



ZEBRA TECHNOLOGIES LICENSE MANAGER APPLICATION

USER GUIDE

[Abstract](#)

This document covers the step by step instructions on how to use the License Manager application for manual license management

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Introduction

The License Manager application is a built-in application that enables end-users of a Zebra device to perform one-off manual tasks related to licensing software on the device. The application displays the list of active entitlements associated to the device along their features and versions.

This guide describes how to use the License Manager application and the various operations it helps enable.

Android Versions Supported	KitKat, Lollipop, Marshmallow and Nougat
License Manager Version	3.1.1
License Agent Version	3.1.1.3.1.1

Please check the corresponding release notes of the BSP and/or LG patch to determine which version of the License Manager is presently available.

Getting Started

Prerequisites for License Manager Application

- System clock set appropriately to the current time zone and time
- Working network connection for online activation of the licenses

Starting the application

To start the License Manager application, select the **License Manager** icon on the applications menu in the launcher as shown in Figure 1.

The landing page of the application displays the list of licenses associated with the device if any as shown in Figure 2. Detailed explanation on the fields displayed in each of the currently active licenses in the Home screen is available later in this [guide](#).

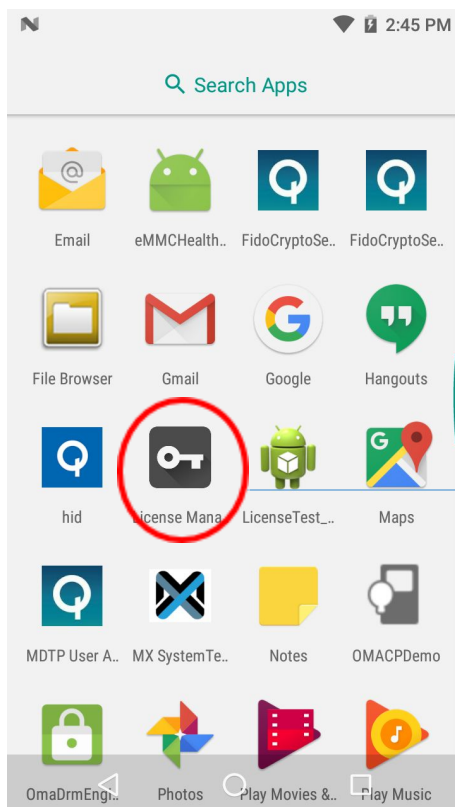


Figure 1: License Manager Application - Home Screen with multiple licenses activated

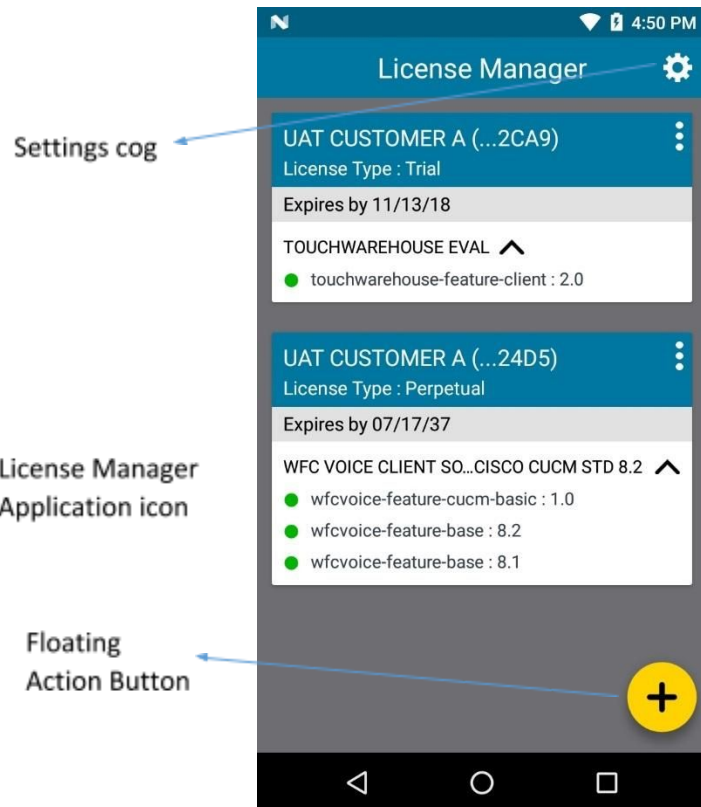


Figure 2: License Manager Application - Home Screen with multiple licenses activated

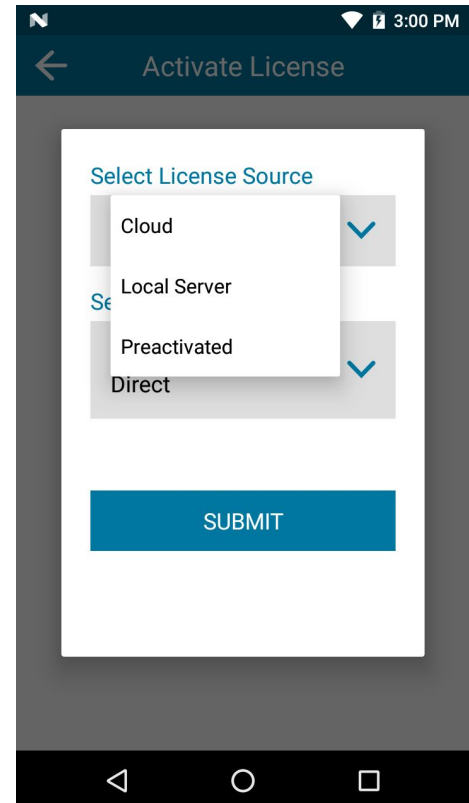
License Source

Prior to any license related operation, the License Source needs to be selected. This determines the source from which the license to be associated to a SW product on the device needs to be procured from. Zebra supports the below license source types:

1. **Cloud**
2. **Local Server**
3. **Preactivated**

Zebra recommends that the Cloud option be used if possible either directly or via a Proxy. This offers maximum visibility of the license usage to the end-customer on the Zebra Software Licensing End-User portal with added maintenance and support related benefits.

