

# LICENSE4J LICENSE ACTIVATION AND VALIDATION PROXY SERVER USER GUIDE

VERSION 1.7.2

LICENSE4J  
[www.license4j.com](http://www.license4j.com)

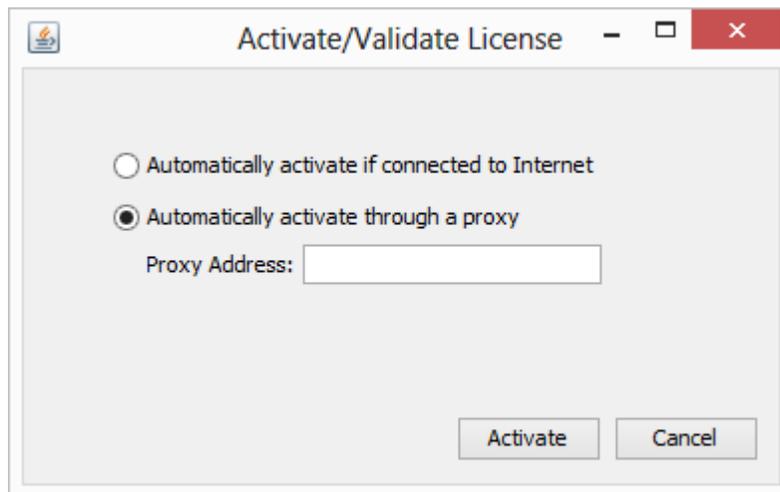
## Table of Contents

Getting Started.....	2
Installation .....	3
Configuration.....	4
Error and Access Logging .....	5
Localization Customization.....	6
Server License .....	6

## Getting Started

License4J License Activation and Validation Proxy Server is a simple proxy server to direct all incoming license activation, deactivation, modification, online license key validation, license availability check requests, product update queries and license messages to a defined Auto License Generation and Activation Server or Online.License4J. License Activation and Validation Proxy Server is appropriate for environments in which security concerns may restrict direct access to the Internet.

When License Activation and Validation Proxy Server is installed in customer site and connected to the Internet, all client computers can perform activation and validation by sending requests to the proxy server. The product should give an option to user to activate/validate through a proxy like in the sample dialog below.



License Activation and Validation Proxy Server does not modify requests. It forwards incoming license activation, deactivation, modification, online license key validation and license availability check requests to defined target Auto License Generation and Activation Server or Online.License4J.

