
VisualAge Pacbase



How to manage your access keys Administrator's guide

Version 3.5



Note

Before using this document, read the general information under "Notices"

According to your license agreement, you may consult or download the complete up-to-date collection of the VisualAge Pacbase documentation from the VisualAge Pacbase Support Center at:

<http://www.ibm.com/support/docview.wss?rs=37&uid=swg27005477>

Consult the Catalog section in the Documentation home page to make sure you have the most recent edition of this document.

1st Edition (April 2008)

This edition applies to the following licensed program:
VisualAge Pacbase Version 3.5

Comments on publications (including document reference number) should be sent electronically through the Support Center Web site at:

<http://www.ibm.com/software/awdtools/vapacbase/support.html>

or to the following postal address:

IBM France Software Laboratory, Rational Division Support VisualAge Pacbase
1 place J.B. Clément
93881 Noisy-le-Grand Cedex FRANCE

When you send information to IBM, you grant IBM a nonexclusive right to use or distribute the information in any way it believes appropriate without incurring any obligation to you.

© Copyright International Business Machines Corporation 1983, 2008. All rights reserved.

Note to U.S. Government Users – Documentation related to restricted rights – Use, duplication or disclosure is subject to restrictions set forth in GSA ADP Schedule Contract with IBM Corp.

Table of Contents

Introduction.....	5
Chapter 1. Updating Access key.....	6
First Access Key	7
Installing a First key.....	7
Build Targets.....	9
Defining Build Targets	11
First Key Activation.....	12
Access Key Renewal	15
How to Install a Renewal key.....	15
Renewing a Key with Identical Use Rights.....	16
Renewing a Key with Reduced Use Rights.....	20
Renewing a key with Higher Use Rights	26
Ranked key	32
Chapter 2. Use Rights Management	38
Introduction.....	38
Access to Update or Build facilities	38
How to define Build Targets.....	39
Updating Use Rights	46
Presentation	46
Assigning/removing Use Rights	47
Assigning/Removing Use Rights to/from a Group of Users	49
Assigning/Removing a Profile's Use Rights	53
Main Error Messages from Version 3.5 V03 onwards	59
Use Rights Activation.....	60
Chapter 3: Batch Management of Access Keys	63
Chapter 4. Key Management in Previous Versions	65
Renewing a Key with Identical Use Rights.....	65
Renewing a Key with Reduced Use Rights.....	73
Renewing a Key with Higher Rights.....	81
Ranked Key.....	89
Assigning/Removing licenses.....	96

NOTICES

References in this publication to IBM products, programs, or services do not imply that IBM intends to make these available in all countries in which IBM operates. Any reference to an IBM product, program, or service is not intended to state or imply that only that IBM product, program, or service may be used. Subject to IBM's valid intellectual property or other legally protectable rights, any functionally equivalent product, program, or service may be used instead of the IBM product, program, or service. The evaluation and verification of operation in conjunction with other products, except those expressly designated by IBM, are the responsibility of the user. IBM may have patents or pending patent applications covering subject matter in this document. The furnishing of this document does not give you any license to these patents. You can send license inquiries, in writing, to the IBM Director of Licensing, IBM Corporation, North Castle Drive, Armonk NY 10504-1785, U.S.A. Licensees of this program who wish to have information about it for the purpose of enabling: (i) the exchange of information between independently created programs and other programs (including this one) and (ii) the mutual use of the information which has been exchanged, should contact IBM France Software Laboratory - Rational Division, 1 place J.B.Clément, 93881 Noisy-Le-Grand Cedex. Such information may be available, subject to appropriate terms and conditions, including in some cases, payment of a fee. IBM may change this publication, the product described herein, or both.

Trademarks

IBM is a trademark of International Business Machines Corporation, Inc. AIX, AS/400, CICS, CICS/MVS, CICS/VSE, COBOL/2, DB2, IMS, MQSeries, OS/2, VisualAge Pacbase, RACF, RS/6000, SQL/DS, TeamConnection, and VisualAge are trademarks of International Business Machines Corporation, Inc. in the United States and/or other countries. Java and all Java-based trademarks and logos are trademarks of Sun Microsystems, Inc. in the United States and/or other countries. Microsoft, Windows, Windows NT, and the Windows logo are trademarks of Microsoft Corporation in the United States and/or other countries. UNIX is a registered trademark in the United States and/or other countries licensed exclusively through X/Open Company Limited. All other company, product, and service names may be trademarks of their respective owners.

Introduction

The purpose of this manual is to help the administrator to become familiar with all the actions required to manage Access keys in Administrator workbench: installation and activation of new keys in different contexts. The manual also deals with the actions and notions associated with the update of Use Rights. All the actions are described through a series of examples.

The first chapter describes the different steps for updating access keys (key code, definition of generation targets, key activation) through different installation contexts (first key installation, renewal with different use rights levels, and ranked key in case of error).

The second chapter deals with more general information on use rights and explains how to define generation targets and how to assign/remove use rights in different contexts: for a user, a group of users or a profile.

Chapter 3 is dedicated to the BATCH management of keys.

From the 3.5 V03 version of Administrator workbench onwards, a new procedure is available to manage access keys. but a complete chapter is dedicated to the management of access keys for the previous versions.

If you need more information on how to create new users or profiles, for example, you will find links throughout the manual towards the Administrator and 'Developer workbench User's Guide', the Administrator workbench online help, or the 'Administrator's Procedures' manual for details.

Chapter 1. Updating Access key

An access key is a sequence of 70 characters, which covers the rights you have purchased via a contract.

At all times, access to the different VisualAge Pacbase features at your site is under the control of one active Access Key. Also, if several VA Pac Databases are being used at your site, all Databases are necessarily controlled by the same active Key.

There is always only one active key at a time, when a new key is activated, the former one is archived.

The Administrator of the site is the only person allowed to update access keys.

Access keys updating consists in three steps:

- creating a new access key, in this step, you enter the code of the key and you transfer the generation targets from the active key onto the new key. This operation is also called 'matching of old/new generation targets'.
- defining the targets. This operation is mandatory when installing VisualAge Pacbase for the first time and when modifying targets (adding new targets, modifying a target's definition). This must be done before activating the access key.
- activating the access key. This is made to transfer the use rights inherited from the active key to the new access key, and to take into account the targets updated for the new key.

An access key can be activated only if the key is not expired and all of its Build targets are defined.

When a new key is activated, the status of the old one is changed into 'ARCHIVE KEY'. There is only one active key at once possible.

If there are two identical access keys, only the key with the highest order number can be activated.


Only the Build Use Rights are matching, the Update Use Rights are automatically transferred and are not available in the lists of targets.

You must distinguish two operations to be done:

- the operation that consists in matching current features with features of the next active key which must be done when you define a new key, because the combination of features in the current and next key may not be strictly identical,
- and the following operation that consists in matching the current Use rights with the future Use rights when you activate a new key, as the Use rights are not the same in both keys.

This chapter describes how to update keys throughout different use contexts.

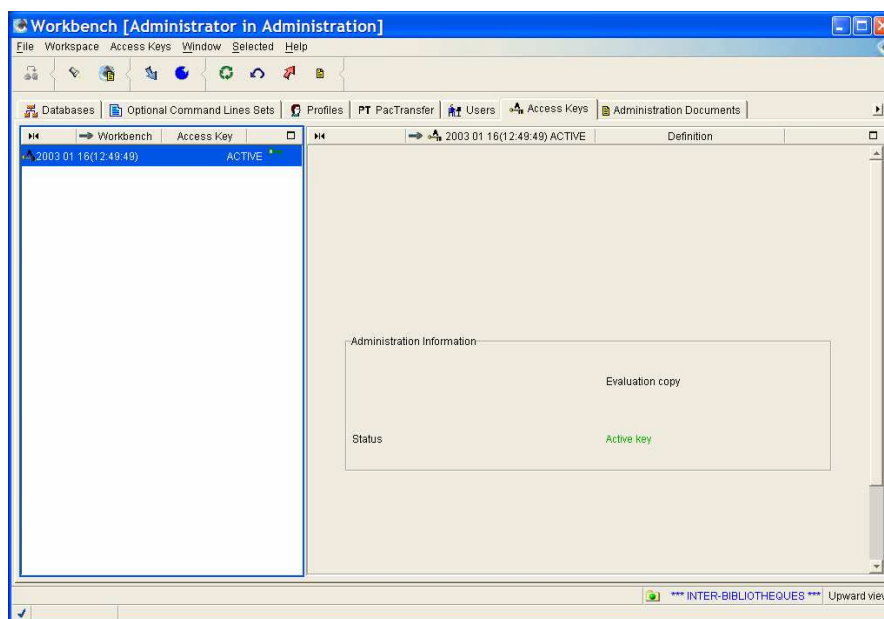
First Access Key

In the list of access keys (browser *Access keys*), the active key  is the evaluation key delivered with the product. It is used to connect to the Administrator workbench module, but its use is limited in time, as there is no possible input with this key. You need to install a new key code to be able to use all the functionalities of the module.

If you move from a 2.n release towards a 3.5 release, you must enter the key code before starting the retrieval procedure.

Complete information on the retrieval procedure are developed in the [Installation Guide 'Server and Client Components'](#).

Only current build rights appear in the smartguide dedicated to the matching of old and new targets. As current Update rights are automatically forwarded to the corresponding future Update Rights, they do not appear in the smartguide.




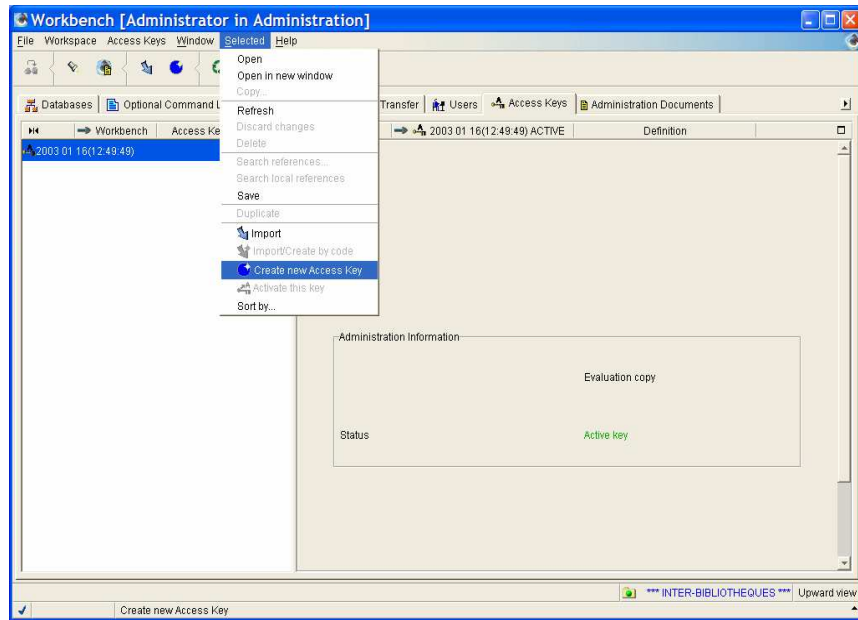
Evaluation key

The first operation to do is to declare your key. For a first access key, there is no Build features to match with new Build features, so you just have to validate the list of new features in the smartguide dedicated to this use.

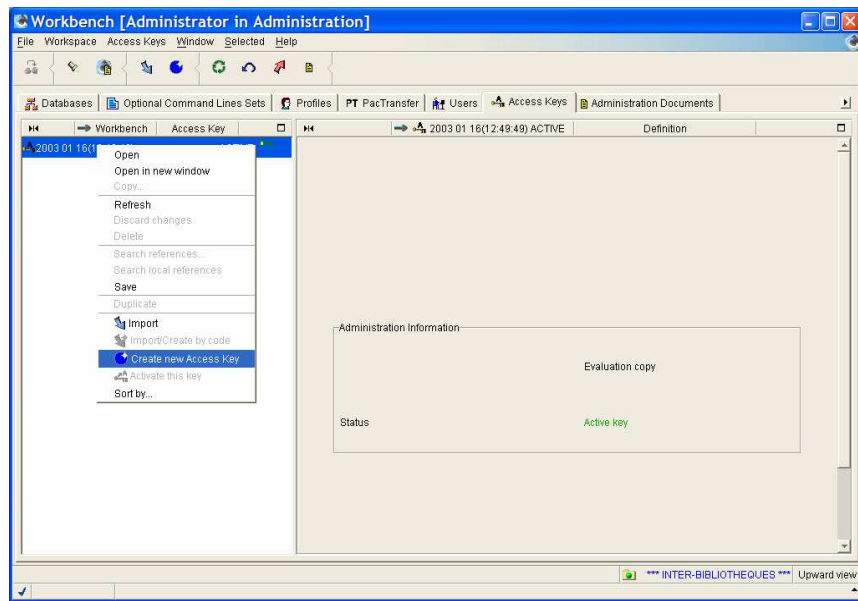
The smartguide opens from the list of *Access key* (Access key browser).