Should the customer choose to leverage a Local License Server [LLS], the data from the LLS can be synced with the Cloud either online or offline to achieve similar visibility benefits. These details are included in the Zebra LLS Admin Guide available on the Zebra.com website.



Notes:

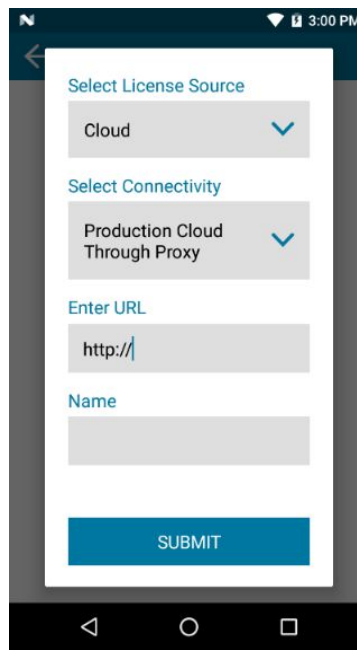
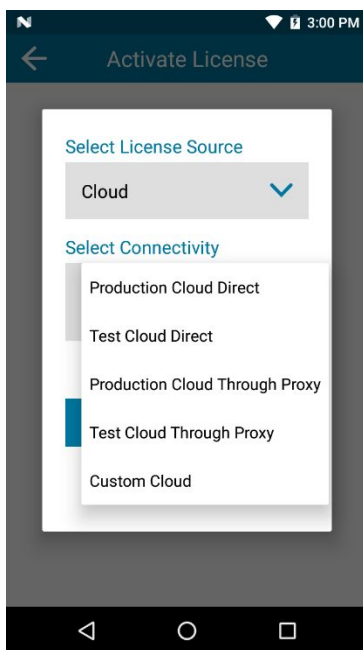
1. Info pertaining to license sources added by the user are read only. However, a user added license sources can be deleted as explained later in this document.
2. Once a license is served from a license source, any further operation needs to be made from that same source. Example, a license activated from an LLS cannot be returned to the Cloud or vice versa.
3. The License Source can be set up separately via the Settings option and a source needs to be specified prior to carrying out any license operation.
Once mapped, the License Source and AID are paired into an atomic unit.

Cloud: This refers to the default Zebra licensing back end on the cloud and is the recommended option. This involves each device reaching out to the Zebra licensing back-end directly to perform a licensing related operation like activate, return or refresh.

Devices can reach this end-point on the cloud either directly or via a Proxy server as the customer's network infrastructure is set up.

The below connectivity options are supported:

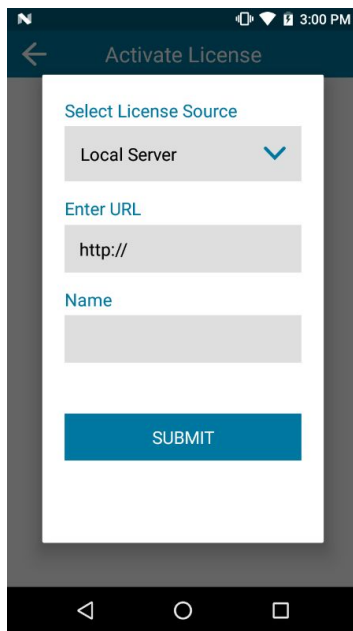
- a. **Production Cloud Direct:** For directly activating the licenses from the default Zebra Licensing Server on the Cloud. The maps to a built in URL, so the user is not required to configure anything.
<Include the URL and the port number>
- b. **Test Cloud Direct:** For testing purposes only for Zebra Internal usage.
- c. **Production Cloud Through Proxy:** For connecting to the Zebra Licensing Server on the Cloud via a proxy.
The user can specify the unique URL and the name of the proxy server and add it as a separate license source **under this option** as shown in Figure 5.
- d. **Test Cloud Through Proxy:** For testing purposes only for Zebra Internal usage.
- e. **Custom Cloud:** Future use. In case a custom or relay server is used to manage entitlement, this option can be used. The user can specify the unique URL and the name of the custom server and add it as a separate license source



Local Server: Should a customer’s infrastructure have connectivity restrictions to reach the public cloud, this license source option enables a local license server setup on a customer’s premise locally to serve licenses to device end-points.

The user can select **Local Server** option under **Select License Source** drop down and specify the details of the on-premise server setup such as the unique URL and the name used to identify the server as shown in Figure 6. This adds a new License Source that is saved for future license operations.

Please refer Zebra’s LLS Admin Guide for further details on how to set up the LLS.

The image is a screenshot of a mobile application interface titled "Activate License". At the top, there is a back arrow and the title. Below the title, there is a section labeled "Select License Source" with a dropdown menu showing "Local Server" and a blue checkmark. Underneath, there is a label "Enter URL" followed by a text input field containing "http://". Below that is a label "Name" followed by an empty text input field. At the bottom of the form is a blue button labeled "SUBMIT". The entire form is centered on a dark background. The bottom of the screen shows the standard Android navigation bar with back, home, and recent apps icons.

Preactivated: When the network connectivity is severely restricted, customers can login to the Zebra SW Licensing portal to download a specific binary file pertaining to a device id. This binary file contains a pre-activated license that can then be pushed to the device with that id for installation.

If the user wants to enable an entitlement via such a preactivated license, this option should be chosen under **Select License Source** drop down list with the “Production Cloud” as the Preactivated Source. The user cannot add any license source under this option.

This option also caters to an enterprise wide license that serves as a preactivated license for a set of devices offered to select SW SKUs.

