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Licensing and Subscription

Scout Enterprise Management Suite 15 and eLux RP 6

White Paper

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1. License management for Scout and eLux RP

The Scout Enterprise Management Suite 15 and eLux RP 6 use a new license management concept. The new concept provides new features and simplifies license handling. It makes license management much easier and more transparent.

The licensing based on devices (per managed device) is retained.

Main features of the license management

- Each device requires an Scout Management license in the Scout Enterprise Management Suite.

- The Scout Management-Subscription is managed in a Subscription pool (Enterprise or OU). The managed devices share the Subscription pool.

- A Subscription proportion of an Scout Management license is immediately available in the Subscription pool.

- Application licenses (Fluendo Codec Pack) are assigned to the devices individually or automatically, depending on the configuration.

Note

For instructions on how to add, assign and do other things with licenses, see the **License management** short guide.

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2. Overview

Licenses are managed exclusively through the Scout Enterprise Management Suite

All actions related to license management are performed exclusively in the Scout Console:

- Registration of Scout Management licenses for automatic licensing of the devices
- Registration of application licenses (Fluendo Codec Pack) for licensing of devices
- Registration of Subscription licenses for extending the Subscription validity period
- Transferring licenses between Scout Servers
- Relocation of devices including licenses between Scout Servers

Note
Licenses cannot be entered locally on eLux RP 6 devices.

Licenses are stored centrally in the Scout database

All licenses are stored, without exception, in the Scout database. Licenses cannot be stored on eLux RP 6 devices.

eLux RP 6 is already licensed

Using eLux RP 6 on a device does not require a client operating system license because eLux RP 6 is delivered pre-licensed.

Individual or automatic assignment of application licenses

Application licenses required for using licensed third-party software (Fluendo Codec Pack) can be assigned to the eLux devices individually in the Scout Console. Alternatively, you configured them to be assigned automatically. The licenses can also be assigned to devices on which the relevant third-party software has not been installed.

Transferring licenses between Scout Servers

To manage licenses on multiple Scout Servers, you can transfer licenses by using a dedicated export/import feature. This feature supports all license types in the Scout Enterprise Management Suite 15.

Validity of license information on eLux RP 6 devices

Except for the eLux RP 6 operating system license (eLux RP 6 is pre-licensed), all license types are licensed in the Scout Enterprise Management Suite.

Based on the licenses registered and assigned in the console, the devices receive a license lease which is valid for a limited period of 14 days. The license information of the individual license types included in the license lease controls the use of the relevant features on a device. The validity term of

the license lease is renewed automatically by an eLux RP 6 device when it connects to the Scout Server. If required, a lease validity can be renewed by using a dedicated command in the Scout Console.

The license expires after 14 days unless it is renewed successfully within this period. After a license lease has expired, eLux RP 6 devices change from managed to **unmanaged** mode. In **unmanaged** mode, devices are not managed by the Scout Enterprise Management Suite and their firmware cannot be updated. Moreover, an **unmanaged** device cannot use licensed third-party software (Fluendo Codec Pack).

3. Types of licenses

A summary of all licenses and Subscription managed by a Scout Server is given in the **License information** dialog of the Scout Console.

Subscription is not a license in the proper sense of the word, but is kept and displayed with the licenses in the **License information** dialog for organizational reasons. Subscription is not required for product licensing.

Our authorized partners provide the following licenses:

Scout Management license	To manage an eLux device or a Windows-based device on which Scout Agent for Windows is installed through the Scout Enterprise Management Suite
Application license	To use licensed third-party applications such as Fluendo Codec Pack on a device
Scout Management Subscription	Software service for generally available updates and upgrades for eLux and Scout Enterprise Management Suite
	Each Scout Management license already includes Subscription for the term of 12 months. By acquiring further Subcription, the validity period can be extended as required. Subscription is not required for product licensing of eLux and Scout Enterprise Management Suite.

3.1. Scout Management license

– Management of devices through the Scout Enterprise Management Suite –

This license is for managing eLux devices and Windows-based devices on which Scout Agent for Windows is installed through the Scout Enterprise Management Suite. The licenses are issued per device. The total of devices to be managed results in the number of required Scout Management licenses. Only devices for which an Scout Management license is available can be managed through the Scout Enterprise Management Suite.

3.2. Application license

Note

Application licenses are required to use licensed third-party applications on a device.

An eLux device must be licensed for the use of some third-party applications. To do so, in the Scout Console, assign the relevant application license to one or more devices. The assignment to devices or OUs may be configured to be done automatically by the system.

- Application licenses can be assigned to individual devices and device groups (all devices of an OU, Dynamic Client Groups, selected devices of a list, all devices).

- For the assignment, the relevant third-party software is not required to be installed on the devices.

- Active assignments can later be removed in the Scout Console. The released licenses can then be re-assigned.

- Licenses of devices that have been deleted in the Scout Console can be re-assigned immediately.

For further information, see **Application license** in the **License management** short guide.