Installing a First key

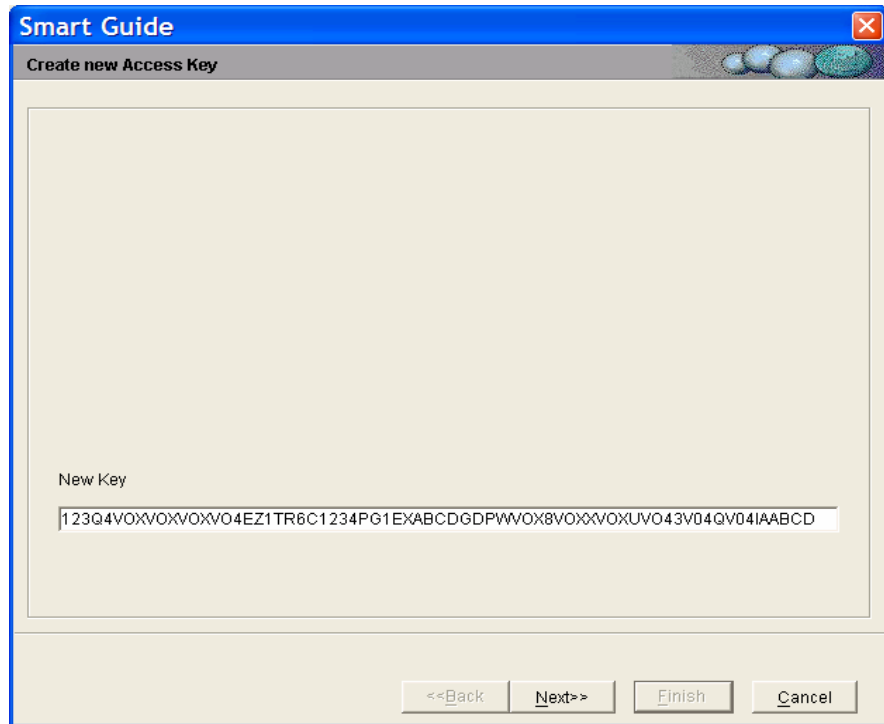
In the list of access keys, click the icon  in the toolbar or select the choice *Create New Access Key* in the menu *Selected* or in the pop-up menu which opens after a right-click in the list.



Open the smartguide via the menu *Selected* in the toolbar.



Right-click in the list to display the pop-up menu and select 'Create new Access Key' to open the smartguide.

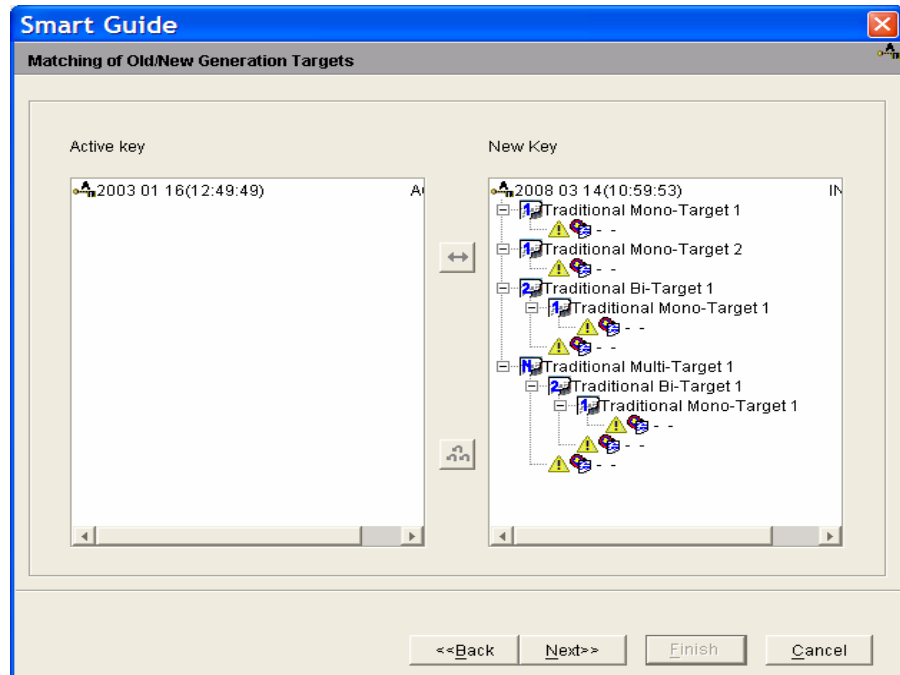



Enter the code of the new access key in the **New Key** field.

Then press the **Next** button.

Build Targets

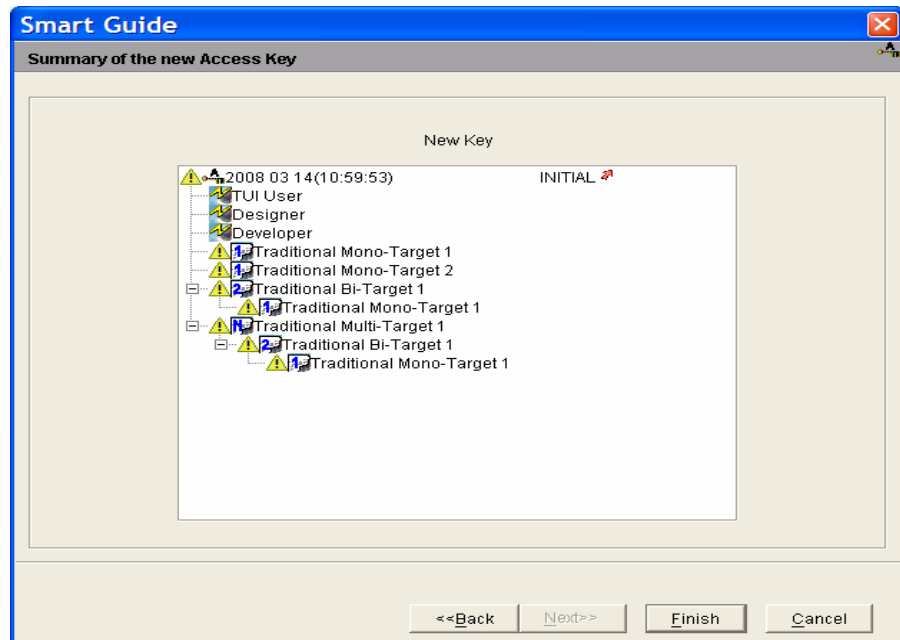
The second window of the smartguide opens and displays the list of Traditional or eBusiness Build features, and their targets (mono-target, bi-target, multi-target) associated with the key. In the example, the key contains only Traditional Build targets. This window is usually dedicated to the matching of current Build features with those of the new key in a renewal keys context.



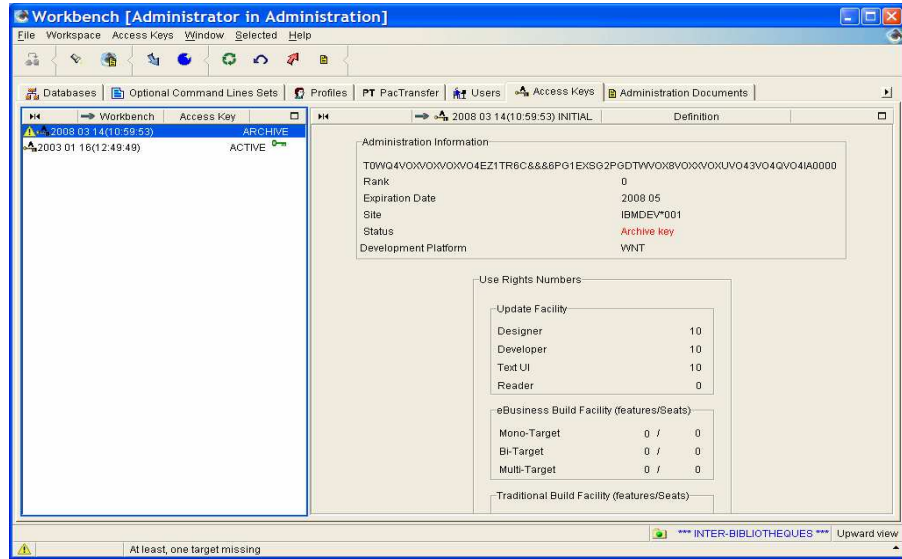
In the right panel, each icon  indicates that a target is not defined


In a context of installing a first key, there are no active Build targets, so press the **Next** button to validate the list of new Build features with the targets to be defined.

The next window is a summary panel which shows the list of both Update and Build features included in the new key.

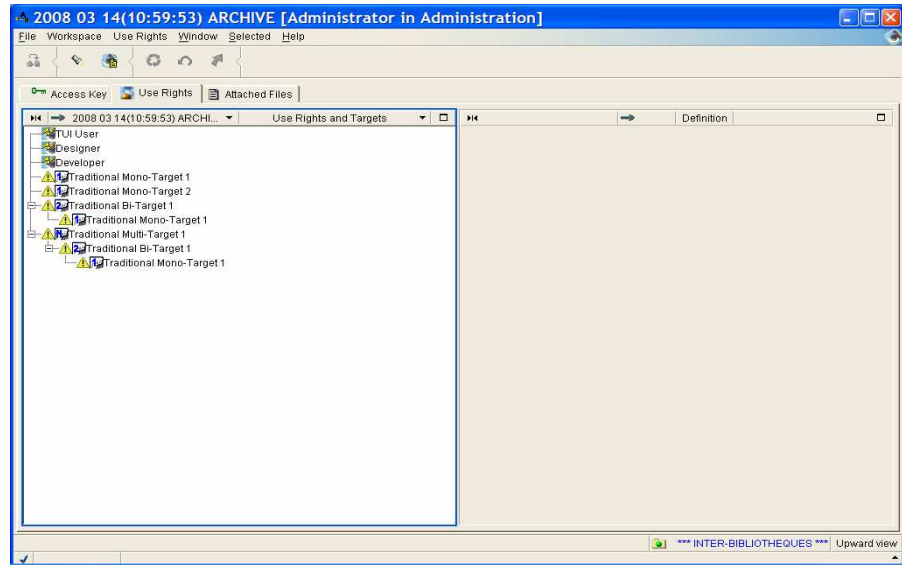


Press **Finish** to save the new key with the 'ARCHIVE' status. You will be able to activate the new key only after defining all the generation targets.

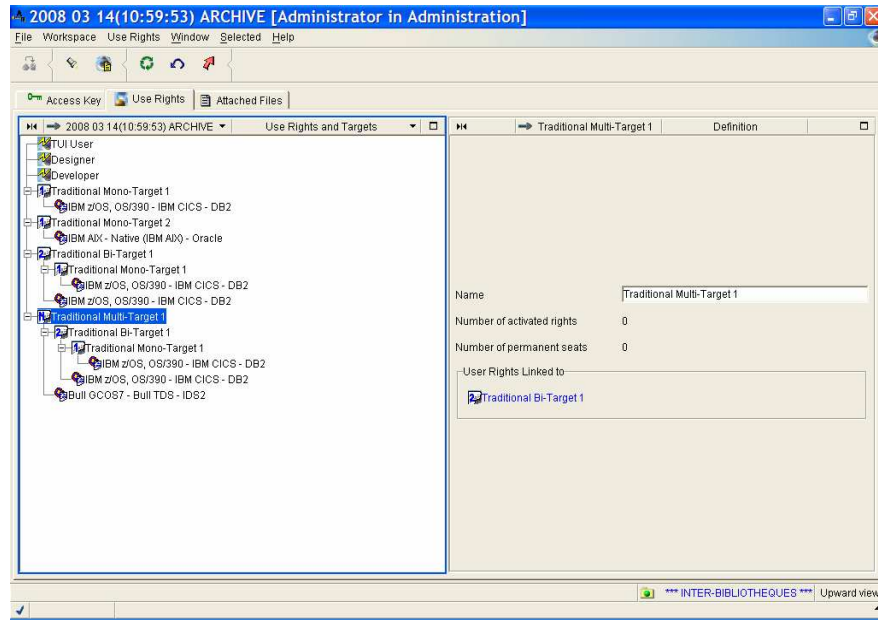


In the list of keys, the icon  indicates that at least one target is not defined. When you select the key, you can see a warning message at the bottom of the window: 'At least, one target missing'.

Defining Build Targets



Before defining Targets.



After defining all the Targets.

- ☞ The Targets definition procedure is detailed in [Chapter 2. Use Rights Management](#).

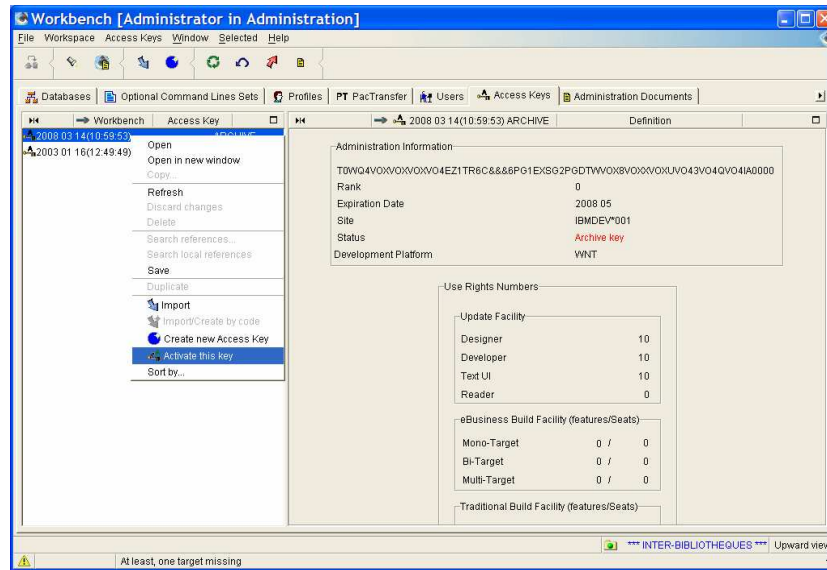
First Key Activation

A created Access Key has to be activated, in due time, through a dedicated smartguide where you can renew the use rights of the current active key for the new key. Depending on the context, you can **globally** assign use rights or it can be a **unitary** dispatch.

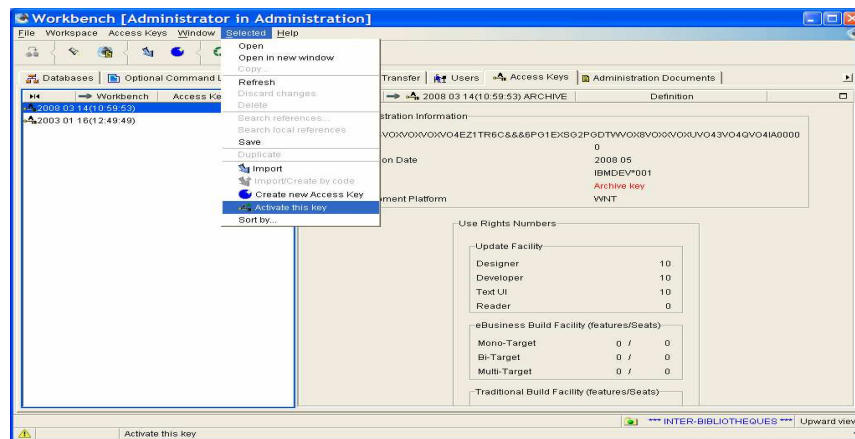
If the new key provides exactly the same combination of use rights, you can choose to renew the current use rights **globally**, if the future key's use rights are different from that of the current key, you must match the use rights one by one (**unitary matching**).

