Synergy/DE Licensing Guide

This document describes Synergy/DE® products and how they are licensed. The policies and requirements described here may change for future products or future versions of existing Synergy/DE products. Any changes will be reflected in future updates to this Licensing Guide or a replacement document.

Synergy/DE products are licensed for a specific platform. For a complete list of all supported platforms, see the Synergex website 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.

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 Development Environment (PSDE).** Synergy/DE's core development tools: Synergy DBL, UI Toolkit, Repository, ReportWriter, and the Synergy DBMS file system. Also includes SDI.

- **Synergy DBL Integration for Visual Studio (SDI).** An extension to Microsoft Visual Studio® that enables Synergy developers to use the Visual Studio development environment, including IntelliSense®, debugging, and user interface design tools, to create both traditional Synergy and Synergy .NET applications.

- **Professional Series Workbench.** A visual development environment that includes the core development tools in PSDE, a Synergy DBL-sensitive code editor, and project management tools. (Runs on Windows and supports source files on Windows, Unix, and OpenVMS.)

- **Backup license.** On Unix and OpenVMS, an extra set of product keys, which you can install on a backup system that will then be ready to take over if the license server becomes unavailable. On Windows, the product Backup License Server, which automatically takes over the task of serving Synergy licenses if the primary license server becomes unavailable; or, in the case of a hot standby cluster (where a backup system runs simultaneously with an identical primary system), an extra set of product keys.

Understanding How Synergy/DE Products Are Licensed

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

Concurrent User Licensing

Synergy/DE products are licensed for the number of users who could use the product concurrently. (SQL Connection is an exception; see below.) When you (or your supplier) license a Synergy 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 "*product* user" (e.g., a Runtime user or an *xf*Server user). A "user" doesn't have to be a person logged into a computer (that is, an application user); for example, it can be a process, service, browser session, or mobile app (native or web). And the users may be accessing Synergy/DE products directly or across a network.

Generally speaking, Synergy/DE products are licensed for the number of application users plus the number of other users (for example, services) that might access the front-end application or the Synergy/DE products concurrently. This is true even when the application accessing the Synergy products is a non-Synergy application. For example, if a C# application accesses a Synergy application through *xf*ServerPlus, the number of concurrent users of the C# application would determine the number of *xf*ServerPlus users required. Similarly, if your solution includes a web service that executes Synergy code (such as one you create with Synergex's Harmony Core open source components), the number of users concurrently accessing the web service would determine the number of Runtime users required. In addition, when Synergy/DE products are accessed across a network, the number and type of users required can depend on the length of access; see "Transient User Licensing" below.

Users are licensed differently on the three platforms due to differences in technology. Some configurations may require that additional users be licensed.

Windows

On Windows, the following entities are considered users: a desktop session, a service, an AppDomain in a .NET service, a thread in a non-.NET service, and a scheduled task executing a Synergy/DE product or executing an application that directly or indirectly accesses a Synergy/DE product. A typical desktop session is a person logged in to the system.

- Multiple Synergy applications run concurrently from a desktop session 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 (including Microsoft's Remote Desktop Services and Citrix 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 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, the following entities are considered users: an interactive process and 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. On Unix, license usage is the same regardless of whether the regular runtime or one of the non-interactive runtimes is used.

- A Synergy application started from a command prompt, a script file, a batch file, or a non-Synergy application requires one Runtime user.

- A Synergy application run as a scheduled task (e.g., a cron job) requires one Runtime user.

- A detached Synergy application started from a Synergy application requires one Runtime user.

- A non-detached Synergy application where STDIN or STDOUT are redirected to or from a file or pipe requires one Runtime user.

- A non-detached Synergy application started from another Synergy application does not require a Runtime user. However, if the original application process terminates, each non-detached application requires its own Runtime user.

OpenVMS

On OpenVMS, the following entities are considered users: an interactive process, a detached process, a batch process, and a network process executing a Synergy/DE product. A typical interactive process is a person logged in to the system. Detached, batch, and network 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.

Transient User Licensing

Transient user licensing may apply when Synergy products are accessed across a network. Most Synergy products accessed across a network (including those used by Windows desktop applications and most web applications) employ a perpetual user model. This 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. Perpetual licenses are based on the maximum number of users who could access the front-end application.

For some applications, however, users access the application only for brief periods, typically less than 15 minutes at a time. These transient users do not require dedicated access throughout the day. For example, banking customers who use an application to check balances or transfer money would be considered transient users. Licenses for transient users 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 transient users is 100.

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*Server and *xf*ODBC Licensing

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.

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 keys for the emulated operating system.

HTTP- and HTTPS-Based Services

If you create an application that performs as a "service" (via the Synergy HTTP document transport API, ASP.NET, sockets, or similar technology), you are required to license the service application separately.