Orchestra

License checking mechanism

Orchestra 4.15.1.0

Orchestra

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1   About the license checking mechanism

With Orchestra version 4.8, a license protection mechanism has been introduced to curb the use of pirated copies. The protection mechanism ensures that licensed customers can use Orchestra without restrictions.

2   Principles of license protection

Hardware-based license protection mechanisms such as dongles would restrict our customers too much. We have therefore opted for a solution that works in every server environment and that entails as few restrictions as possible for the customer. The license checking mechanism restricts only the executability of unlicensed software. No data from the databases operated with Orchestra will be transferred to soffico or third parties.

The licenses used within a local network can be managed via a central license protection mechanism. If necessary, please contact soffico for further details.

The software supplied is equipped with a copy protection mechanism. This mechanism binds the software to the system on which it is installed through a digital "watermark". Until the watermark is created, the customer receives a temporarily running version that is hardware-independent. With a new installation the temporary usage time is 19 days, with an existing installation 200 days. Within this period, the customer is responsible for creating an activation request in the Orchestra Monitor and sending it by email to licensing@soffico.de. After receiving this information, soffico will create a license file for the customer with the corresponding digital "watermark", with which Orchestra can run on the computer system notified.

The software can be transferred to other computers at any time. For this purpose, soffico provides a corresponding activation or new license data on request.

The license protection relates to one Orchestra node. If you use Orchestra on several nodes, please create a license file for each node you are using.

3   License check

The Orchestra server regularly checks whether the node license matches the Orchestra version and the hardware for which it is issued. For this check, the fingerprint of the server is compared with the activated license on the server. There is no data transfer from the server. If a discrepancy is found, a permanent information text is displayed in the Orchestra Monitor and a corresponding message is written as a system event.

If the automatic license check detects a deviation, no new scenarios can be deployed or existing ones can be redeployed! A deployment or redeployment is only possible again after the license has been updated! The update may be necessary if the hardware e.g. changes by installing a new hard disk.

4   License variants

Orchestra offers a variety of uses. It can be used in standalone operation on a server, in cluster mode or as an Orchestra juno instance. Furthermore Orchestra offers the possibility to be operated on virtual instances and in containerized environments. The parameters of the license verification algorithm differ based on the respective area of application.

4.1 Hardware licensing (standard)

With hardware-based licensing, a fingerprint of the hardware and software environment used is created during activation. Based on this fingerprint, the license mechanism can check whether the execution environment of Orchestra has been changed.

4.2 Virtual Machine

Since hardware changes can occur more frequently with virtual machines and this would necessitate constant new licensing, we offer a special license for such cases. With this variant, the test is carried out in a reduced form and thus enables smooth operation of the environment.

4.3 IP based licensing

In container-based environments, IP-based licensing is the method of choice. In this case, the license check is linked to the IP address of the Orchestra node. As long as the IP address remains unchanged, the node is considered licensed. In addition to a simple IP address, there is also the option of defining IP ranges so that the same license can be used for several computers at the same time.

4.4 Floating licensing

With floating licensing, an additional component, the Orchestra floating server, is required. This manages the licenses available for a customer. An Orchestra instance that uses this mechanism no longer needs to be activated directly. Rather, the licensing request is sent to the floating server, which decides on the granting of a license based on the available licenses. If necessary, please contact soffico for further details.

4.5 Business Partner License

With Business Partner licenses it is possible to license Orchestra based on certificates. For this purpose, a connection is established to a URL through which a certificate/certificate chain can be retrieved. This is compared with a certificate stored in the license file. If these match, or the certificate chain is valid, Orchestra is licensed.

4.6 Base License

With a Base license it is possible to license Orchestra with no extra license checks except the expiration Date of the license. This type of license is only issued after consultation with the management.

5 Manual

5.1 Licensing an Orchestra runtime

5.1.1 Hardware licensing (standard) and virtual machine

1. Use the customer key to create a so-called request file in the pop-up menu:

    a. In the "Settings" menu, click on "License Management".

    b. Click on "create node activation request".

    c. Enter the customer key that you were given in advance.