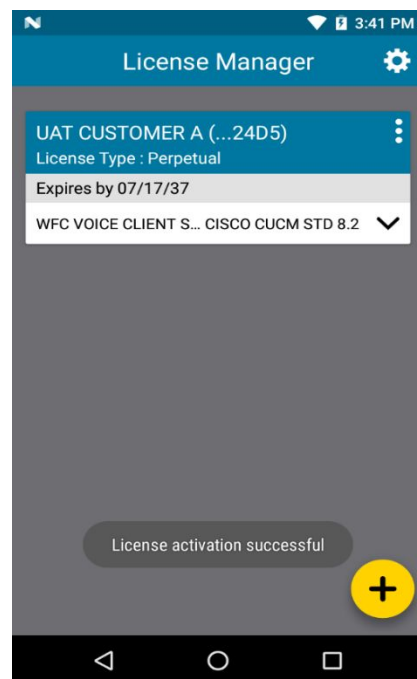
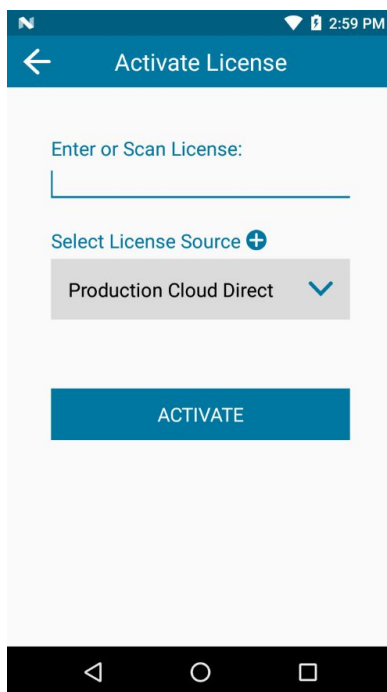
License Activation

Online License Activation:

Note : Please ensure the device clock and network are set appropriately.

To activate a license online for any of the supported Zebra Software Products, follow the steps given below:

1. Start the License Manager application.
2. Click the floating action button on the Opening/Home screen.
3. Choose a License Source from which the license needs to be activated as explained in the previous section in the **Select License Source** drop down and when done, click **Submit**. For online activation, this would be the Production, Production through Proxy or LLS.
4. Enter a valid activation id [AID] in the **Enter or Scan License:** field manually or by scanning a barcode containing the license. You can find this AID in the entitlement email received with your proof of purchase.
5. The Application validates the information and connects to the selected License Source and if successful, **License activation successful** toast message is shown.
6. The activated license information is displayed in the form of a card in the Home screen as shown in Figure 8. Details about the license information in the Home Screen can be found [here](#).
7. All the license rights displayed in the Home Screen are available for acquisition on the device.

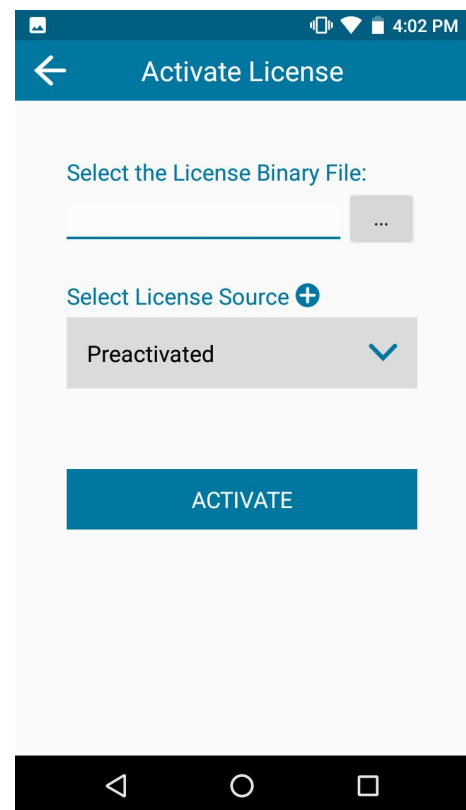
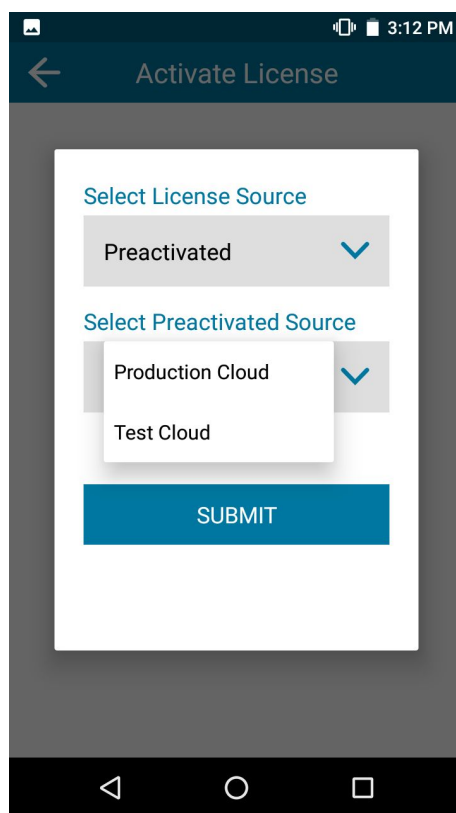


