How to set up your CodeMeter for multiple LAN licenses

The CodeMeter runtime software must be prepared to provide its licenses to other computers that are connected to the primary computer by LAN connection.

Start the Web Admin from the CodeMeter tray icon's context menu, and go to "Configuration… Network". Checkmark the option *Run Network Server* as shown. Click *Apply*, and close the Web Admin. Provided that the specified port to broadcast the license is not blocked by firewall software, you can now run Steel Beasts Pro PE on several computers simultaneously from a single CodeMeter stick.

Windows Vista Users

If you haven't installed Service Pack 2, be sure to install the latest "end user redist" version of DirectX 9.0c which can be found at www.Microsoft.com if it happens to not be included on your installation CD of SB Pro.

While Vista has DirectX 10 installed by default, it is not entirely backwards compatible to DirectX 9.0c. Fortunately Vista's virtualization of system files allows the parallel installation of different DirectX versions without compromising the overall system performance or functionality. Windows 7 should not need this step, but if things fail you still may want to give this a try.

Temporary licenses: How much time is left?

If you are evaluating the Steel Beasts Professional software you will have received a temporary license. The WebAdmin of the CodeMeter management software allows you to check how much of your license is left. Temporary licenses of SB Pro are measured in time increments of 2 minutes. For every two minutes that each and any computer is using the license, the unit count is reduced by one. For example, 6,000 units = 12,000 minutes = 200 hours. 50 computers running Steel Beasts from a single stick could thus be tested for a total of four hours – or a single computer for 200 hours.

Product code (= SB Pro)

Units remaining

Expiration date

~~Activation date~~

No. of licenses