Through the Scout Enterprise Management Suite, you can manage the following application licenses:

- Fluendo System-wide Codec Pack

Note

The Fluendo Codec Pack (basic) has been replaced by the Fluendo System-wide Codec Pack in 2019 and is no longer supported form July 2021. To upgrade existing Fluendo Codec Pack (basic) licenses to Fluendo System-wide Codec Pack licenses, use a dedicated upgrade license key, which can be purchased in the appropriate number of existing Codec Pack licenses.

3.3. Scout Management Subscription

– Software service for generally available updates and upgrades as subscription –

Each Scout Management license already includes Subscription for eLux and Scout Enterprise Management Suite for the term of 12 months. The term of validity begins with the registration of the license in the **License information** dialog of the Scout Console and is unrestricted in the frequency of use.

After the Subscription validity has expired, eLux and the Scout Enterprise Management Suite can continue to be used without restriction. eLux devices can still be run with their current images. To customize your firmware images, you can still use and update the devices by using software packages created before the Subscription has expired. Only later software packages cannot be installed on the devices without Subscription. To update the Scout Enterprise Management Suite to a new version, you need valid Subscription.

By acquiring further Subscription, you can extend the validity term for eLux and Scout Enterprise Management Suite as required. Subscription also includes the use of the latest software versions provided for the Scout Enterprise Management Suite and the supported applications.

Subscription guarantees a software service for eLux and Scout Enterprise Management Suite for the term of 12 months. Subscription does not give you the right to claim the development, provision or publishing of particular updates or upgrades. Additional Subscription can already be provided before the validity term expires. Note that periods of use without Subscription are backdated automatically. Devices that are no longer used should be deleted from the Scout Console after the validity period has expired.

Managing Subscription data

You can choose between two modes for managing Subscription in Scout:

Mode	Decription
Enterprise mode (default)	All Subscription is consolidated in one Subscription pool on the Scout Server. From this pool, Subscription is evenly distributed to all devices. This means that all devices have the same Subscription period. Additional Subscription can be added to the pool at any time.
OU mode	Subscription of a top-level organization unit is consolidated in one pool. From this pool, all devices of the OU are provided equally with Subscription which means that all devices of the OU have the same Subscription period. Additional Subscription can be added to the pools at any time.

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Note

Subscription cannot be managed individually on a device basis.

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4. Activate licenses

Our authorized partners listed on the Unicon website provide licenses for our products and for the applications we support.

Upon license orders, you will receive a license certificate showing the type and number of ordered licenses. For each license type, a unique **License Base Key** is provided. Each license type is activated with its dedicated License Base Key. The **License Base Key** is a 17-digit character string.

Activating licenses consists of two basic steps:

- Enter licenses in the Scout Console
- Generate an activation code on our website and enter it in the Scout Console

For further information, see **Activating licenses** in the **License management** short guide.

Note

The time of license activation and the purchase date have no dependencies. This allows you to purchase a larger number of licenses in advance. When ordering, divide the number of licenses so that you have the desired number for a specific date in one License Base Key.

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5. FAQs

How can licenses be transferred between Scout Servers?

For the source server, use the license **Export** feature in the Scout Console to create a license key for each license type and any number of available licenses. Subsequently, activate the created license key on our portal myelux.com in the **Product Activation Center**. Then, on the target server, perform the license import. For further information, see the **License management** short guide.

What happens if, on the eLux RP 6 device , the license lease cannot be renewed?

After the license lease has expired, eLux RP 6 device changes from managed mode to **unmanaged** mode. In **unmanaged** mode, devices cannot be managed by the Scout Enterprise Management Suite, and their firmware cannot be updated. Moreover, an **unmanaged** device cannot use licensed third-party software (Fluendo Codec Pack).

The license lease is renewed automatically by the eLux RP 6 device when it connects successfully to the Scout Server. This is done with each system start and, after half of the license period has expired, additionally during operation. If required, a license lease can be renewed via the Scout Console. To do so, use the user-defined command **renew_liclease**.

The license expires after 14 days, unless the validity can be renewed successfully within this period. As soon as the **unmanaged** device succeeds to connect to the Scout Server, the lease is renewed.

What are the key issues for assignment of application licenses?

To license eLux devices for the use of third-party software (Fluendo Codec Pack), you are required to assign application licenses to the relevant devices in the Scout Console:

- Licenses can be assigned to individual devices, device groups or all devices.
- Only available licenses can be assigned.
- The relevant third-party software does not need to be installed on the eLux devices.
- Active assignments can be deleted in the Scout Console. This procedure releases licenses that can be re-assigend.
- Licenses of devices that have been deleted in the Scout Console can be re-assigned immediately after the device lease has expired.

Do I have to assign Scout Management licenses?

The assignment of Scout Management licenses is performed automatically by the Scout Server. Manual assignment in the Scout Console is not required. The maximum number of devices to be managed results from the number of available Scout Management licenses.

Can I use eLux devices without Scout Enterprise Management Suite?

Devices that are not registered in a Scout infrastructure are operated in **unmanaged** mode. For devices in **unmanaged** mode, firmware updates cannot be performed. Moreover, an **unmanaged** device cannot use licensed third-party software (Fluendo Codec Pack).