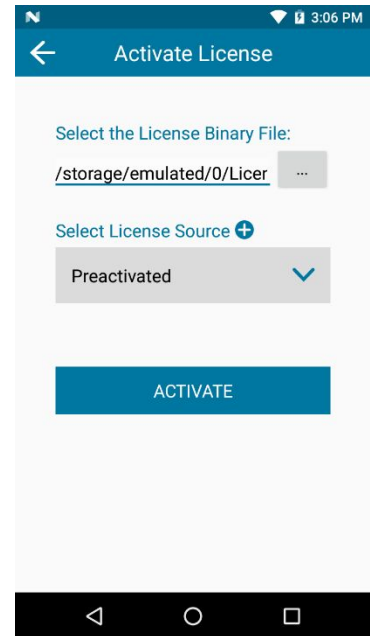
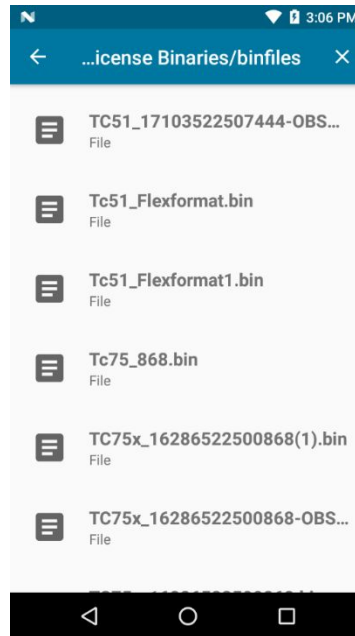
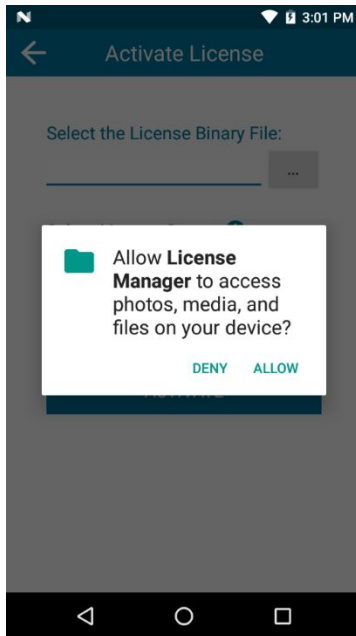
Offline License Activation:

To activate a preactivated license (offline activation) for any of the Zebra Software Products, follow the steps given below:

1. Start the License Manager application.
2. Click the floating action button on the landing page/Home screen.
3. Choose the type of the license source under **Select License Source** option as “Preactivated” and “**Production Cloud**” and select **Submit**. This implies that the preactivated license binary file was downloaded from Production Cloud Portal. Please refer to the Zebra Software License End-User Portal guide for detailed steps to download this file.
4. **Select the License Binary File:** The user can select the the (...) browse to pick the .bin file downloaded to the device. On devices running Android 6.0 (Marshmallow) and higher, runtime permission for Storage is required.

On selecting a valid license binary file, the path of the binary file is populated automatically in the Select the License Binary file input field and the user cannot edit the value of this field.





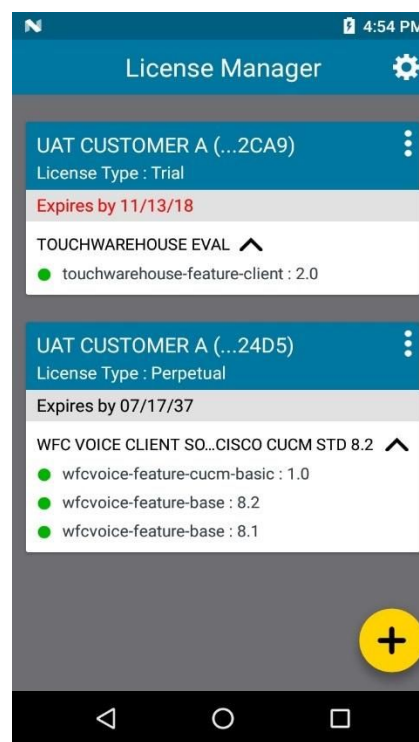
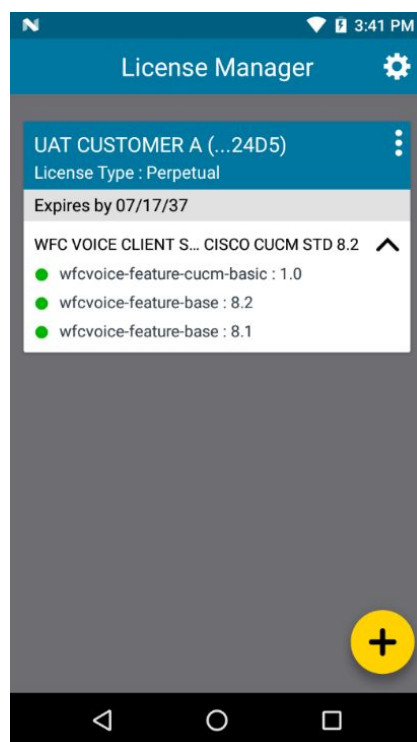
5. If the license activation is successful, the activated license information is displayed in the form of a card in the Home screen as shown in Figure 8. Details about the license information in the Home Screen can be found [here](#).
6. All the license rights displayed in the Home Screen are available for acquisition on the device.

Active Licenses Display

All the licenses currently active on the device are displayed in the form of cards in the Home Screen as shown in Figures 14 and 15. Each card in this screen corresponds to an active license.

Each license card displayed in the Home screen has the following information:

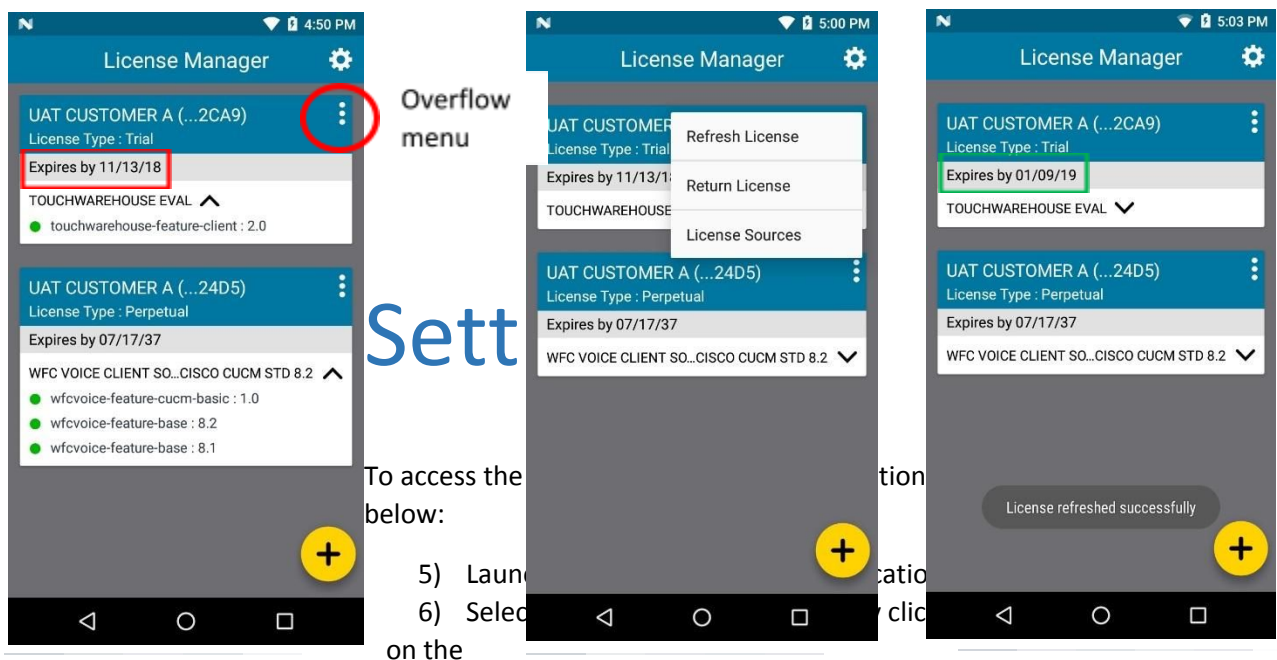
- The first row in the card displays the Sold To entity that purchased the license along with the last four digits of the Activation Id.
- The second row in the card indicates the License Type: Perpetual, Trial License, Subscription, etc.
- The third row corresponds to the expiry date of the license in the format **MM/DD/YYYY**. License expiring within 30 days from the current date is highlighted in red
- The rows below the expiration date list the products entitled on that device. The arrow next to the product name toggles a collapsible view of the list of features associated with that product.
- Each license can have any number of products associated with it. Each product has a list of features listed under it.



Refreshing a license

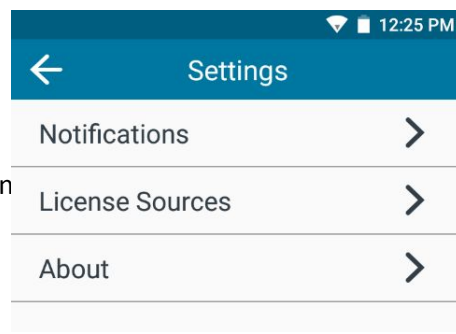
To refresh a license which is currently active on the device, follow the steps given below:

- 1) Launch the License Manager application and Activate a license using the steps mentioned [here](#) if no licenses are currently active on the device.
- 2) Once one or more licenses are currently active on the device, the user will be able to see the Home screen with a list of cards. Choose the license that needs to be refreshed and select the overflow menu at the right top corner of the license (card) which displays the below three options: a) Refresh License b) Return License c) License Sources as shown in Figure 17.
- 3) Select the **Refresh License** option in the overflow menu which sends a request to the server to refresh the selected license.
- 4) Once the license is successfully refreshed, **License refreshed successfully** toast message is displayed along with all the updated information in the card as shown in Figure 18.



landing page or the Home screen.

- 7) The Settings screen (as shown in Figure 19) has the following options:
 - a) Notifications
 - b) License Sources
 - c) About



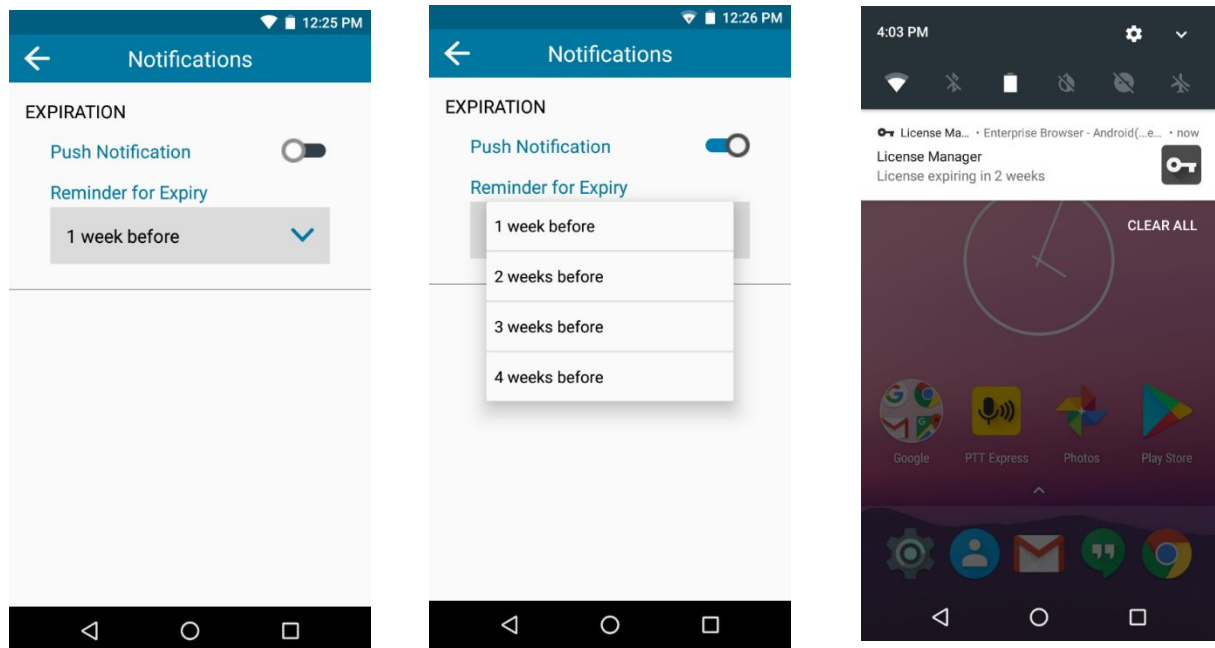
Notifications

On selecting the **Notifications** option in Settings screen, the following options will be displayed:

1. **Push Notification:** Enable to receive notifications on the device about license expiry. Default is off.
2. **Reminder for Expiry:** Select how early you would like the notification. Default is 1 week before.

