Synergy/DE Licensing Guide

This document describes Synergy/DE® products and how they are licensed. Synergy/DE products are licensed for a specific platform. For a complete list of all supported platforms, see the Synergex web site at www.synergex.com/supported-platforms.

License Enforcement

All Synergy/DE licenses are subject to the terms of the applicable Synergy/DE product license agreement executed by Synergex® and each "Licensee". In most cases, the license enforcement built into Synergy/DE products will assist you in maintaining license compliance by enforcing the permitted number of users or connections. In all cases, however, you are responsible for using Synergy/DE products in accordance with the license terms and ensuring that your users do so as well.

Licensing Synergy/DE Products for Deployment

Deployment licenses are used for running Synergy applications in a production environment; they may be used on desktop systems, mobile devices, and servers. Deployment licenses for Synergy/DE products are sold on a subscription basis. Subscriptions are renewed annually; therefore, license configuration keys are issued annually and expire at the end of the subscription term. Once a subscription is renewed, new keys will be issued and should be installed before the old ones expire.

A deployment license includes the following:

- Use of the licensed product on a specific platform for a specified number of users for one year
- All updates and upgrades for that product
- The option to move the license to a new platform at no additional cost

Product Descriptions

Below are descriptions of the Synergy/DE products discussed in this document. For more detailed information, see the Synergex website at www.synergex.com/products.

- **Synergy Runtime.** Enables you to run Synergy applications using the regular runtime (dbr), one of the non-interactive runtimes (dbs, dbssvc, dbspriv), or the Synergy .NET runtime libraries.
- ***xf*Server.** Provides remote access to Synergy DBMS databases for Synergy applications.
- ***xf*ServerPlus.** Enables you to execute remote applications built using *xf*ServerPlus and *xf*NetLink.
- ***xf*ODBC.** Provides access to Synergy DBMS databases from third-party ODBC-enabled applications.
- **SQL Connection.** An SQL API that enables Synergy applications to access third-party RDBMSs, such as Oracle®, MySQL™, and SQL Server®.
- **ReportWriter Runtime.** Enables users to run reports created in ReportWriter.
- **ReportWriter.** Enables users to create and modify reports.
- **Professional Series Workbench (PSW).** A visual development environment that includes the Professional Series Development Environment toolset (see next item), a Synergy DBL-sensitive code editor, and project management tools. (Runs on Windows and supports source files on Windows, Unix, and OpenVMS.)
- **Professional Series Development Environment (PSDE).** Includes Synergy/DE's core development tools: Synergy DBL, UI Toolkit, Repository, ReportWriter, and the Synergy DBMS file system.
- **Synergy DBL Integration for Visual Studio.** A plug-in for Microsoft's Visual Studio® that enables Synergy developers to use the Visual Studio development environment, including IntelliSense®, debugging, and user interface design tools to create Synergy .NET applications that run under the .NET Framework.
- **Backup license.** On Windows, the product Backup License Server, which automatically takes over the task of serving Synergy licenses if the primary license server becomes unavailable. On Unix and OpenVMS, an extra set of license configuration keys, which you can install on a backup system that will then be ready to take over if the license server becomes unavailable.

Understanding How Synergy/DE Products Are Licensed

When determining how many users are needed to license a particular product, it's important to understand how Synergy/DE defines a user.

Concurrent User Licensing

Most Synergy/DE products and Synergy applications are licensed for the number of users who could use the product or application concurrently. (SQL Connection is an exception; see below.) For example, when you license (or your Supplier licenses) the Synergy Runtime product, you (or they) will specify the number of users needed on that license (e.g., a 10-user license or a 40-user license), each of which is referred to as a "Runtime user". A "user" is not necessarily a person logged into a computer; for example, it may also be a process or a service. The term is defined slightly differently on the three platforms due to differences in technology. The definition of a user may change in future products or future versions of existing products.

Windows

On Windows, a user is defined as the desktop, a service, an AppDomain in a .NET service, a thread in a non-.NET service, or a scheduled task executing a Synergy/DE product. A typical desktop is a person logged in to the system.

- Multiple Synergy applications run concurrently from the desktop require only one Runtime user when the regular Runtime is used, but each requires its own Runtime user when one of the non-interactive runtimes is used.
- When a Synergy application is run on terminal services, each terminal services session requires its own Runtime user.
- When a Synergy application is run as a scheduled task, each concurrent Synergy application requires its own Runtime user (either regular or non-interactive).
- When a service accesses a Synergy application, each concurrent Synergy application requires its own Runtime user (either regular or non-interactive).
- When *xf*Server or *xf*ODBC is used to access data, multiple connections from the same desktop require one (*xf*Server or *xf*ODBC) user.
- When a .NET assembly uses Synergy-specific language features, such as Synergy data types, system-supplied routines, or Synergy DBMS data, it requires a Runtime user. (Even though .NET applications use the Common Language Runtime, there are Synergy .NET runtime libraries that are required when Synergy-specific language features are used.)