☞/☞ HOW TO ACTIVATE A FIRST KEY

1. From the list of Access Keys, select the new key,
2. choose **Activate this key** in the pop-up menu that opens via a right-click on the list or in the menu **Selected**.



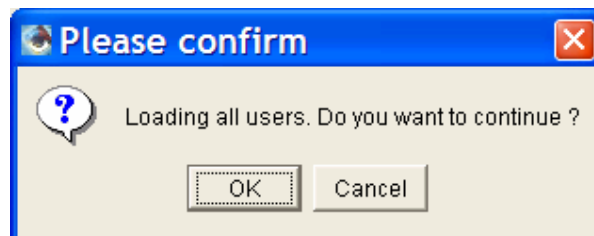
Choice **Activate this Key** via the pop-up menu that opens after a right-click.



Choice **Activate this Key** via the menu **Selected** in the toolbar.

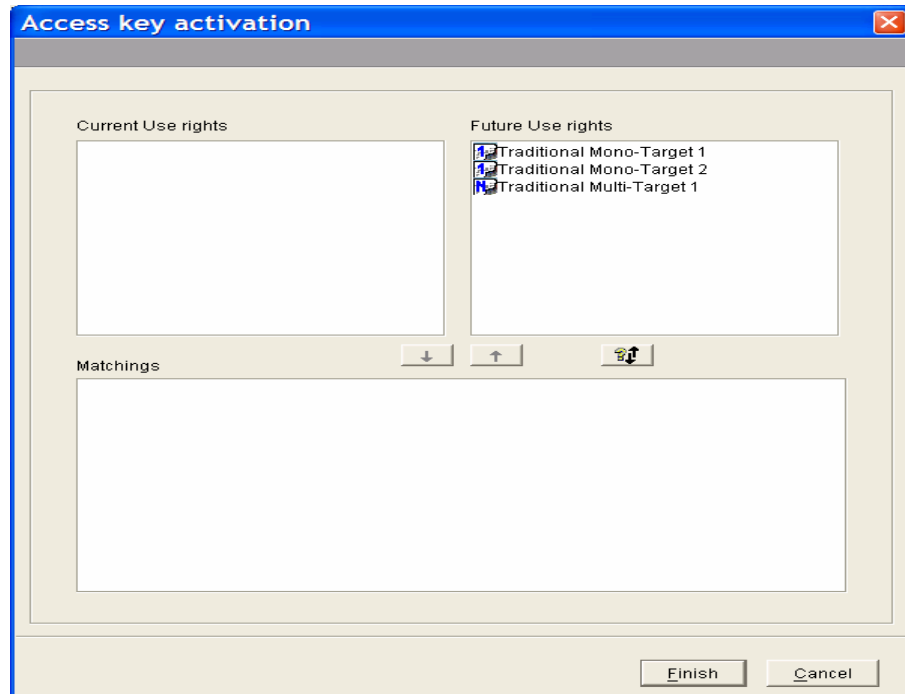


This choice is available for any access key with an ARCHIVE status which has not reach its expiration date and whose Build targets are all defined.



You are warned through a message that all the users will be loaded, you need to confirm to continue.

3. Click **OK**.



As it is a first key which is activated, the left panel is empty, the smartguide only displays the list of future use rights. There is no matching possible here.

4. Press **Finish** to activate the key.

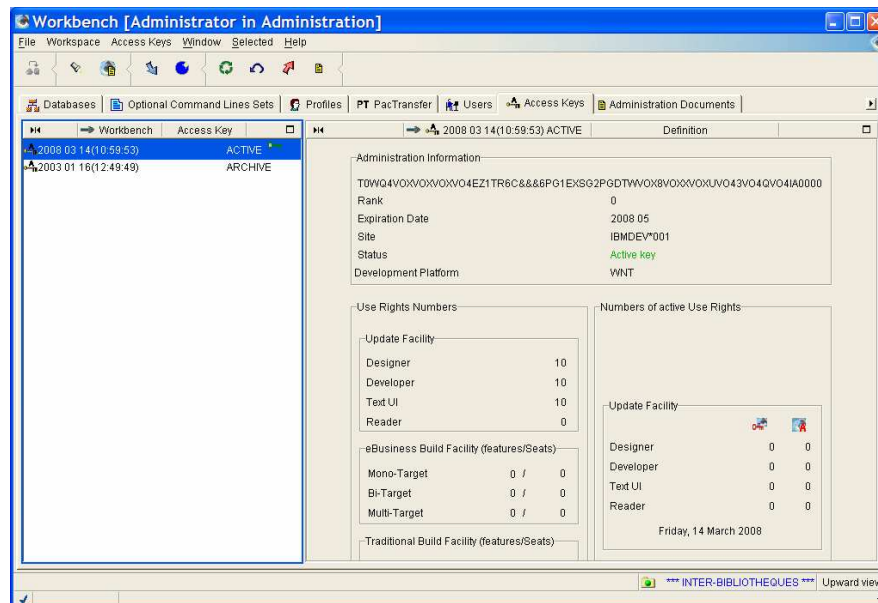


A message warns you that no matching was done, you just have to confirm.

5. Click **OK**.

The list of access keys displays automatically.

Note that the new key is activated  and the evaluation key is archived.



The Access Key takes immediate effect.

Access Key Renewal

In a renewal context, the Build targets of the current active key must be matched with those of the new key and then the use rights of both keys must be matched and activated.

✍ All information relating to the use rights are detailed in [Chapter 2. : Use Rights Management](#) in this guide.

Now let us see the different renewal contexts:


- The new Key includes identical use rights,
- The new Key includes reduced use rights.
- The new Key includes higher use rights.

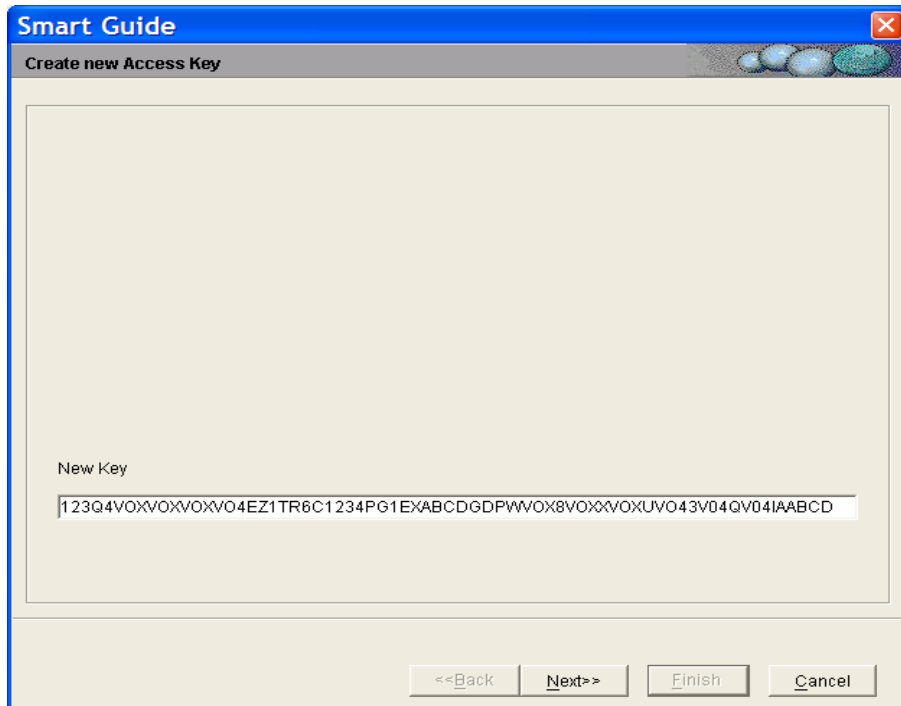
The installation procedure of the key is the same whatever the key type, you must enter the code of the key in the smartguide dedicated to the creation of Access keys and match current Build targets with those of the new key.

How to Install a Renewal key

The procedure is the same in any renewal contexts, first you enter the code of the key in the dedicated smartguide.

✍ From the list of Access keys,

1. Click  in the toolbar or select **Create new Access Key** in the **Selected** menu or right-click on the list and in the pop-up menu which opens, choose **Create new Access Key**. A smartguide opens.
2. Enter the code in the **New Key** field of the smartguide.

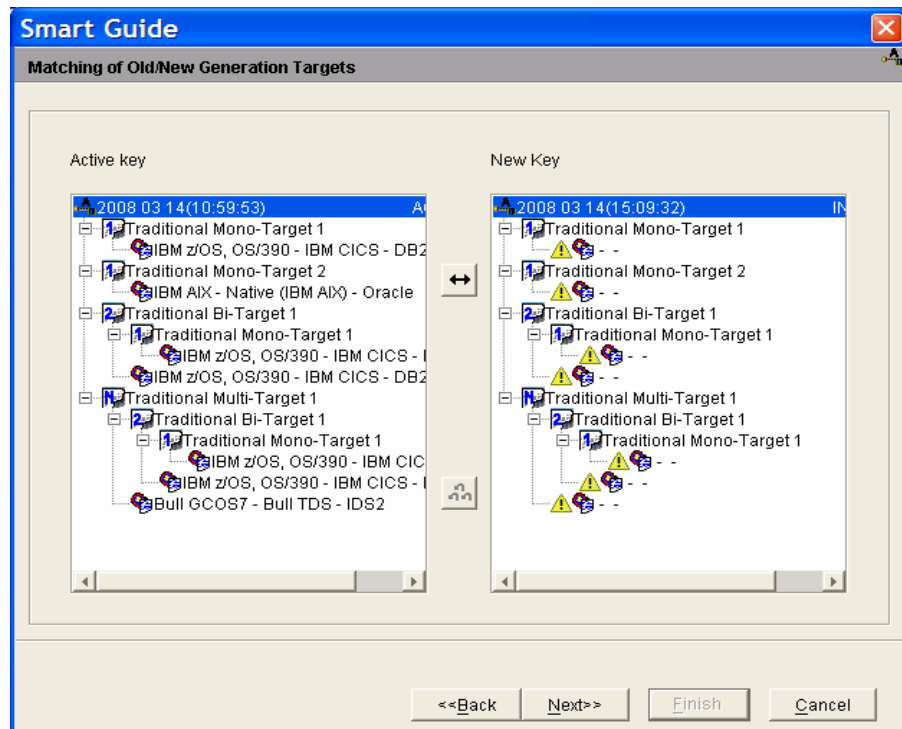


3. Then click the **Next** button to display the window dedicated to the matching of Targets.

Renewing a Key with Identical Use Rights

Once the code of the key is entered, the window 'Matching of Old/New Generation Targets' opens, so you are asked to match current Build targets with those of the new key.

HOW TO MATCH IDENTICAL BUILD TARGETS



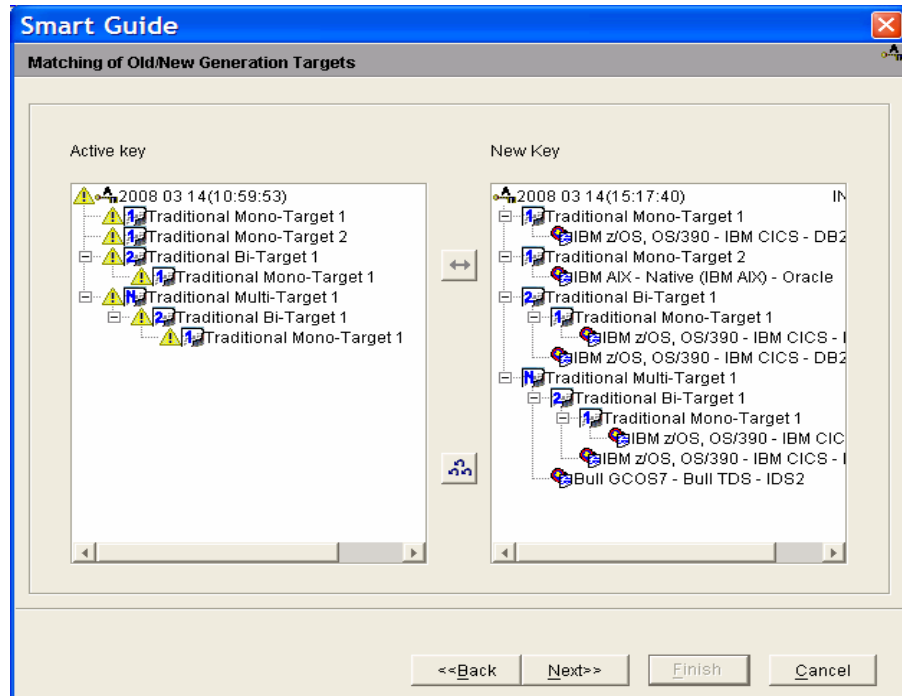
The left panel displays the Build features of the current active key and with the tree unfolded, you can see the targets associated with each Build feature.


The right panel displays the list of Build features and with the tree unfolded, you can see the blank lines for the Build targets.