Once configured, a notification including the product name and activation id will appear in the Status bar and Lock Screen, if any of the active licenses on the device is about to expire within the time period set.

Selecting the notification from the Notifications pull-down redirects the user to the Landing page of the License Manager application.



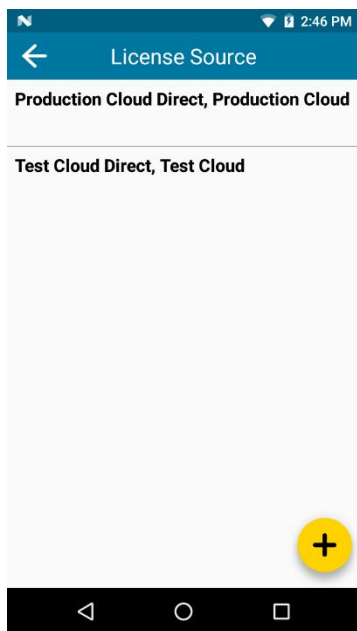
License Sources

All the license sources available on the device can be viewed by clicking on the **License Sources** option in Settings screen. This screen can also be opened by clicking on the License Source option in the overflow menu on any license card in the Home Screen. This screen lists all the license sources as individual list items as shown in Figure 46. The format of the information displayed in this screen is as follows:

- The String before the delimiter (,) in each list item in the License Source screen corresponds to the unique server name entered by the user while saving the license source.
- The server name is followed by the type of the server (Proxy/Custom/Local).
- The second row in each list item corresponds to the URL of the license source entered by the user while saving the license source. Note that the server URL is shown only for user-added licenses sources.

The first two items in the License Source screen are the default license sources: **Production Cloud Direct** and **Test Cloud Direct** as shown in Figure 23. These two license sources are followed by user-added license sources as shown in Figure 24.

Please use the “+” button to add additional license sources. Up to 8 unique Local and Custom Cloud entries are supported.



Delete License Source

The user has the provision to delete user-added license source on a device. While deleting a license source, all licenses served by that source to that device are automatically returned to the Production Cloud or the LLS, provided there are no restrictions on any license.

The first two items in the License Source screen are the default license sources: **Production Cloud Direct** and **Test Cloud Direct** which cannot be deleted by user as per the requirement. However, licenses served from these sources can be returned as explained in the next section.

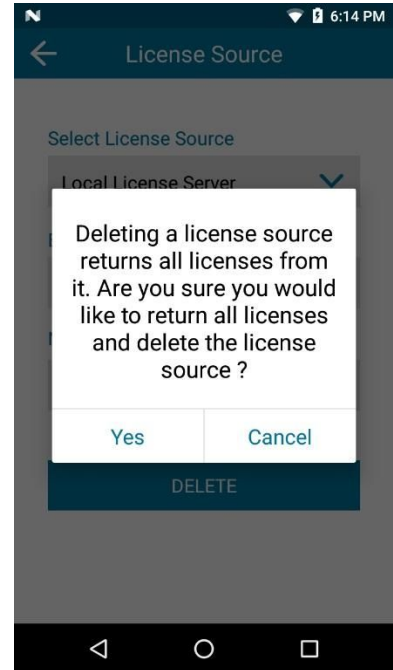
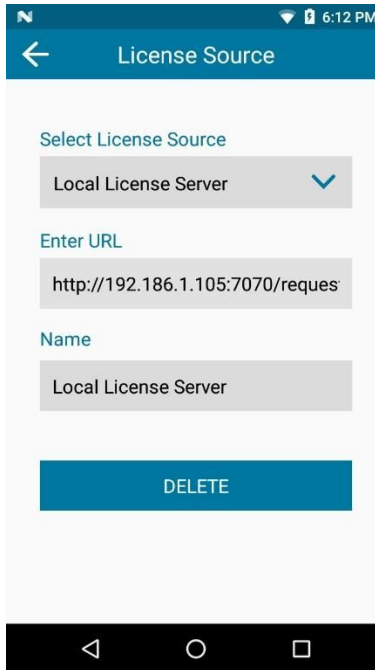
To delete user-added license source from Settings Page, follow the steps given below:

- 1) Launch the License Manager application and select the Settings cog on the Landing page and the License Sources option.
- 2) All the license source information will be displayed in license source screen.
- 3) When user-added license source is clicked, the control navigates to the screen which lets the user delete as shown in Figure 26.
- 4) **Enter URL** and **Name** fields, are non-editable, displays the values as per license source selected by user.
- 5) Clicking on **delete** button displays dialog box as shown in Figure 27.
- 6) When **yes** is clicked, if there are no restricted licenses and return all licenses is success, the source is deleted successfully.

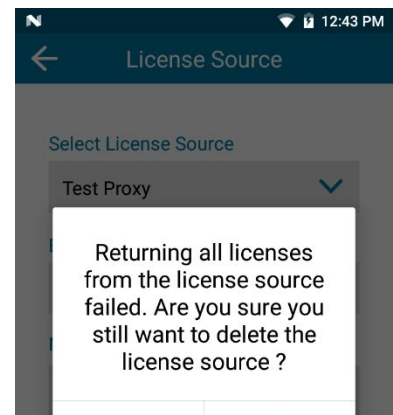
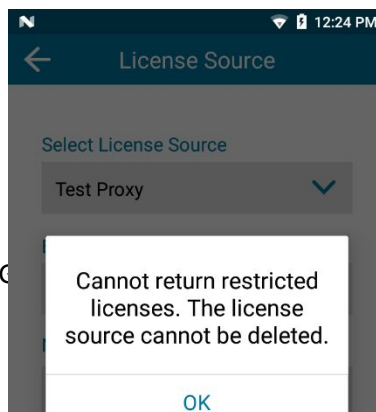
Note:

1. If the license source contains restricted license, then delete operation fails. Restricted licenses are those that cannot be returned from an end device. Non-restricted licenses will need to be returned individually as explained in a later section.
2. Upon return all licenses failure, delete operation will not work, then user gets a confirmation dialog which is shown in Figure 30. On click of **yes**, all license will be deleted from device and on server licenses are still mapped to device.
This option is offered for use-cases where the license source is indeed defunct, ex, an LLS that's decommissioned etc.
3. Deleting a user defined license source that connects to the "**Production Cloud through Proxy**" will delete ALL licenses served on the device from the Production Cloud. So all licenses served by the Production Cloud Directly will also be returned.