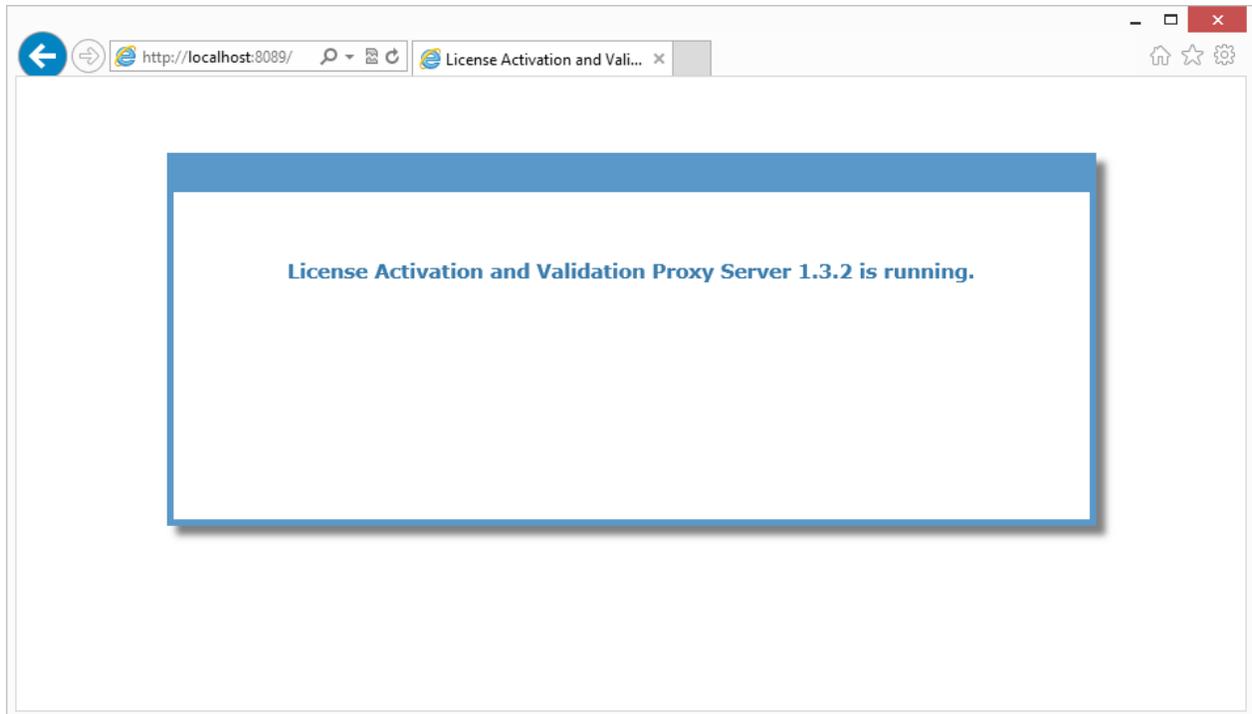
## Installation

License Activation and Validation Proxy Server is available for all Windows operating system versions and Linux distributions. It has Windows and Linux installer files for easy installation. OpenJDK 11 is bundled in the package, and there are no other software requirements.

After installation on Windows systems, it is registered as a service and started automatically. Settings and logs are located at *ProgramData* folder (***C:\ProgramData\LAAV Proxy Server\***).

After installation on Linux systems, installation directory includes a directory named as ***bin*** and a shell script named as ***service.sh*** (***/opt/laavproxy/bin/service.sh***). To run the server as a service, just run the script on system startup. Settings and logs are located at installation directory.

After installation, by default server will listen on port 8089, and browsing to <http://localhost:8089> will show a page as in the screenshot below. This page can be modified as required and any information can be displayed to customers. Localization and customization package includes required files and information for customization.



## Configuration

License Activation and Validation Proxy Server has a configuration file named ***serverconfig.ini*** in ***config*** directory. It defines IP address and port number on which server will listen on; and Auto License Generation and Activation Server or Online.License4J address to connect to perform activation and validation.

Each product's activation/validation server address must be defined separately, proxy server checks for product public key hash value to find the activation/validation server. If no match found for a product, default-server setting is used, and proxy server tries to activate/validate license on defined default server.

To define separate online server addresses, as a software publisher you must generate a hash value of your product public key and send to customer with your

Auto License Generation and Activation Server address. To generate hash value, just call *hashCode()* method on your public key string.

Example: *"23002JSDK..... this is your public key .....KASJDKLJ23".hashCode();*

The output of this method will give an integer like 1962540154, if it is negative, just strip of negative sign and make a line with server address as below.

***1962540154=http://YourServerAddr:Port***

If server is configured to use certificate, https method can be used secure connection. When customer put this line in proxy server configuration file (*serverconfig.ini*) file and restart the service, he/she can start activating/validating his/her licenses. Since each product has a different public key, different server addresses can be defined for each of your product.

The proxy server address at which activation and validation requests will be handled is <http://ServerAddress:PortNumber/proxy>, e.g. in a local network with IP 192.168.1.100 and default port number 8089, proxy address becomes <http://192.168.1.100:8089/proxy>.

License Activation and Validation Proxy Server itself can use an http proxy server to connect to Auto License Generation and Activation Server or Online.License4J. Settings for http proxy server can be defined in configuration file. Proxy address and port number is defined with ***http-proxy-server-address*** and ***http-proxy-server-port*** keywords. If http proxy requires activation, ***http-proxy-server-username*** and ***http-proxy-server-password*** keywords are used to define username and password.

## Error and Access Logging

License Activation and Validation Proxy Server stores logs in ***ProgramData*** folder on Windows (***C:\ProgramData\LAHV Proxy Server\logs***) and in installation directory

on Linux. Server log file includes service start/stop messages and successful/failed requests.

## Localization Customization

License Activation and Validation Proxy Server supports software white-labeling. Software publishers can modify all strings in software. When requested with e-mail License4J Support will send the localization and customization package file. This package includes setup file source (innosetup for Windows and makeself for Linux) and detailed information to modify proxy server.

## Server License

LICENSE4J License Activation and Validation Proxy Server software is free to use and distribute with your product. You may use and distribute proxy server setup files with your product for installation by your customers. You may also customize and white-label proxy server and distribute with or without your software product.

Details on licensing can be found in END-USER LICENSE AGREEMENT which is found in EULA.txt file.

End of document.