As the Build features and targets are identical in both keys here, a global matching is easy:

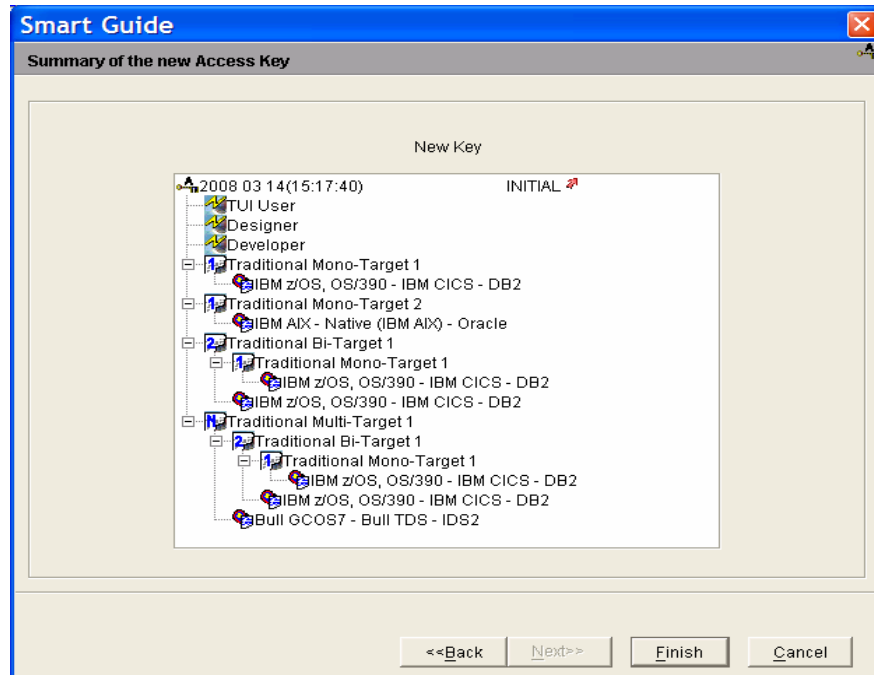
1. select the identifier of each key at the header of each list in the 'Active Key' and 'New key' panels, icons identify the keys .
2. click the two-way arrow button which ungrays. Thus, all current Build features with their associated targets can be renewed.

Note that the 'New Key' panel displays a warning icon for each non-defined target.



Once all the targets are matched, the Active Key panel displays a warning  for each target transferred onto the new key.

3. Press **Next**, a window displays a summary panel. It shows the list of both Update and Build features with the associated targets which will be transferred into the new key.





Make sure that the information in this window are correct because once you press **Finish**, they are validated and you are no longer authorized to modify them .

4. Press **Finish** to validate.

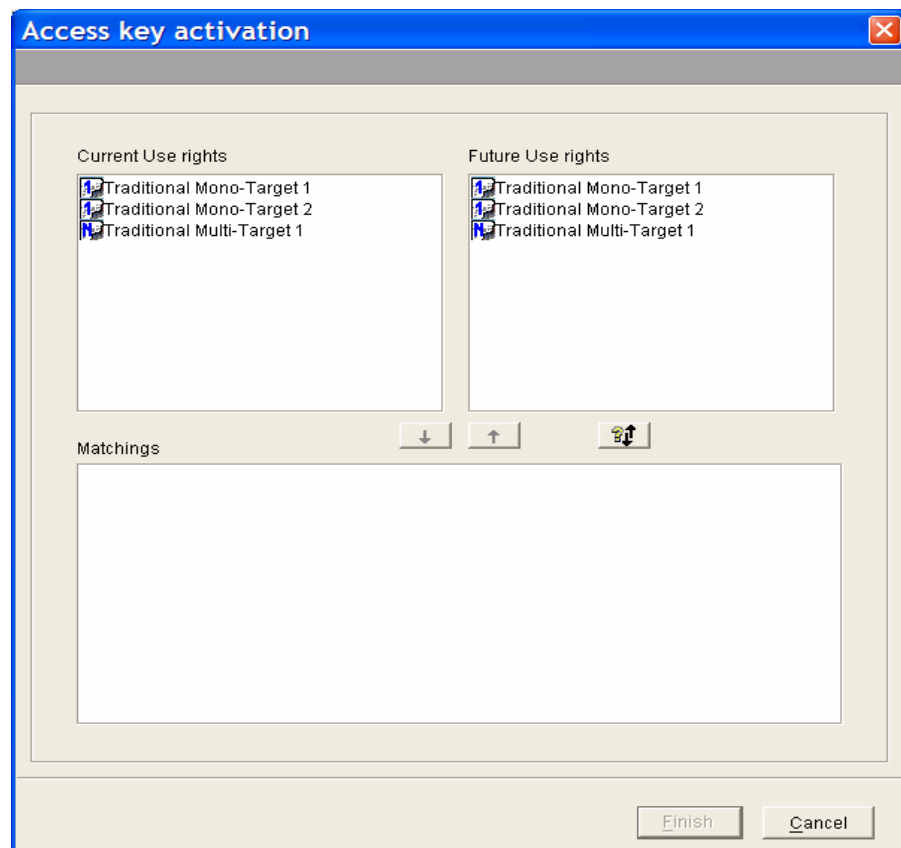
The key status becomes 'ARCHIVE'.




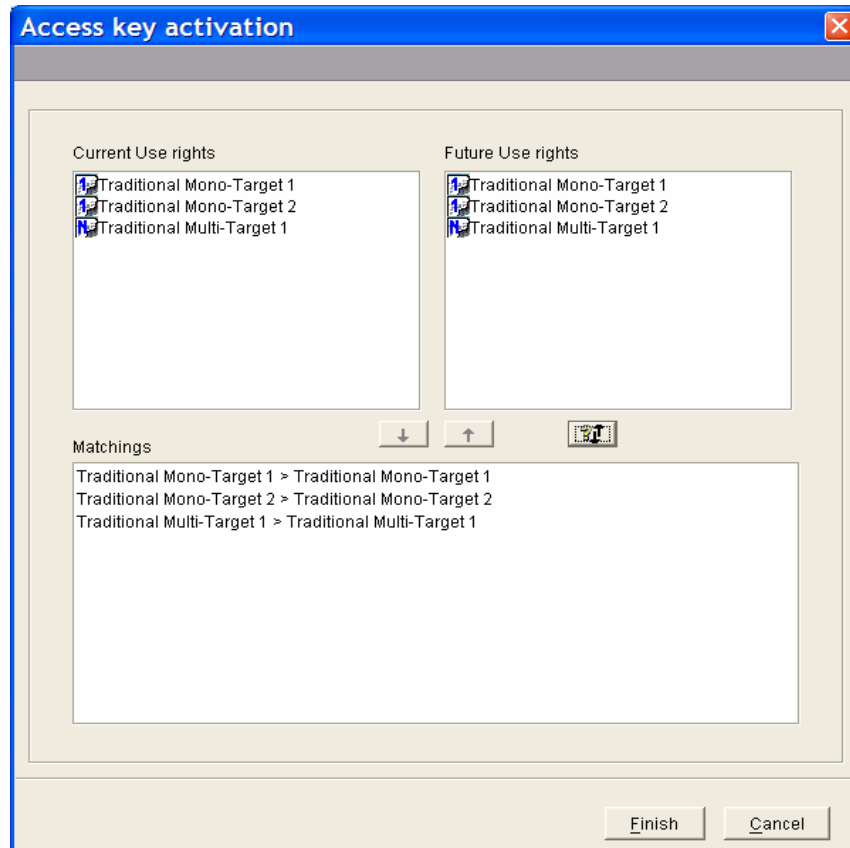
HOW TO ACTIVATE THE NEW KEY

1. Select the new key in the list of access keys,
2. Choose **Activate this Key** in the opoup menu (after right-clicking the list) or **Selected** menu in the toolbar.


The following smartguide opens:



3. As the new key provides the exact combination of use rights as that of the current key, you just need to click the  icon to automatically renew them.



The panel in the lower part of the window displays the transfer of use rights from one key to the other.

4. Press **Finish**, the new key is activated  and the old one is archived.

Renewing a Key with Reduced Use Rights

Here the combination of Build features is different from one key to the other. In that case, the matching of Build features and of the associated targets is unitary (one by one).

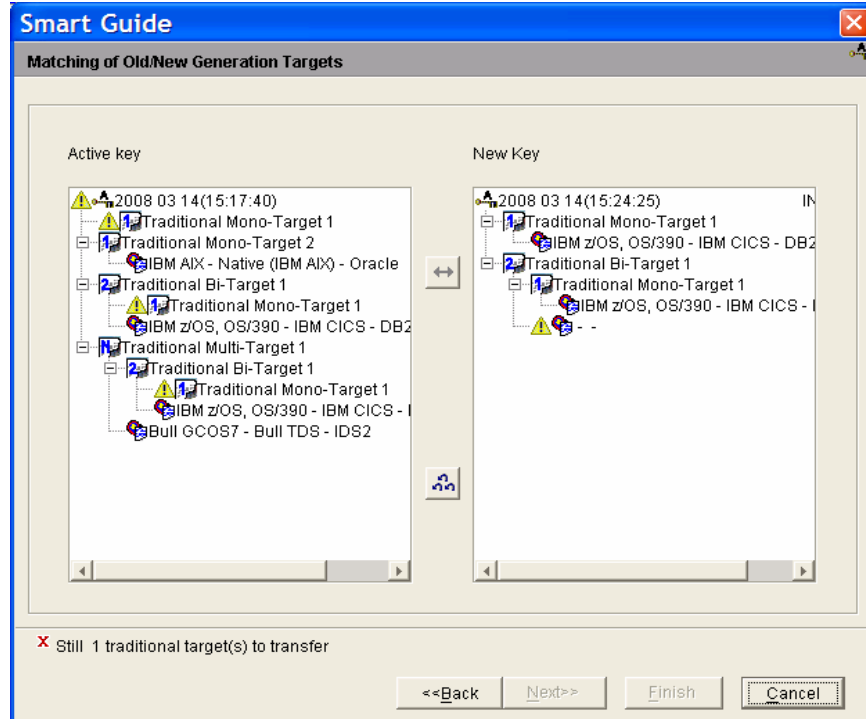
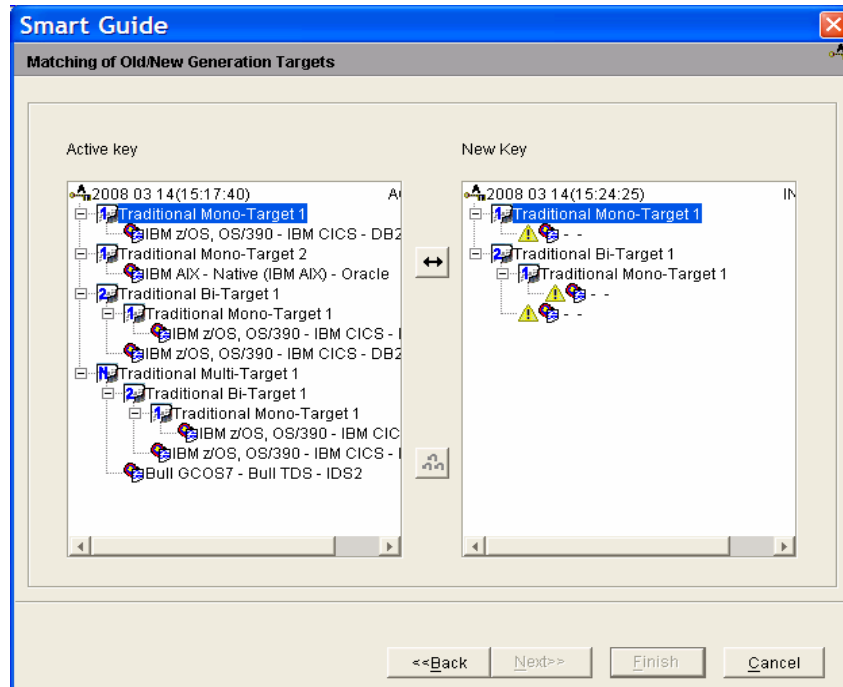
HOW TO DO UNITARY MATCHINGS


We are going to see how to proceed when the new key includes reduced use rights.

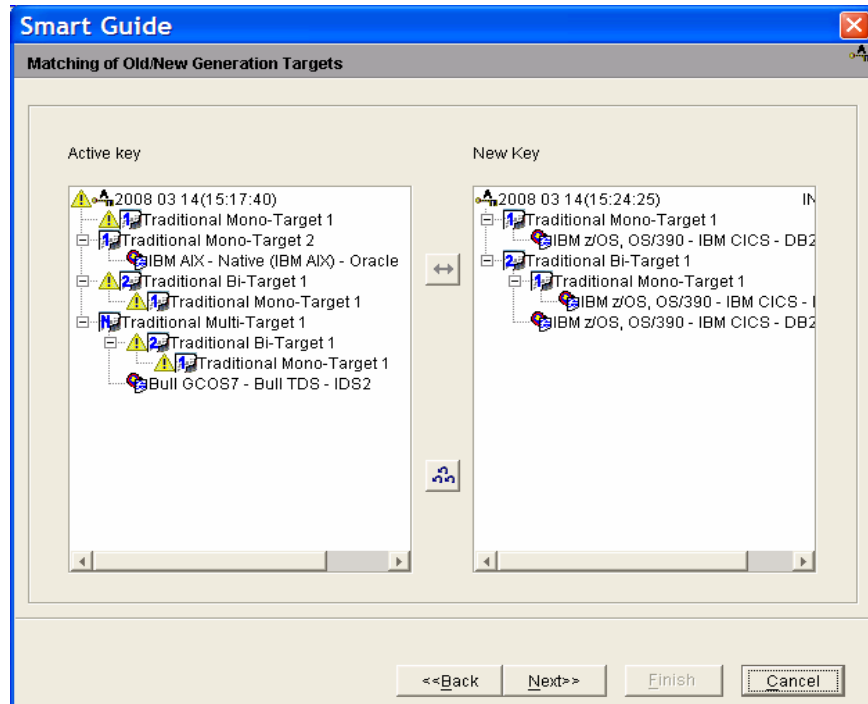
In the example, the new key gives reduced Build rights which are Traditional Bi-target Build rights whereas the current key had given higher Build rights which were multi-target traditional build rights. A unitary matching of Build targets is required. So proceed as follows:

1. Select a target in the Active Key panel.
2. Cursor down/up the 'New Key' list ; wherever the double-arrow button ungrays, the matching is possible. Or you can directly click a Build target in the left panel and click equivalent feature in the right panel.