Unix

On Unix, a user is defined as an interactive process or a detached process executing a Synergy/DE product. A typical interactive process is a person logged in to the system. A detached process is one in which input or output is not associated with a terminal. In all of the following cases, each concurrent Synergy application requires its own Runtime user (either regular or non-interactive):

- A Synergy application started from a command prompt, a script file, or a batch file, or from a non-Synergy application
- A Synergy application run as a scheduled task
- A detached Synergy application started from a Synergy application
- A non-detached Synergy application where STDIN or STDOUT are redirected to or from a file or pipe

These are special cases:

- When non-detached Synergy applications are started from another Synergy application, the non-detached applications do not require a Runtime user. However, if the original application process terminates, each of the non-detached applications requires its own Runtime user (either regular or non-interactive).
- When *xf*Server or *xf*ODBC is used to access data, multiple connections from the same desktop require one (*xf*Server or *xf*ODBC) user.

OpenVMS

On OpenVMS, a user is defined as an interactive process, a detached process, a batch process, or a network process executing a Synergy/DE product. A typical interactive process is a person logged in to the system. Detached, network, and batch processes are non-interactive.

- Each interactive, detached, batch, or network process concurrently executing a Synergy application requires its own Runtime user. This includes detached Synergy applications started from a Synergy application.
- When *xf*Server or *xf*ODBC is used to access data, multiple connections from the same desktop require one (*xf*Server or *xf*ODBC) user.

SQL Connection Licensing

SQL Connection is licensed by connection. That is, each time your Synergy application uses SQL Connection to make a connection to a third-party database, one SQL Connection "user" is required. If the same application makes multiple connections, each one requires an SQL Connection user.

*xf*ServerPlus Licensing

*xf*ServerPlus licensing is based on access to the Synergy application that uses *xf*ServerPlus, rather than on access to the *xf*ServerPlus product. Synergy/DE License Manager does not track application usage in this instance; therefore, you are responsible for enforcing your *xf*ServerPlus license usage by enforcing the permitted number of application users. Synergy/DE Licensing Toolkit can be used to assist in tracking *xf*ServerPlus license usage. Contact Synergex (or your Supplier) for more information. There are two models for *xf*ServerPlus licensing: perpetual and transient.

Perpetual user licensing

Most *xf*ServerPlus applications (including Windows desktop applications and most Web applications) use the perpetual user model. It is for users who require a dedicated license because they use the application persistently throughout the day. For example, bank tellers would require a perpetual user license to access their banking application. Licenses for perpetual *xf*ServerPlus applications are based on the maximum number of users who could access the application.

Transient user licensing

A transient user model applies when users access the application only for brief periods, typically less than 15 minutes at a time. These are users who do not require dedicated access throughout the day. For example, banking customers who use the application to check balances or transfer money would be considered transient users. Licenses for transient *xf*ServerPlus applications are based on the average maximum number of concurrent users calculated over a three-month period (based on monthly figures that you (or your Supplier) submit). The minimum number of users is 100.

Other Models for Synergy Applications

Pooling (multiplexing)

To improve application performance, developers may use hardware or software in such a way that the number of users that directly access a Synergy/DE product or Synergy application is reduced (sometimes called pooling or multiplexing). This does not reduce the number of licensed users that are required. Each distinct user of the pooling or multiplexing front end must be licensed. For example, a Synergy/DE-based Windows desktop application that could have up to 50 users concurrently using the application must be licensed for 50 users, even if the 50 users can share 10 connections to the Synergy application.

Virtual machines

When Synergy applications are run with virtualization software, each unique virtual machine instance is considered a separate system and therefore requires a separate license.

Operating system emulators

An operating system emulator enables applications on one OS or hardware platform to run on a different OS or hardware platform. For example, an HP OpenVMS Alpha application might use an emulator to run on Windows. Synergy/DE products require a license for the emulated platform, rather than the platform on which the emulator runs. When a Synergy application is moved from one platform to another via an emulator, it is considered a platform change and typically requires new product configuration keys for the emulated operating system.

HTTP- and HTTPS-based services

If you use the Synergy HTTP document transport API to create an application that performs as a "service", you are required to license the service application separately.