        • Attention: Please do not confuse the customer key with the so-called activation key for product licenses!

    d. Select one of the possible system types (development, test or production).

    e. Click on "Create activation request" to finally create the request file.
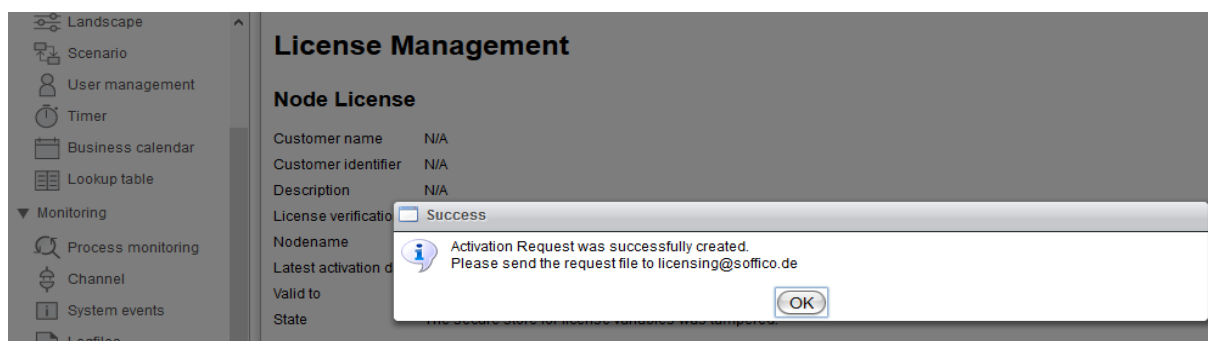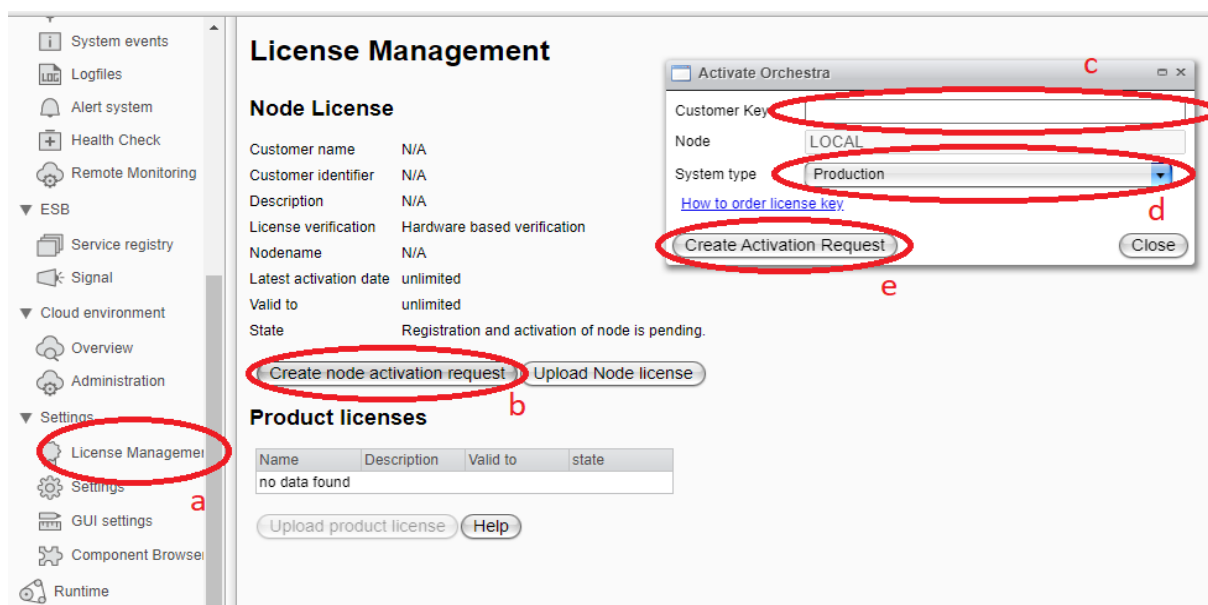
2. Send the generated request file by email to <u>licensing@soffico.de</u>.

   - Please tell us in the email whether it is a hardware-based or a virtual machine.

