

Setting Up a License Server

This document describes how to set up a license server with the default settings and configuration. It assumes that you have a single license server, which may be your local machine or a remote machine, and that you have Schrödinger software installed on this machine.

You must first log on to the license server host and install the license on this host.

On Linux you must change to a directory to which you have write permission, because the license server log file is written to the current directory. If you have write permission to the Schrödinger software installation directory, it is highly recommended that you change to that directory.

To start the license server:

1. Start the Diagnostics application:

Linux: Enter `$SCHRODINGER/diagnostics` in a terminal window.

Windows: Choose Start → All Programs → Schrodinger-2015-2 → Diagnostics.

Mac: Go to Applications → Schrodinger-2015-2 and double-click Diagnostics.app.

2. Go to the License tab, Server Status subtab.
3. If you already have a license server running, stop it by clicking Stop License Server.

This is necessary so you can read any new licenses and use the new license server software.

4. Click Start License Server.

If you are running the license server on the machine you plan to run the software on, and do not intend to allow other machines to connect to the license server, the setup is complete.

If you intend to allow other machines to connect to the license server and the license server has a firewall, you must open the relevant ports.

To allow firewall access to the license server:

1. Find the SERVER and DAEMON SCHROD lines in your license file.

They should look something like this:

```
SERVER lsnode b0019732 27008
DAEMON SCHROD PORT=53000
```

2. Note the port numbers from these lines.

The port number on the server line is the fourth field. In the example above, it is 27008.

3. Open both ports in your firewall.
4. If your license server is a Windows machine, enable firewall access to the applications schrod and lmgrd.