

# Setting Up a License Server

This document describes how to set up a license server with the default settings and configuration. It assumes that you have a single license server, which may be your local machine or a remote machine, and that you have Schrödinger software installed on this machine. If you want to perform nondefault licensing tasks, see the [Installation Guide](#).

You must first log on to the license server host.

On Linux you must change to a directory to which you have write permission, because the license server log file is written to the current directory. If you have write permission to the Schrödinger software installation directory, it is highly recommended that you change to that directory.

## To install a new license:

1. Save the license file into the installation directory.

On Linux and Mac it should be named `license`; on Windows it should be named `license.txt`. You can overwrite the temporary file that was included in the installation.

2. Check that the license file has the appropriate read permissions for all users.

## To add license codes to an existing license file:

1. Copy the license codes from the e-mail attachment and paste it into your license file. Make sure there is an end quote and a carriage return at the end of each license code.
2. Save the changes to the license file and close it.
3. Check that the license file has the appropriate read permissions for all users.

## To start the license server:

1. Start the Diagnostics application:

**Linux:** Enter `$SCHRODINGER/diagnostics` in a terminal window.

**Windows:** Choose Start → All Programs → Schrodinger-2012 → Diagnostics.

**Mac:** Go to Applications → Schrodinger-2012 and double-click Diagnostics.app.

2. Go to the License tab, Server Status subtab.
3. If you already have a license server running, stop it by clicking Stop License Server.

This is necessary so you can read any new licenses and use the new license server software.

4. Click Start License Server.

If you are running the license server on the machine you plan to run the software on, and do not intend to allow other machines to connect to the license server, the setup is complete.

If you intend to allow other machines to connect to the license server and the license server has a firewall, you must open the relevant ports.

## To allow firewall access to the license server:

1. Find the `SERVER` and `DAEMON SCHROD` lines in your license file.

They should look something like this:

```
SERVER lsnode b0019732 27008
DAEMON SCHROD PORT=53000
```

2. Note the port numbers from these lines.

The port number on the server line is the fourth field. In the example above, it is 27008.

3. Open both ports in your firewall.
4. If your license server is a Windows machine, enable firewall access to the applications `schrod` and `lmgrd`.