3. After receiving the required information, the soffico licensing team creates a so-called response file and also sends it to you by email.

4. The response file can now be uploaded to the Orchestra Monitor:

   a. Click on "Upload Node license"

   b. Select the response file.

   c. Click on „Upload".
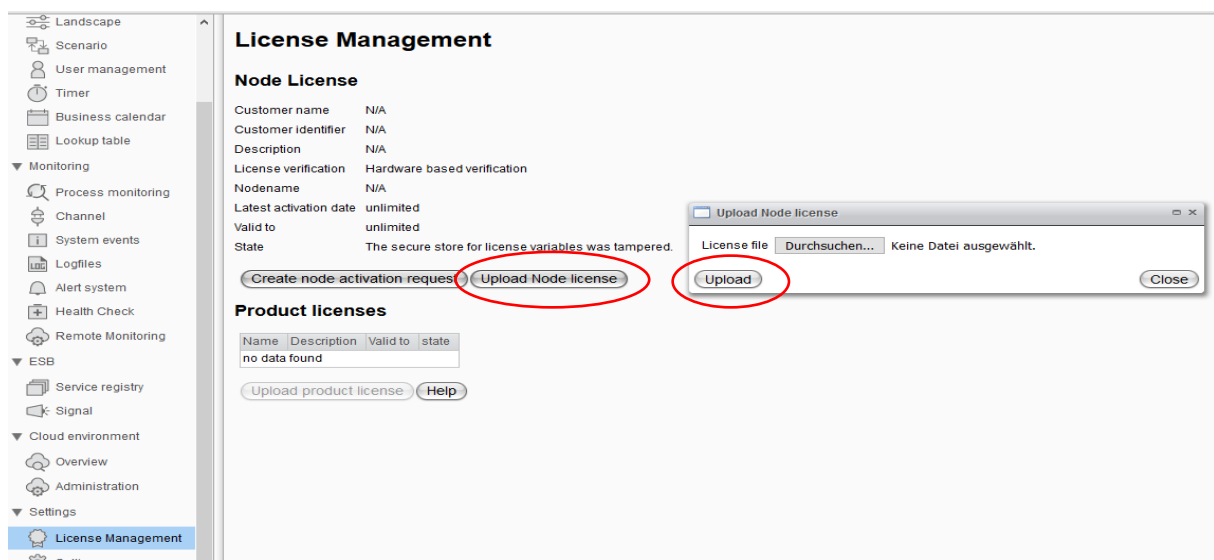
5. Orchestra has now been successfully licensed.

5.1.2 IP based licensing

1. It is <u>not</u> necessary to generate a request file!

2. Email the licensing team the following information:

   a. Which IP address or which IP address range is involved.

   b. Which product is involved - a distinction is made here between:

      - Orchestra Cluster
      - Orchestra Core
      - Orchestra juno

3. After receiving your email, the licensing team will generate a corresponding response file.

4. Upload the response file in the same way as described in point 4.

5. Orchestra has now been successfully licensed.

5.2 Licensing an Orchestra Designer

The Designer can be used without licensing, except for the integrated testing feature. Please see more details at <u>Licensing for specific product features</u>

5.2.1 Hardware licensing (standard)

1. Use the customer key to create a so-called request file by the licensing menu:

    a. In the "Window" menu, click item "Licensing".
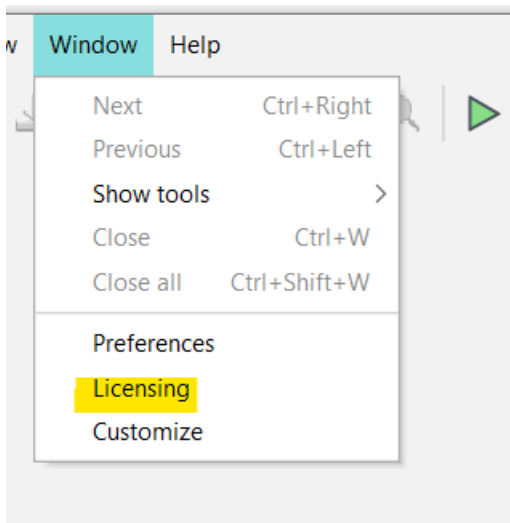
    b. Click the button "Create license request for testing".

    c. Enter the customer key that you were given in advance.