Incompatible matchings (eg. An eBusiness Build target matched with a Traditional Build target) are automatically inhibited.



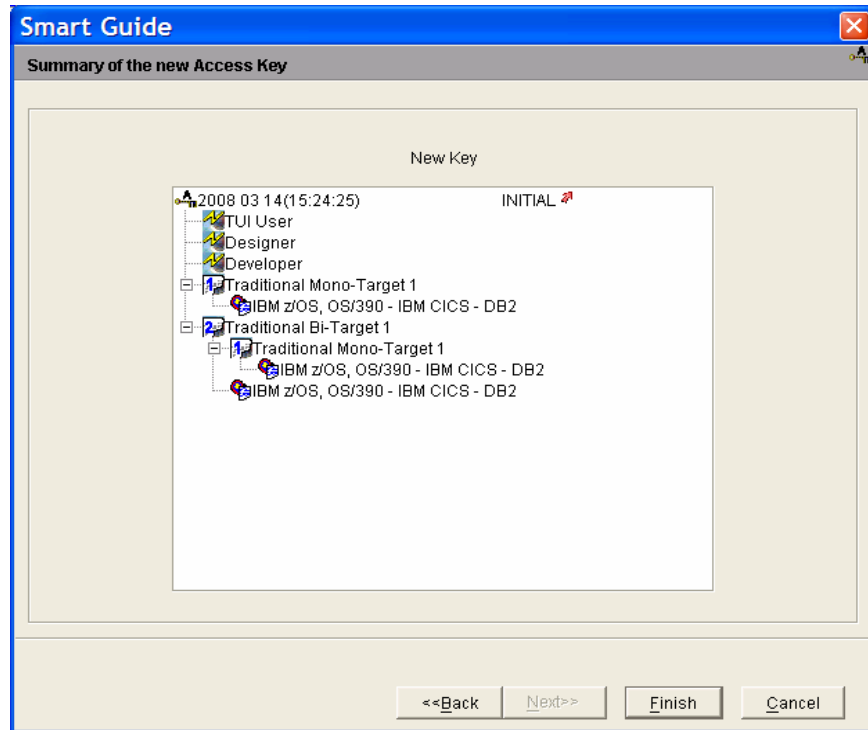
Note that the warning  displays for each remaining undefined target of the new key.



Build features transferred onto the new key.

If you are not satisfied with your current matching, press the triple-arrow button. All matchings are cleared out. Or you can clear out matchings individually, click on a target in the 'New Key' list and then on the corresponding target in the 'Active Key' list, and when the left-arrow key button ungrays, click the button. The target is cleared out from the 'New Key' list and displays again in the 'Active Key' list.

3. Once all matchings are done, press **Next**, a summary of the new key composition displays in another window.



4. Press **Finish** to save the new key with an ARCHIVE status.

In case of error, you do have the possibility to contact the VisualAge Pacbase Support to receive another key.

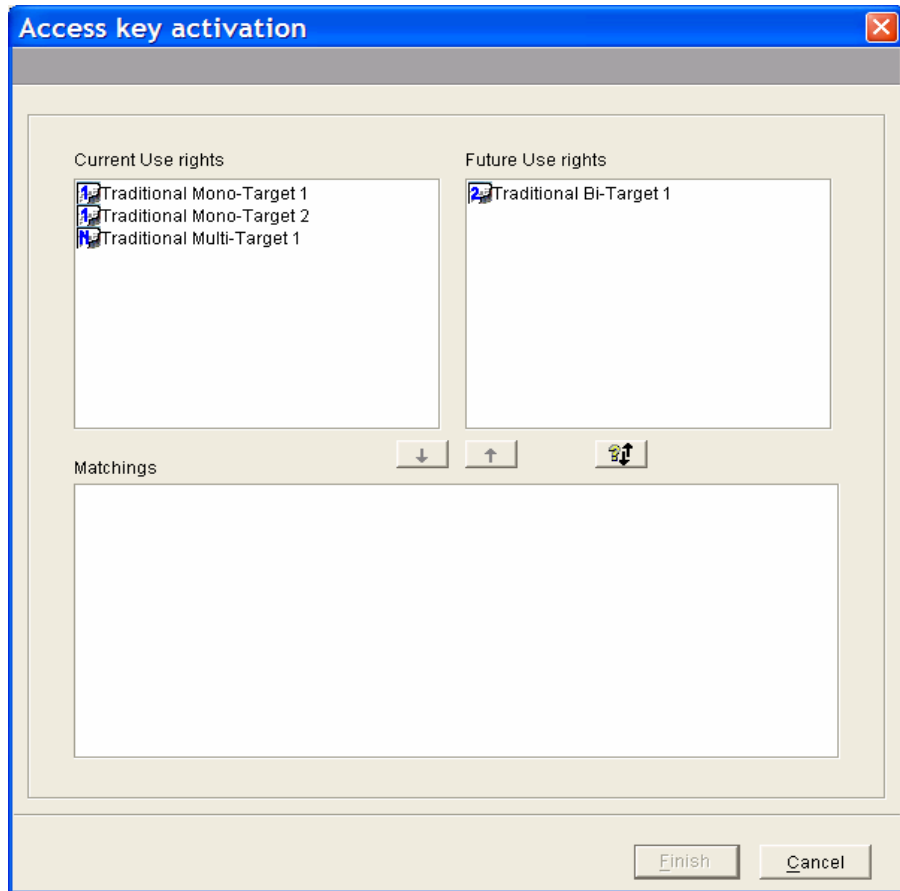
HOW TO ACTIVATE THE KEY

1. Select the key from the Access key list, right-click the list and choose **Activate this key** in the opoup menu which opens or click the **Selected** menu in the toolbar and choose **Activate this key** to open the smartguide.

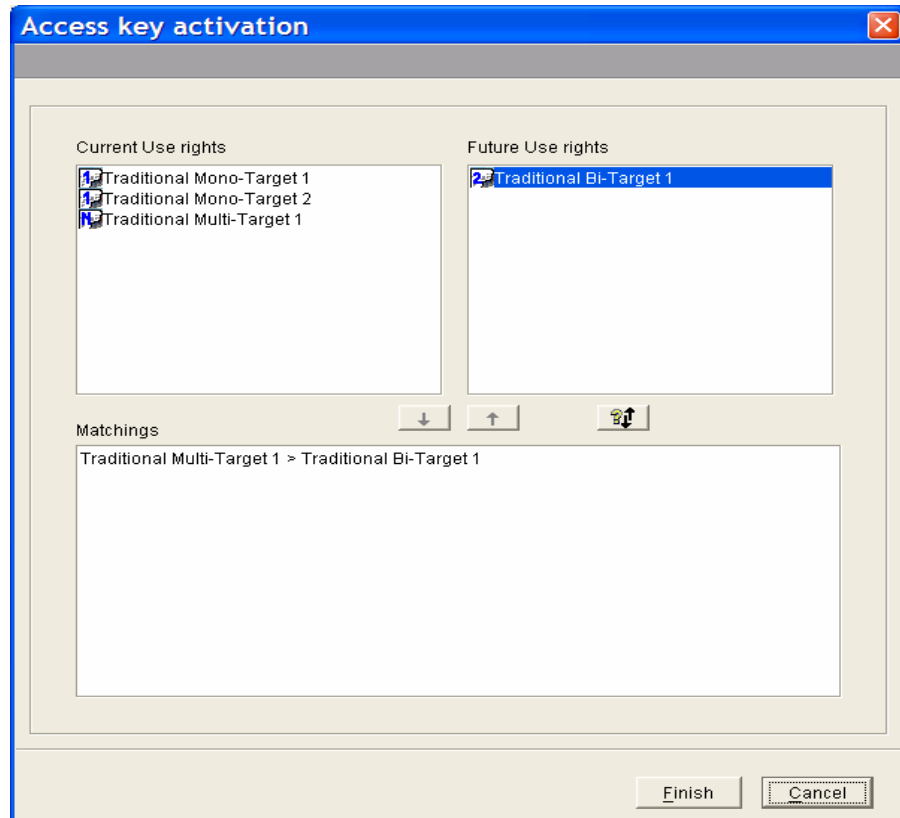
As the new key includes reduced use rights, the automatic matching operation is not possible here, manual matching (or unitary) is required.

The matching of targets is not authorized between the traditional build feature and the ebusiness build feature. The current active key includes a Traditional multi-target use right, whereas the future key provides for a Traditional bi-target use right.

2. In the left panel 'Current Use rights', click the multi-target use right and in the right panel 'Future Use rights', click the bi-target 1 use right. If there are several choices in the future key, you can move your cursor up and down the list; the down-arrow would ungray when a matching operation is possible.
3. Press the down-arrow button.

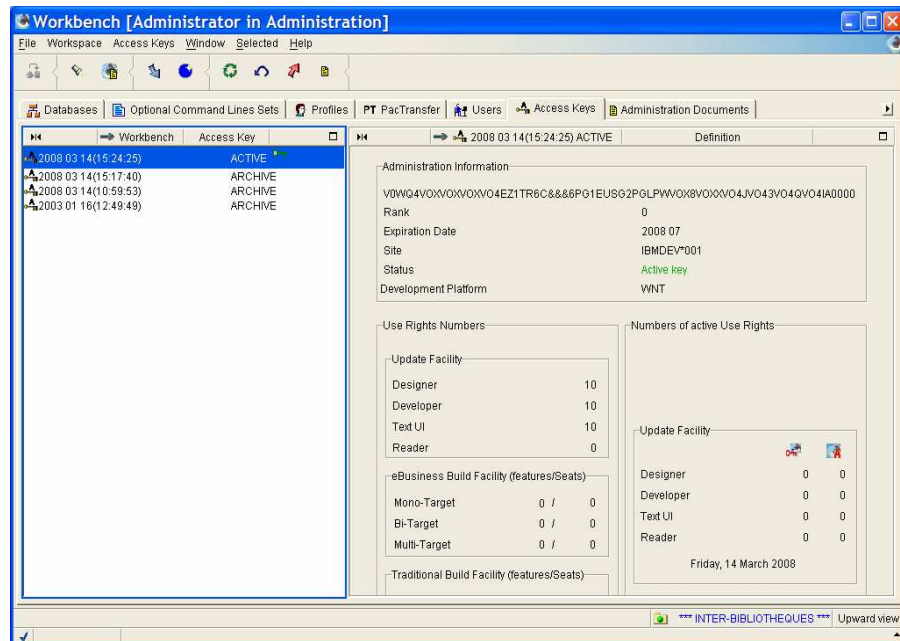


Select a current use right and a future use right, the down-arrow allowing matchings ungrays.



The resulting matching displays in the 'Matchings' panel.

4. Press **Finish**, the future key is activated  and the old one is archived.



Renewing a key with Higher Use Rights

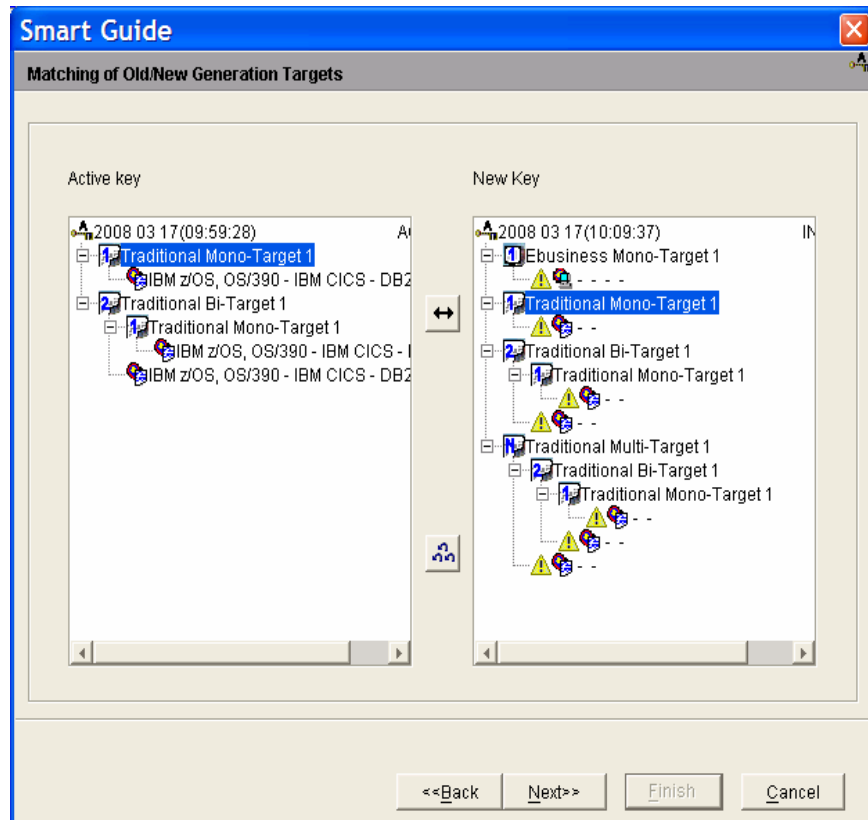
When a new key includes higher use rights, the undefined targets remaining on the future key after transferring the targets from the current key to the new key, will have to be defined.