It is recommended that this option be used with caution as a best practice.



User C

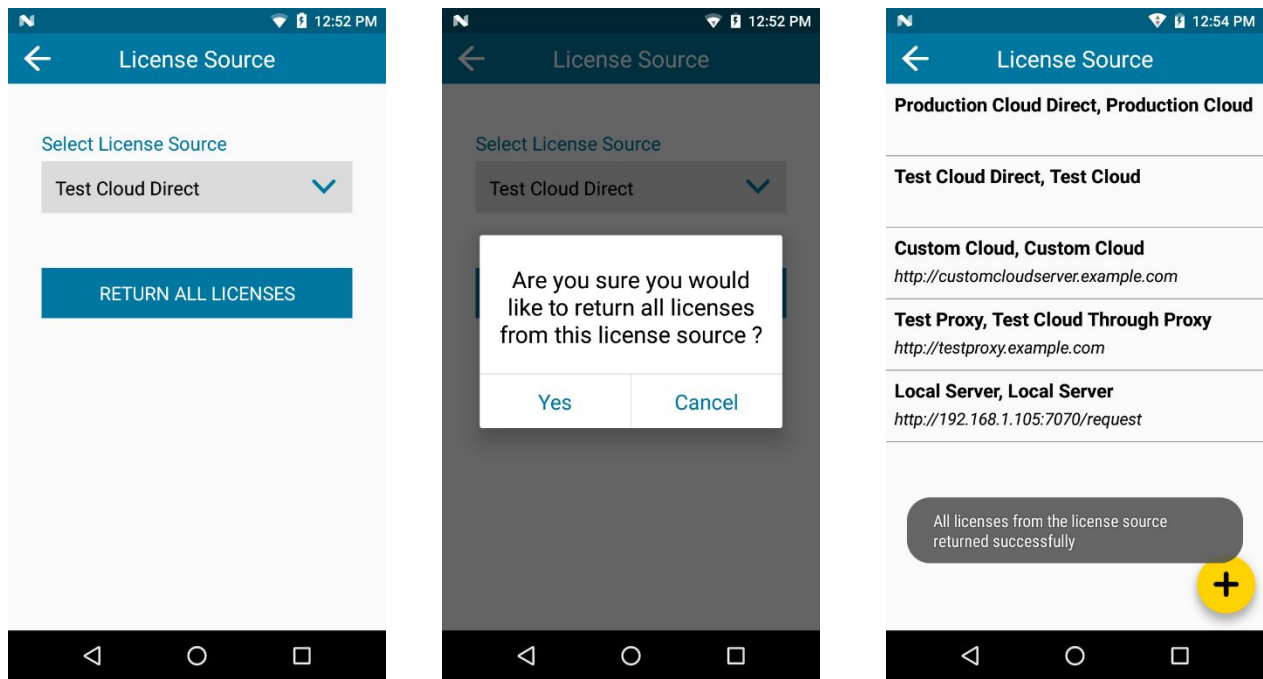


Return All License

While the default license sources, **Production Cloud Direct** and **Test Cloud Direct**, cannot be deleted, licenses served by them can be returned using this option.

To return all licenses from the Settings page, please follow the below steps:

- 1) Launch the License Manager application.
- 2) Select the Settings cog on the Landing page and select the License Sources option.
- 3) From the list of license sources, select the “**Production Cloud Direct**” option.
- 4) Select the “**Return all licenses**” button to return all active licenses.
- 5) A toast message is displayed with the status of the operation.

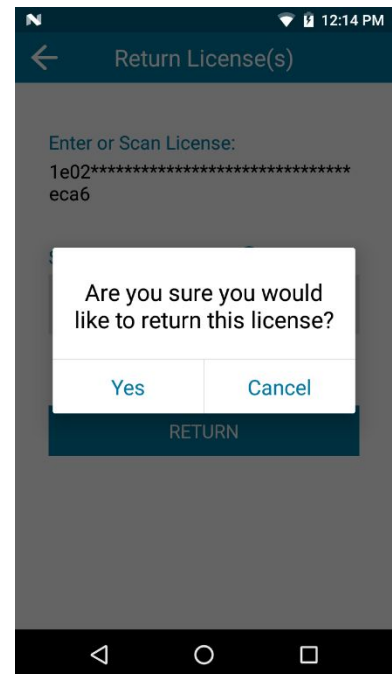
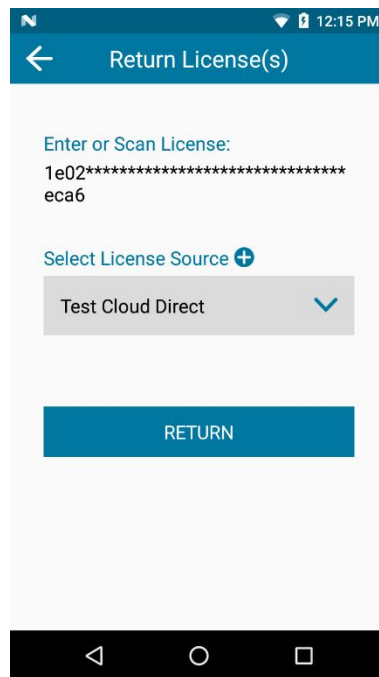
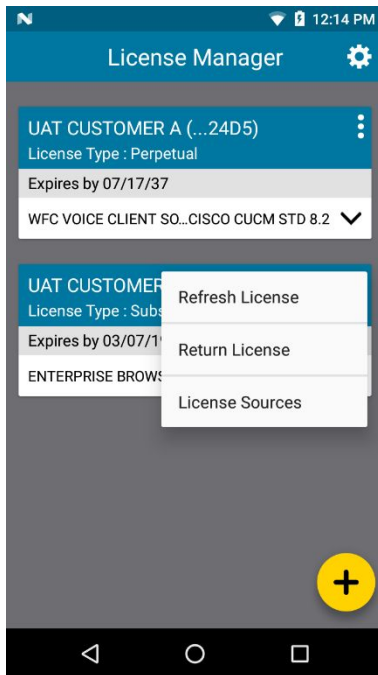