        • Attention: Please do not confuse the customer key with the so-called activation key for product licenses!

    d. Select "Path to save".

    e. Click the button "Create activation request" to finally create the request file at the selected path.
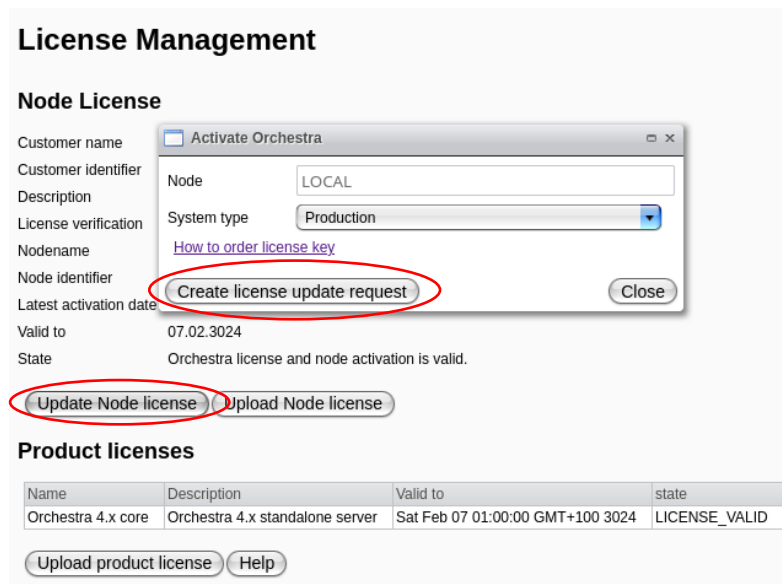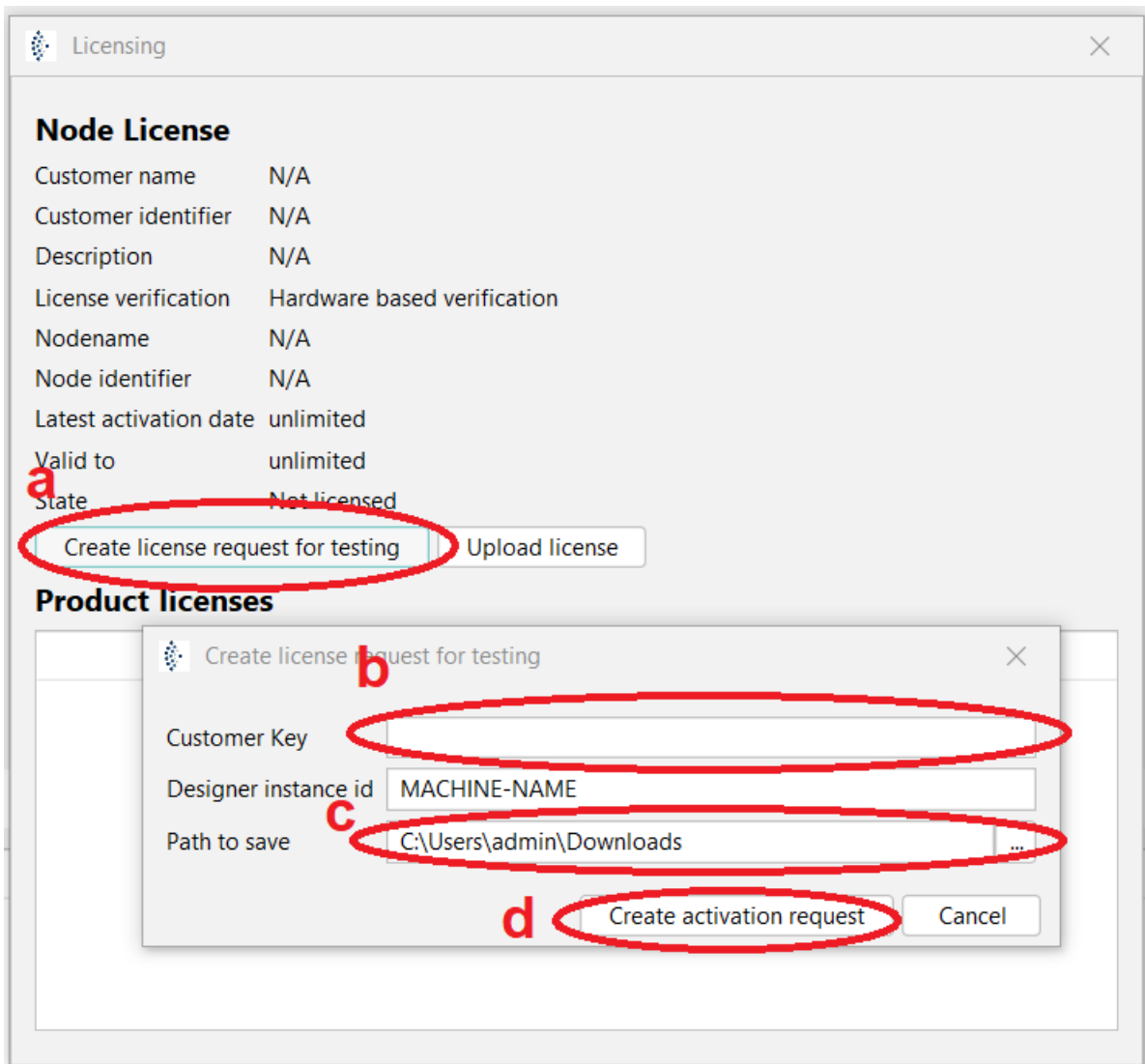
2. Send the generated request file by email to licensing@soffico.de.

