

Applying the Novell License Key

The license key you have received (license.dat) will fully activate (or extend the evaluation of) your ZENworks Endpoint Security Management (ESM) Software. There are two methods you can use to install this key:

1. License the product at installation
2. License the product following installation

The licensing takes effect immediately, however the information will only display in the ZENworks Security Client after it checks-in.

1. License the Product at Installation

- Step 1: Copy the license.dat file to the server that will host the Management Service
- Step 2: Run the Management Service installation from the CD
- Step 3: When prompted, browse for the license.dat file

2. License the Product following Installation

To license a product that is already installed and running, perform the following steps:

- Step 1: Copy the license.dat file to the machine that is running the ESM Management Console
- Step 2: Copy the license file into the \Program Files\Novell\ESM Management Console folder
- Step 3: Open the Management Console
- Step 4: Click the Help menu and select **About Management Console**.
The license screen displays (see Figure 1)

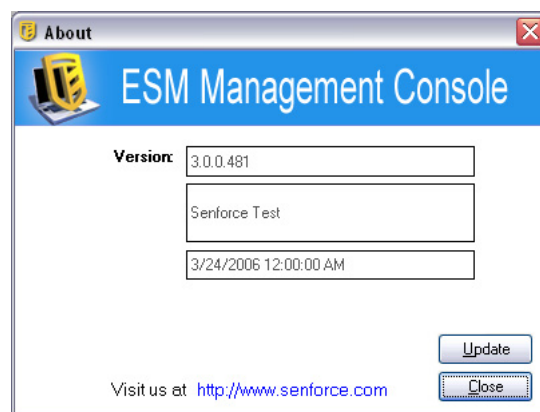


Figure 1: Management Console License Screen

Step 5: Click Update

Step 6: The license is uploaded to the Policy Distribution Service (see Figure 2)



Figure 2: License Save Successful

The license will now be distributed to all Managed ZENworks Security Client at their next check-in.

Licensing Unmanaged ESS

Step 1: Copy the license.dat file into the \Program Files\Novell\ZENworks Security Client folder on all endpoints running unmanaged

Step 2: Re-boot the machine(s) for the license to activate

Licensing Unmanaged MSI Installations

The above \Program Files\Novell\ZENworks Security Client folder is created as part of an MSI package. Place the license.dat file into this directory. This will replace an existing “zero-length” license file created for the MSI and will distribute the license to all users when the MSI package is “pushed.”

NOTE:

The filename **MUST** be **license.dat** for either of the above methods to work. Do **NOT** rename the file.
