

Sheriff 3.1.0 Quick Start Notes

Local Deployment

Windows DLL

If you're using the Windows DLL version, the only file you need to distribute is

\\SDK\\API\\DLL\\Local\\slsLocal.dll

ActiveX/COM

If you're using the ActiveX/COM version, the only file you need to distribute is

\\SDK\\API\\ActiveX\\Local\\LocalCom.dll

Network Deployment

Server

You need to install the following files on the server:

\\SDK\\SERVER\\slsLocal.dll
\\SDK\\SERVER\\slsServer.exe
\\SDK\\SERVER\\slsService.exe

You may install those files at any location on the server machine.

To run Sheriff as a service, follow these steps:

1. Modify slsService.ini

Change the following line in slsService.ini

CommandLine = {home}\\slsServer.exe /port:8080 /pid:9758-3050-1918-9292-6466 /pn:Sheriff Demo /pp:C:\\Sheriff

"port" parameter set the TCP/IP port that Sheriff server will be listening to

"pid" is your Product ID

"pn" is your Product Name

"pp" is your Product Licence Path

All of the above parameters are optional. If "port" is not specified, Sheriff Server will listen to port 8080. If "pid", "pn" and "pp" are not specified then Sheriff Server will find product info from the registry.

2. Create slsServer.ini (optional)

Alternatively, instead of registering your product using "pid", "pn" and "pp" command line parameters, you can register your product by creating a file called "slsServer.ini" and placing it in the same folder where slsServer.exe is located. If you have more than one product, then you'll have to create the slsServer.ini file.

Following is an example of slsServer.ini

```
[Settings]
Products=2
[Product0]
ID=9758-3050-1918-9292-6466
NAME=Demo 1
PATH=C:\Demo
[Product1]
ID=5359-8631-2629-7641-5701
NAME=Demo 2
PATH=C:\Demo
```

Where, "Products" in the "Settings" section specifies the total number of products, and within each product section there are three variables, namely:

ID: Product ID
NAME: Product Name
PATH: Product Licence Path

3. Install the service

To install the service, run the following command:

```
slsService -i
```

To install a licence on the server, you can either run SlsAdmin on the server machine, or you can call SLS_SetLicence from your own application running on any machine that is connected to the Sheriff Server.

Please note the following:

1. SlsClock is now obsolete. It is no longer provided.
2. Like the standalone licence, Network licence is now locked to the server machine, not just the hard disk, making it more secure.
3. Connecting to a network licence via a shared drive/folder is no longer supported from Sheriff 3.0.
4. For test only, you don't have to run Sheriff Service (slService.exe). You can simply run Sheriff Server (slServer.exe) directly.

Workstation

Windows DLL

If you're using the Windows DLL version, the only file you need to distribute is

```
\\SDK\API\DLL\Remote\slsRemote.DLL
```

ActiveX/COM

If you're using the ActiveX/COM version, the only file you need to distribute is

\\SDK\\API\\ActiveXRemote\\slsRemoteCom.DLL

The first API your application must call is SLS_Connect (or Sheriff.Connect if you're the ActiveX/COM). This will connect to the Sheriff Server. All other API functions work exactly as the local version.

Integration

Windows DLL

The API functions in slsLocal.dll and slsRemote.dll are exactly the same. The header file for both DLLs is slsapi.h located in the \\SDK\\API\\INC folder.

If you're using the remote version, your application must firstly call SLS_Connect to connect to the remote server. You should **not** call SLS_Register unless you're installing a licence key to the remote server or re-configuring the server remotely.

ActiveX/COM

Likewise, the COM interface of slsLocalCom.dll and slsRemoteCom.dll are exactly the same. Please note however, that slLocalCom.dll and slRemoteCom.dll are mutually exclusive – only one of them can be installed and registered on the same machine.

If you're using the remote version, your application must firstly call Sheriff.Connect to connect to the remote server. You should **not** call Sheriff.Register unless you're installing a licence key to the remote server or re-configuring the server remotely.

Test

The SDK includes two demo applications for testing local and remote deployment:

slsDemoLocal.exe
slsDemoRemote.exe

These demo applications are located in the \\SDK\\DEMO folder.

Tools

The SDK includes the following tools:

slsAdmin
slsGen
slsKey

You might re-distribute slsAdmin to your users. Please note that slsAdmin should only be run on the machine where the licence is installed. In other words, slsAdmin does not work remotely.

These tools are located in the \\SDK\\TOOLS folder.