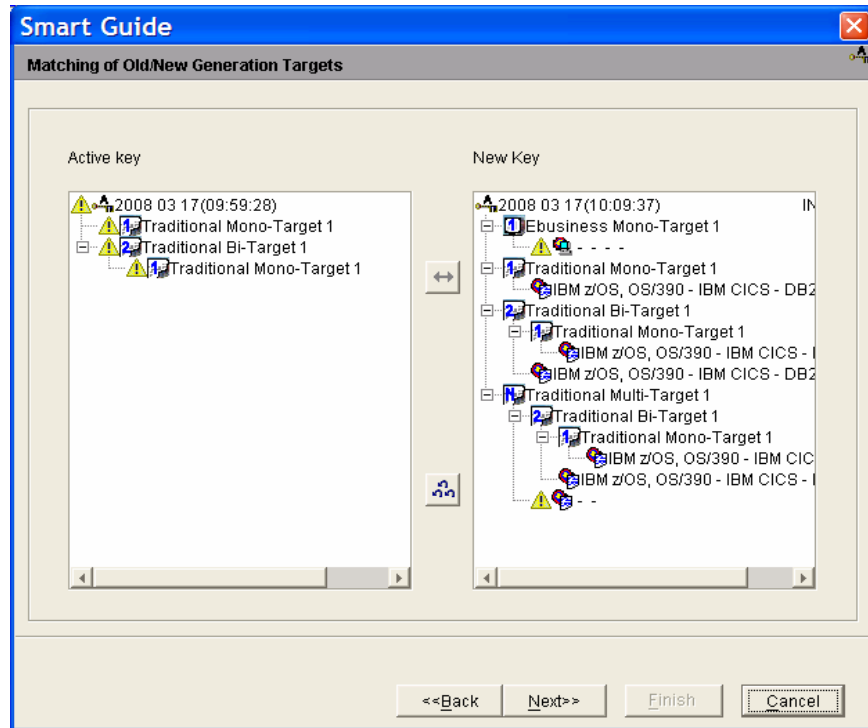
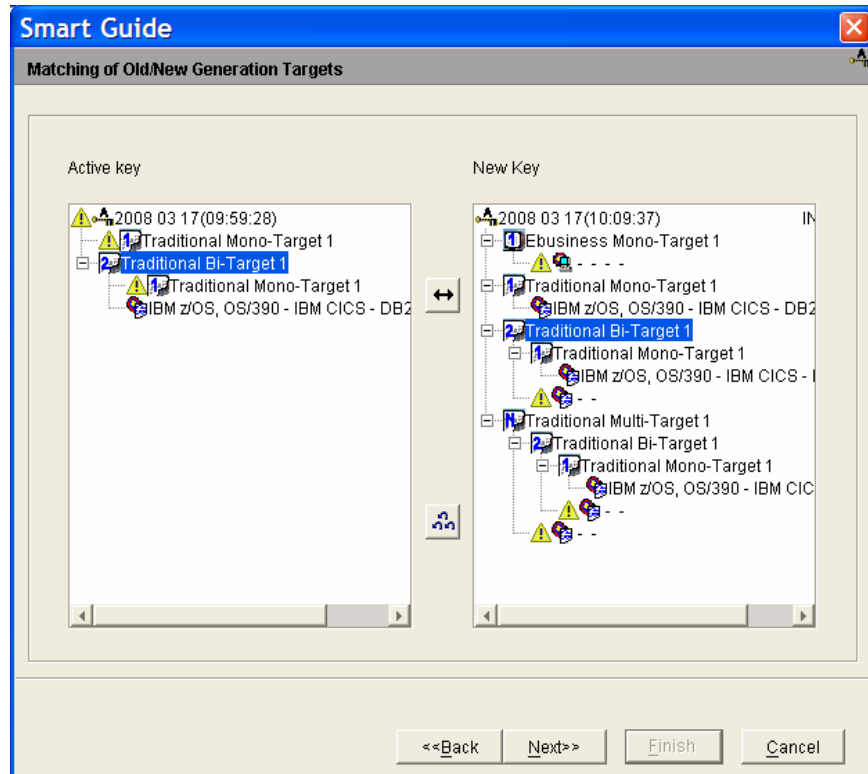
MATCHING BUILD TARGETS

In the example, the new key includes eBusiness mono-target Build rights and Traditional multi-target Build rights. The new targets will have to be defined.

A unitary matching of current and future build rights will be done as follows:

1. Select any Build right in the Active key panel (left panel).
2. In the Future key panel (right panel), move your cursor up and down; when down-arrow ungrays, a matching is possible.

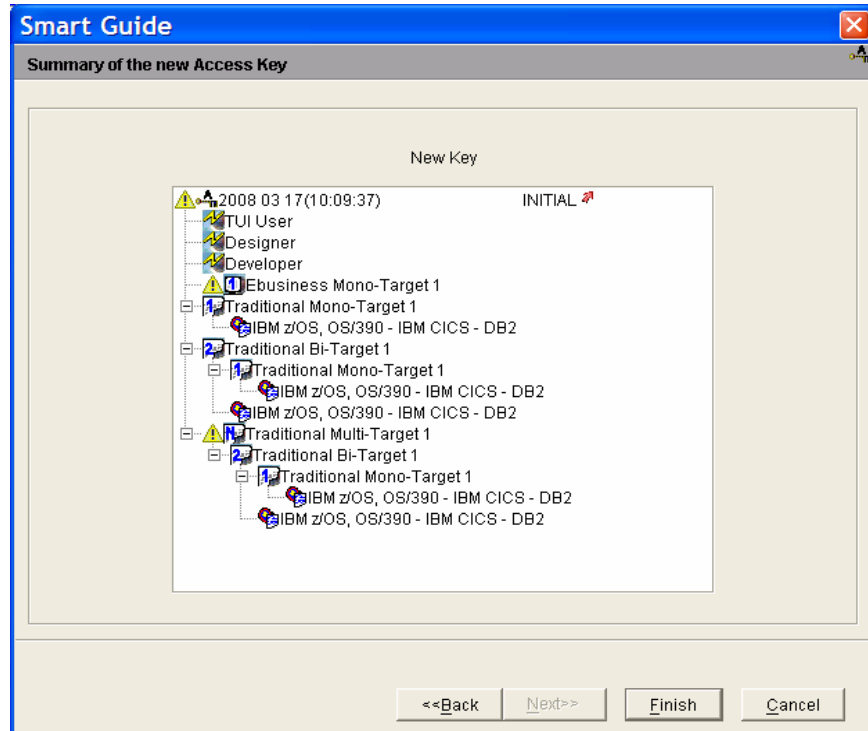





In the example, first are matched the Traditional mono-target 1 Build rights then the Traditional bi-target 1 Build rights.

If you are not satisfied with your current matching, press the triple-arrow button. All matchings are cleared out. You can also delete target matchings one by one, you just have to click a target in the future key list, and press the back-arrow button which ungrays.

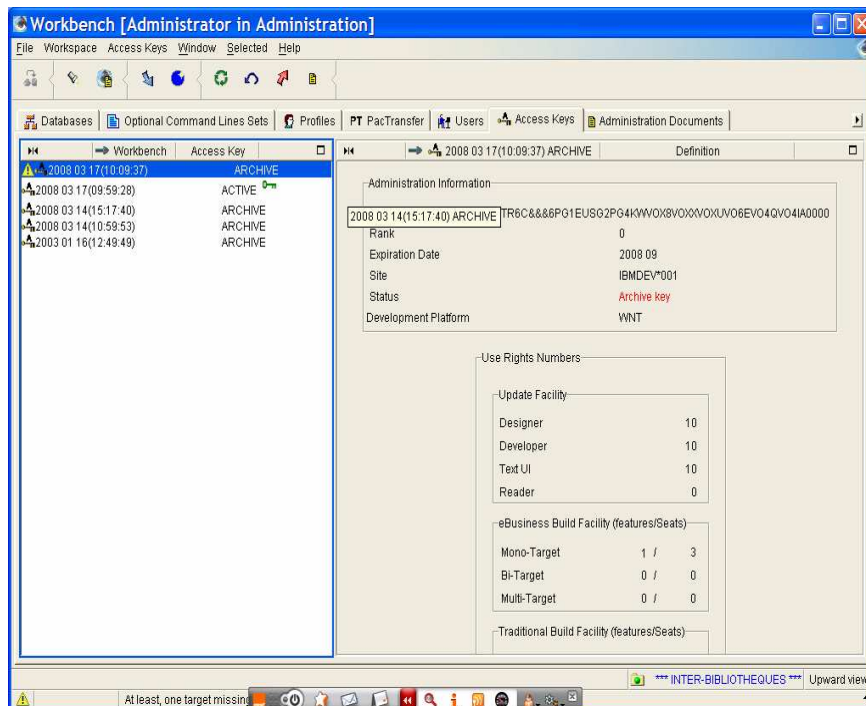
3. Once all matchings have been done, press **Next** to see a summary of Update and Build features included in the new key.



Summary of rights acquired on the new key.

The undefined targets remaining (traditional multi-target and eBusiness, in the example) are marked by the  icon. They will have to be defined to enable the new key activation.


4. Press **Finish**.

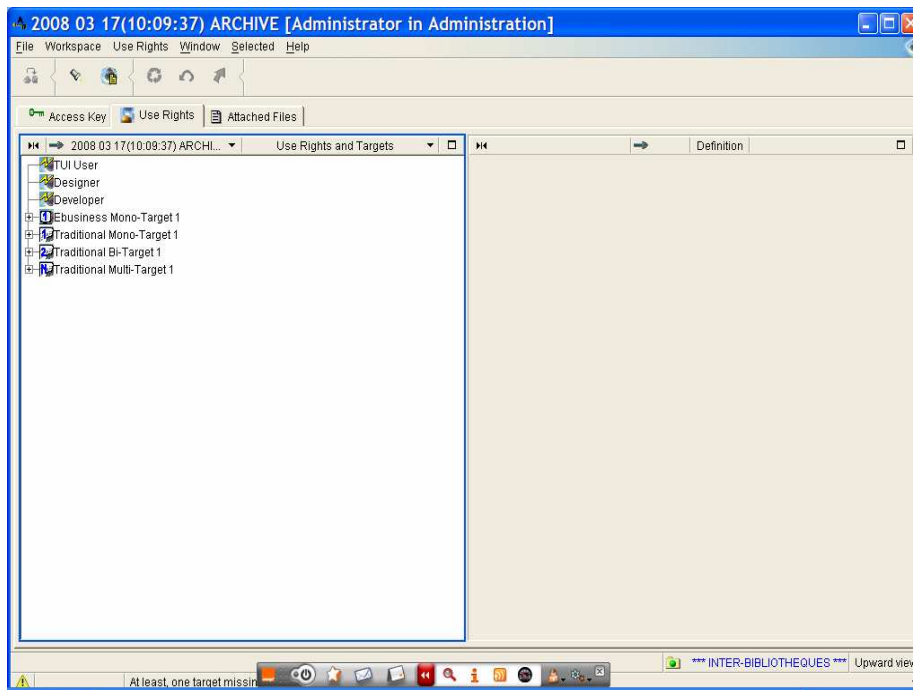
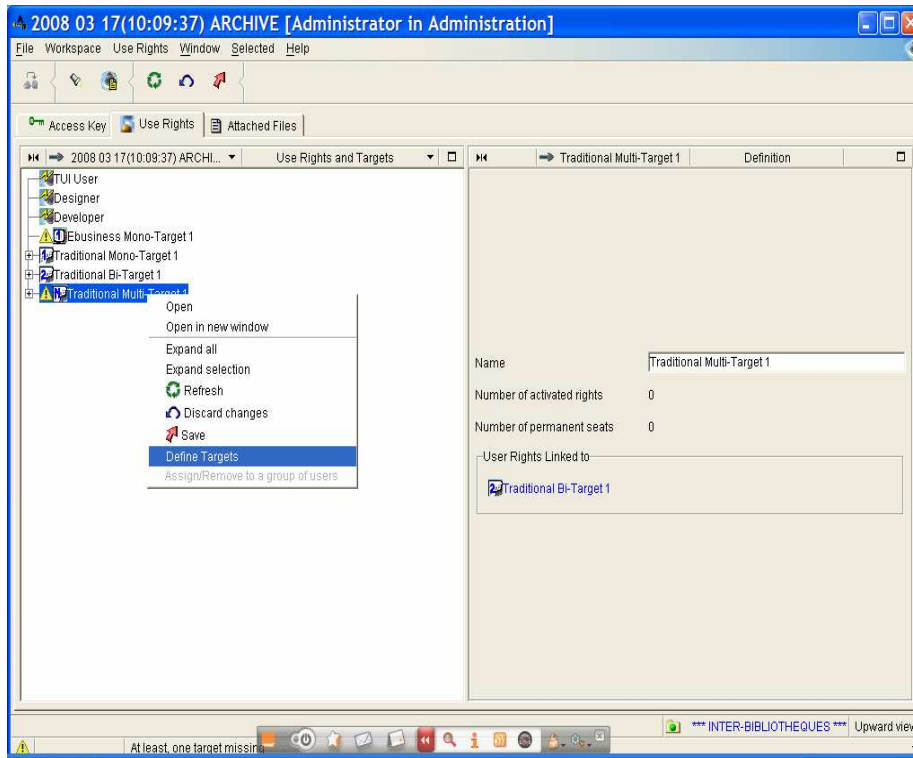


DEFINING BUILD TARGETS

When you select the 'ARCHIVE' key in the access keys list, a message indicates that at least one target is missing. Until the target(s) is/are not defined, the key activation is not possible.

Targets definition is accessible from the list of Use rights (*Use Rights* tab in the new key browser), choice *Define Targets* in the pop-up menu that opens by a right-click on the list or via the menu *Selected* in the toolbar.

 The details on how to define targets are given in [Chapter 2. Use Rights Management](#), subchapter [How to define Build Targets](#).



All targets have been defined.

KEY ACTIVATION

Once all targets defined, the key can be activated.

As the Use rights composition of the future key is different from that of the current key, you will have to proceed to a unitary matchings of rights.

The operation here, consists in assigning with the new key, a Traditional multi-target use right to all users who benefited from a Traditional bi-target use right with the current key. Moreover, in the example, with the new key, an eBusiness mono-target use right is added. As the current key provided no such right, you will have to make the necessary adjustments in the *'Use Rights'* list or in the *'Users'* list.

