Connectivity

Full-time internet connection to validate the product key with activation server:

- Outbound rule(s) to allow TCP ports 80/443 communications from the license server (process TurboFloatServer.exe) to site "wyday.com".
- The frequency of outbound communications to the activation server depends on validation and grace period values customizable for each license server.

Full-time network connection (TCP/IP) for validating leases with clients:

- Inbound rule on the license server over a specific (customizable) TCP port for communications between client application instances and the license server.

### Permissions

Administrator permissions during installation.

Persistent internet access permissions for service account 'Local System' (default) or whichever account the license server service will run as.



## Other Information

### Multiple License Servers

Additional license servers (for other IATA publications) can be hosted on the same server. Each license server needs to be configured to use a unique TCP port.

For example, if the IATA DGR 59 license server is set to use TCP port 13 for communication with clients, the IATA LAR 44 license server cannot also be set to use that port.

The license server runs as a Windows service. Administrator permissions, and network and internet access are required by the service. An instance of the license server must be created for each IATA product that uses floating licenses.

### Monitoring

License server activity is captured to a log file. The log file location and detail level are configurable. Logged information includes:

- Lease assignment and release events
- Total lease usage
- IP address of connecting clients
- Activation status

There is no license server management console. Client computer and user names are not captured.

### Lease Duration

The floating license is based on "leases". A lease expires and is automatically renewed after a certain amount of time. The default value is 30 minutes. The value is customizable.

A client-side timeout feature is included (default set to 30 minutes). After 30 minutes of inactivity within the client publication the lease will be released, making it available for use by other users. The setting is configurable.

### Windows Firewall Rules

By default, if the Windows Server built-in firewall is enabled and if the user account executing the install has the permissions, the floating license server install process will create firewall rules allowing communication inbound. Two rules are created, one each for TCP and UDP protocol traffic. Each rule is defined as allowing inbound traffic from any source port to any destination port on the license server, restricting the traffic to only the TurboFloatServer.exe process.

The UDP protocol rule is not presently required. The license server component creates the UDP rule to support the potential UDP protocol communication needs of future versions of the product. The UDP protocol rule created by the license server install process may be disabled, if desired.

The TCP protocol rule created may be further 'tightened' by modifying the rule to only allow traffic TO the port defined by the bind rule in the config files.

Note: The FROM port in the TCP protocol rule must be left as All Ports, as communication from clients is done over a dynamic range of source ports.