3. After receiving the required information, the soffico licensing team creates a so-called response file and also sends it to you by email.

4. The response file can now be uploaded to the Designer:

   a. Click button "Upload license" at the Licensing dialog.

   b. Select the response file.

5. The Designer has been successfully licensed.

5.2.2 IP based licensing

1. It is <u>not</u> necessary to generate a request file!

2. Email the licensing team the following information:

    a. Which IP address or which IP address range is involved.

    b. The product "Integrated Testing".

3. After receiving your email, the licensing team will generate a corresponding response file.

4. Upload the response file in the same way as described in <u>Hardware licensing (standard)</u> point 4.

5. The Designer has been successfully licensed.

6 License update

1. In the "Settings" menu, click on "License Management".

2. Click "Update Node License".

3. Select the system type.

4. Create an updated request file by clicking on "Create update request".

5. Send the generated request file by email to licensing@soffico.de.

6. After receiving the required information, the soffico licensing team creates a so-called response file and also sends it to you by email.

7. Now carry out the above steps in the instructions.

8. After you have imported the response file and, if applicable, the corresponding product file, Orchestra was successfully licensed again.

7 Upgrade of an existing Orchestra installation

If an existing Orchestra node is updated to Orchestra 4.8, then this node must also be licensed.

8 Emergency Key

On request, soffico can issue a so-called emergency key. This is a node license which allows the operation of an activated Orchestra node for a limited period of time in the event of corrupt license information. An emergency key must be installed manually by copying the key file into the "Licensestore" directory of the Orchestra installation. If necessary, please contact soffico for further details.

9 Licensing for specific product features

The following table describes licensed products:

Product	Description	Component
Integrated Testing	Testing feature. Note: The testing feature is delivered in a freemium approach. Without license, one Test Case can be created per scenario.	Designer
Throttling	Throttling feature. Note: The throttling feature is delivered in a freemium approach. Without license: - Unlimited creation of Timer assignments - Unlimited creation of Cell Signal assignments - Limit 2 assignment in total for other assignment types	Runtime
QBilon endpoint	An endpoint that is used by the software qbilon. This is a tool that allows the creation of a it-infrastructure map which shows the dependencies between different loosely coupled systems based on the orchestra scenarios	Runtime

Micrometer endpoint	This endpoint Is used for the health monitoring of an orchestra runtime. The endpoint returns system metrics in the format required by Prometheus.	Runtime
Ext-system-monitoring API	This endpoint exposes a detailed view on different orchestra subsystems. It offers KPIs for processes, signals, channels and much more	Runtime