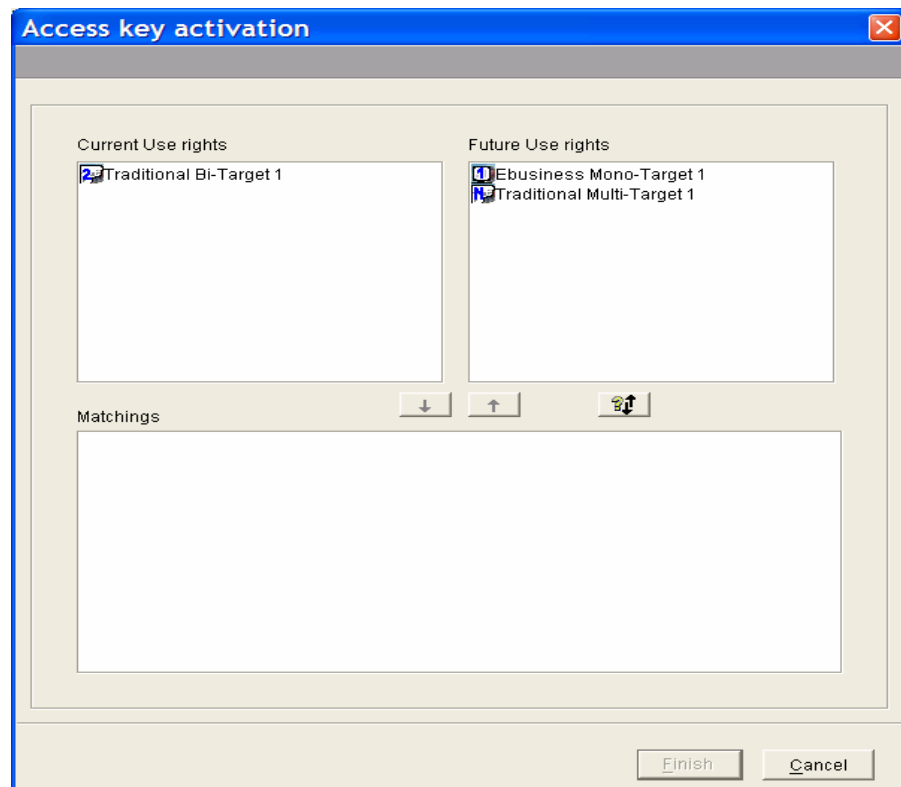
For more details, read [Chapter 2. How to manage Use Rights.](#)

To activate the new key, do as follows:

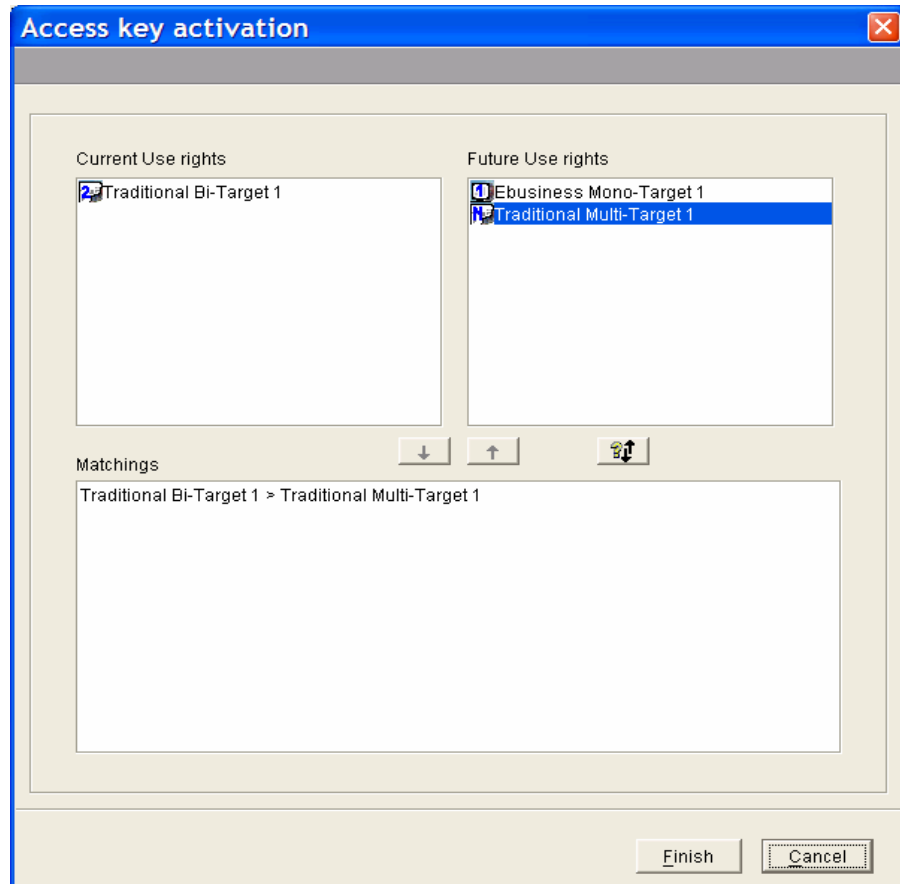
1. Right-click the key, choose *Activate this key* in the pop-up menu which opens or in the *Selected* menu of the toolbar so as to open the smartguide.
2. In the 'Current Use Rights' panel, move your cursor up, when the up-arrow ungrays, you know that a Use Rights matching is possible.
3. Click the arrow.



Caution: Traditional and eBusiness use rights belong to two different groups, transferring targets between those two groups is not possible. Incompatible matchings (eg. An eBusiness Build target matched with a Traditional Build target) are automatically inhibited.



In the example, the current key includes Traditionnal bi-target use rights, they are changed for Traditionnal multi-target use rights on the new key.



The 'Matchings' panel displays the result of the matching operation.

If you are not satisfied with a given matching, select its line in the lower panel, press the up-arrow button which ungrays, and the matching is cleared out.

4. Press the **Finish** button to activate the key. The status of the old key turns now to 'ARCHIVE' whereas the status of the new one turns to 'ACTIVE'.

Ranked key

Ask for a new key to VisualAge Pacbase Support if you want to modify the rights combination on a key and reactivate the key. For example, if you have erroneous Build targets defined, and the key is already activated, you need a new key to be able to modify the use rights. This key owns a rank different from zero (see the **rank** field in the 'Administration' panel on the Definition of the key).

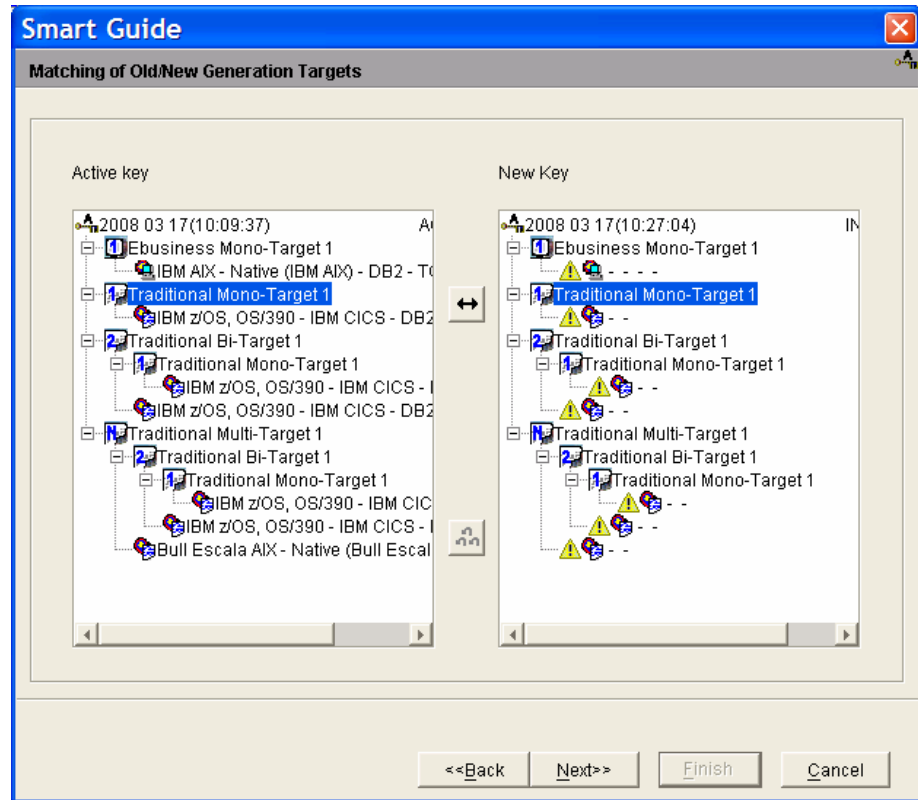
An example shows you a case where an eBusiness mono-target 1 Build Right is erroneous and must be modified.

☞ The procedure describing the installation of a new key declaration is in [Chapter 1. Updating Access key](#), subchapter [Access Key Renewal](#).

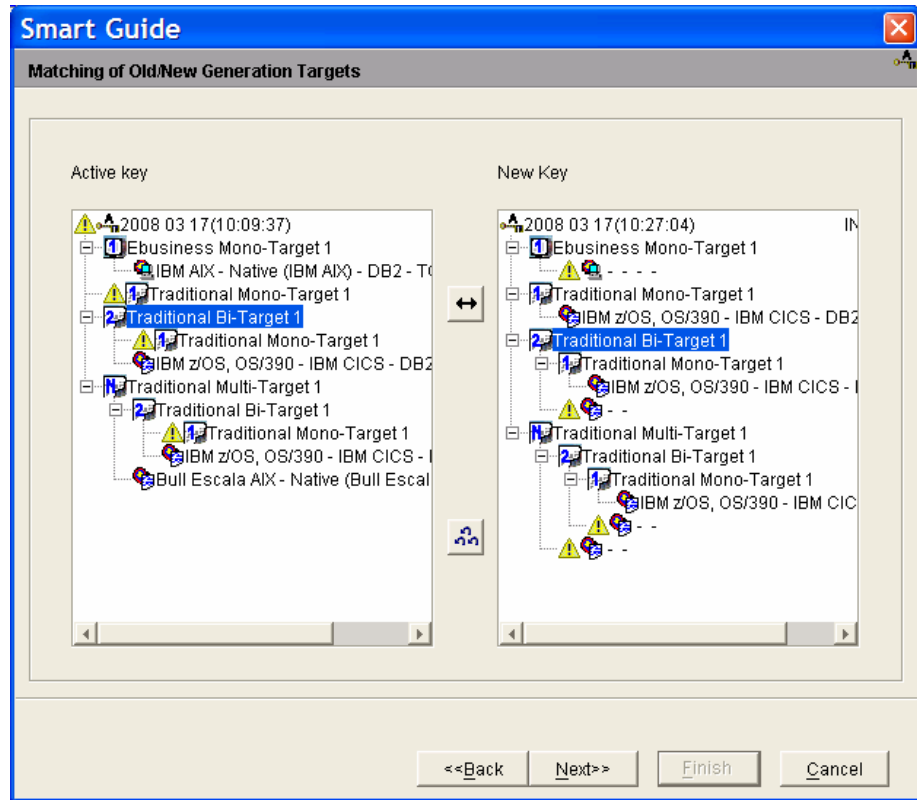
☞ **MATCHING BUILD TARGETS**

The procedure consists in transferring all the targets onto the new key except the erroneous target in the smartguide dedicated to the matching of generation targets. Then you will define a new target and only after you will activate the new key.

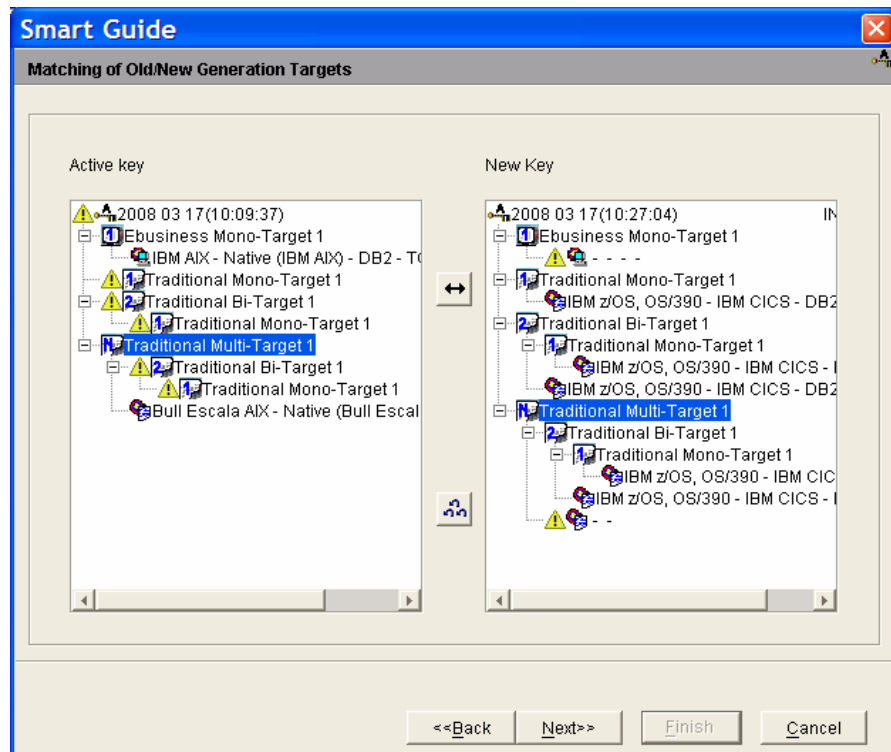
Unitary transfers of the Build targets must be done from the current key onto the new key.