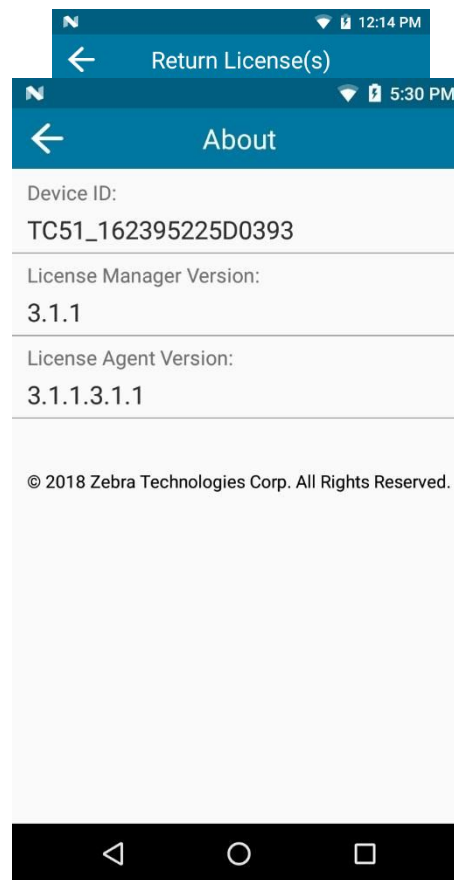
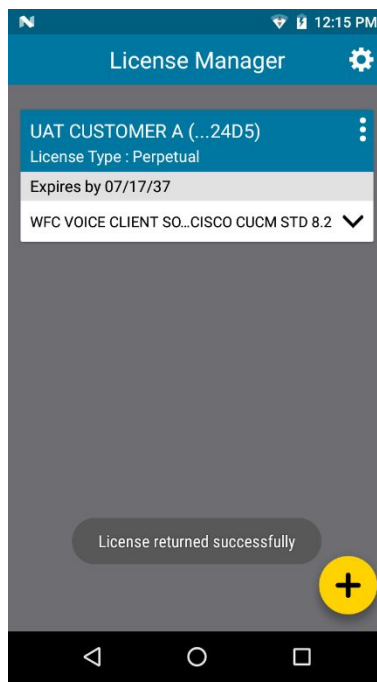
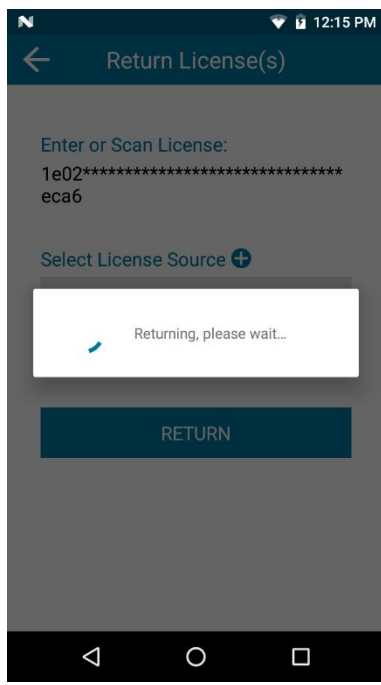
Return License

This option enables the user to return an active license from a device back to the source it was served from. This option comes in handy if only particular license needs to be returned or if a license source serves both restricted and non-restricted licenses to that device.

To return a license which is currently active on the device, follow the steps given below:

- 1) Launch the License Manager application to view the list of Activate licenses.
- 2) Choose the license that needs to be returned and select the overflow menu at the right top corner of the license (card) and select the second option “**Return License**”.
- 3) The Return license screen is presented with the AID’s first and last 4 digits corresponding to selected license card and an option for the user to select license source.
- 4) Since it is possible that a given AID may have been activated from multiple license sources, the user is required to select the license source they would like to return it to from the drop down of available sources.
- 5) Select the required license source followed by the **Submit** button.
- 6) Select the Return button and the confirmation dialog box.
- 7) Toast messages are displayed with the status of the operation if it were successful or a failure in case of a Restricted License, certain enterprise wide preactivated licenses, No connectivity, etc.





About

On clicking the **About** option in Settings screen, the following options will be displayed as shown in Figure 40:

- **Device ID:** The string displayed in this field corresponds to the unique serial number of the device on which the License Manager application is installed.
- **License Manager Version:** The string shown in this field denotes the version of the License Manager application installed on the device in the format a.b.c where a, b and c are numerals.
- **License Agent Version:** The string shown in this field denotes the version of the License Agent installed on the device in the format a.b.c.d.e.f where a, b, c, d, e and f are numerals.
- **Copyright Information**

The information displayed in the **About** screen is read only and it depends on the device and the version of the License Manager application and License Agent installed on the device.

Localization

The License Manager Application presently supports Chinese in addition to English.

To display the app's text in Chinese, please follow the below steps:

- 1) Launch the Settings application on device, Select Languages & Input and Add Chinese language.
- 2) The devices' language updates to Chinese.
- 3) Launch the license manager application.

Application core functionality remains the same, only language changes. There are some strings in the app that are not localized and still displayed in English like

- Data retrieved from server as shown as shown in Figure 41.
- URL entered while creating license source.