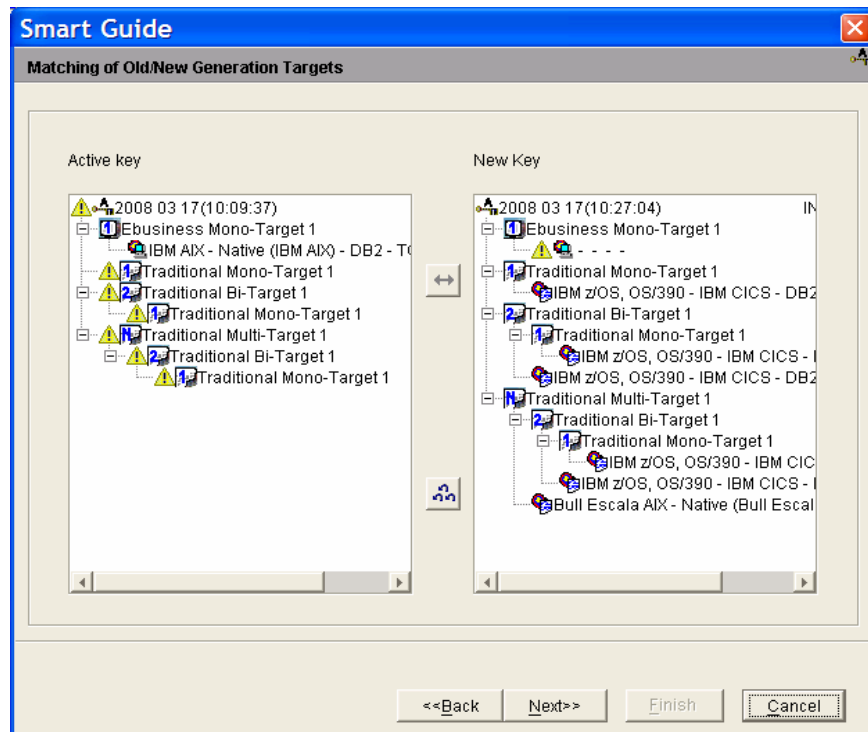
Transfer of the Traditionnal Mono-Target Build right on to the new key.




Transfer of the Traditionnal Bi-Target 1 Build right onto the new key.

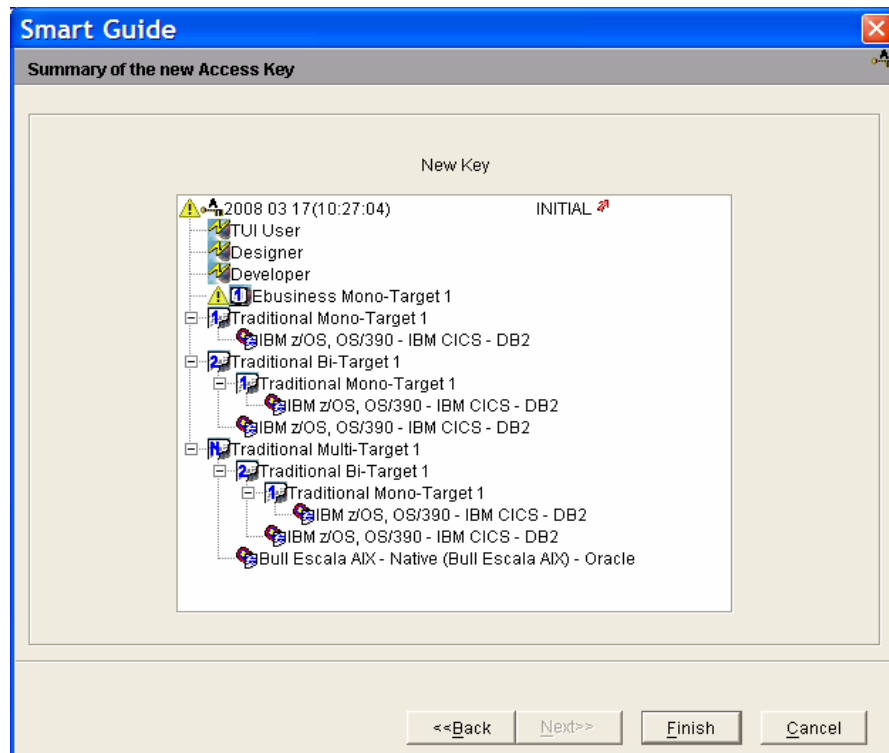


Transfer of the Traditionnal Multi-Target 1 Build right onto the new key.

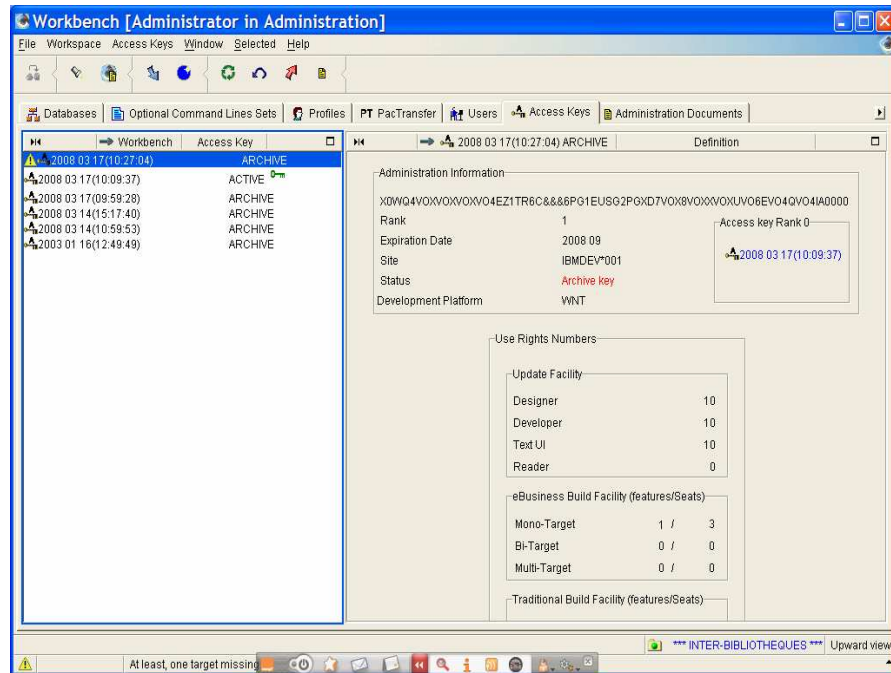


The Build target which is not transferred onto the new key is marked with the  icon. The target must be defined.

Press the **Next** button to display a summary of the Build targets on the new key:




Press **Finish**, and the new key is archived:




Ranked key, rank '1' in the example.

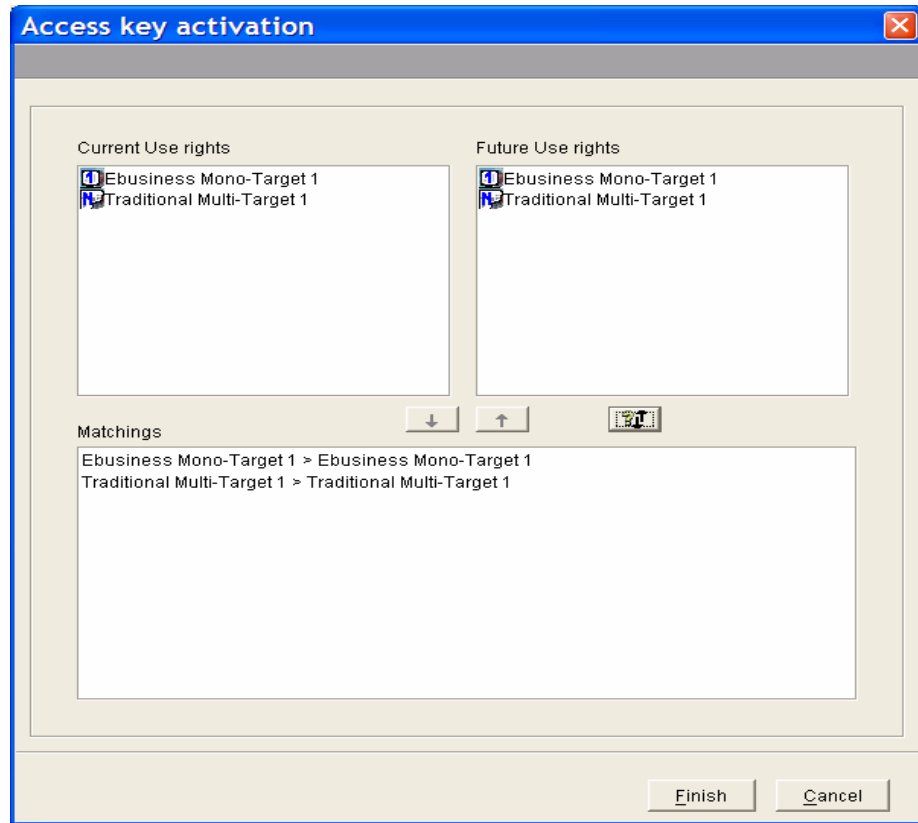
DEFINING TARGETS

In the example, the erroneous eBusiness target must be re-defined.

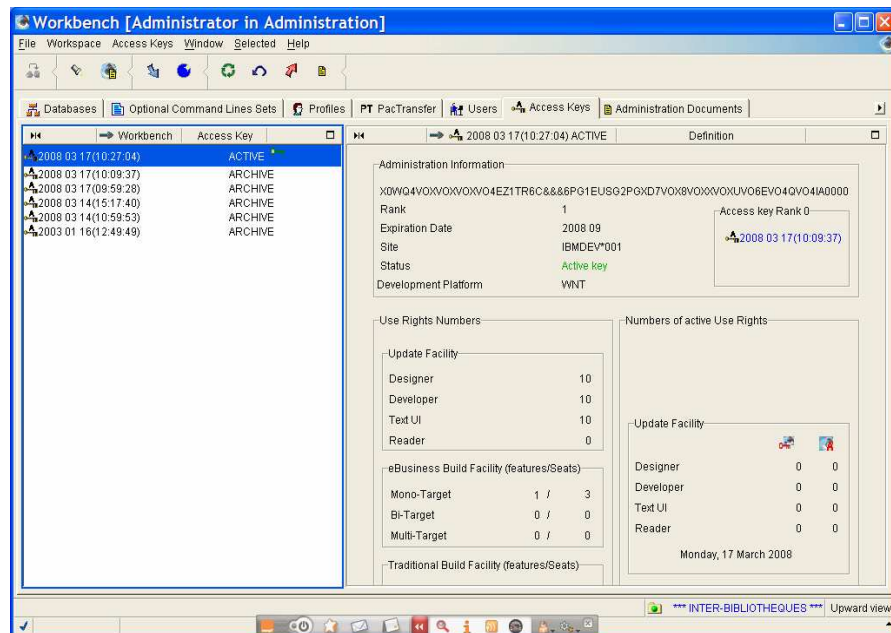
 The procedure is detailed in [Chapter 2. Use Rights Management](#) subchapter [How to define Build Targets](#).

ACTIVATING THE KEY

As the new key and the current key provide for the same combination of Build use Rights, a global renewal of use rights is possible, you just have to click the  button. All the current key's use Rights are automatically renewed.



Press **Finish**.



Once the new key is activated, any key with a rank inferior to that of the new active key can't be re-activated even if it is not expired.

Chapter 2. Use Rights Management

Introduction

An Access Key provides for a given number of use rights. To transform use rights into actual seats, once the key is active, you must update use rights. This chapter gives you all the information on how to proceed. You can see thus, how to define generation targets, assign or remove use rights to individual users, to a group of users, or to profiles. Moreover, you will find in this chapter, general information on the different types of use rights, the licenses and the number of active seats.

Access to Update or Build facilities

Access keys include Use rights acquired through a contract to authorize the Users on a site to access to VisualAge Pacbase. There are two categories of use rights: use rights for the Update facility and use rights for the Build facility.

- Use rights to access the Update facility (interface):

The access to the Update facility allows for a write access to the VisualAge Pacbase Repository, in online or batch mode.

There are different Use rights included in a key:

- 'Designer' for the Pacdesign module in the VisualAge Pacbase WorkStation,
- 'Developer' for Administrator and Developer workbench and the Pacbench module in the VisualAge Pacbase WorkStation,
- 'Text User Interface' for VisualAge Pacbase in character-mode.

The Use rights to access the Update facility are automatically transferred onto the new key when creating and activating it.

The Access Key necessarily includes a quantitative aspect, for each of the above categories, as defined in the purchase agreement. The combined notions of category and quantity make up the Use Right notion.

- Update facility use rights : access to the Build facility, which allows to trigger the VisualAge Pacbase generating capability. The Build facility includes two options:
 - The eBusiness Build Facility, to generate instances managed by the eBusiness and Dialog modules
 - The Traditional Build Facility, to generate instances managed by the Batch and Dialog modules (including instances of the following Pacbench C/S entities).

Build facility use rights: access to the Build facility, which is characterized by one or more features, a feature being an indicator of the number of targeted Build environments. Such feature can be a:

- Mono-Target,
- Bi-Target, which is an extension of the Mono-Target feature,
- Multi-Target, which is an extension of the bi-cTarget and mono-Target features.

An embedding principle applies: a multi-target necessarily implies the purchase of a bi-target which in turn requires the purchase of a mono-target feature.

When the specific Build requirements of a site, for a given type of development, include both mono-targets and bi-targets bi-cibles in different proportions, you must first assign all the bi-targets and then the mono-targets.

When the proportions are identical, you must assign the targets with the highest level.

An Access Key provides for a given number of use rights. To transform use rights into actual seats, once the key is active, you must assign use rights to users.

The number of Active use rights is controlled.

A seat becomes active the first time its owner signs on and remains active for the rest of the day (until midnight exactly), even if -- in the meantime -- this user disconnects and reconnects one or more times. At the end of the day, this seat becomes free again.

The number of active seats at a given moment therefore corresponds to the number of users who so far have requested an online connection, plus all permanent rights since they are considered as always active.

How to define Build Targets

Defining Build targets consists in defining all the targets required to access a Traditional or an eBusiness Build facility.


To be able to activate a key, all the generation targets must be defined first.

The definition of generation targets is required when you install a first key and each time the combination of targets has changed.

Once a target is defined, it cannot be modified. If the target is erroneous, you need to ask for another key to the VisualAge Pacbase Technical Support to be able to modify the target.

When you have Traditionnal or eBusiness Build facility use rights with **multi-target features** delivered with your new key, you need to define at least one target to be able to activate the key. All additional targets can be defined after the key activation.

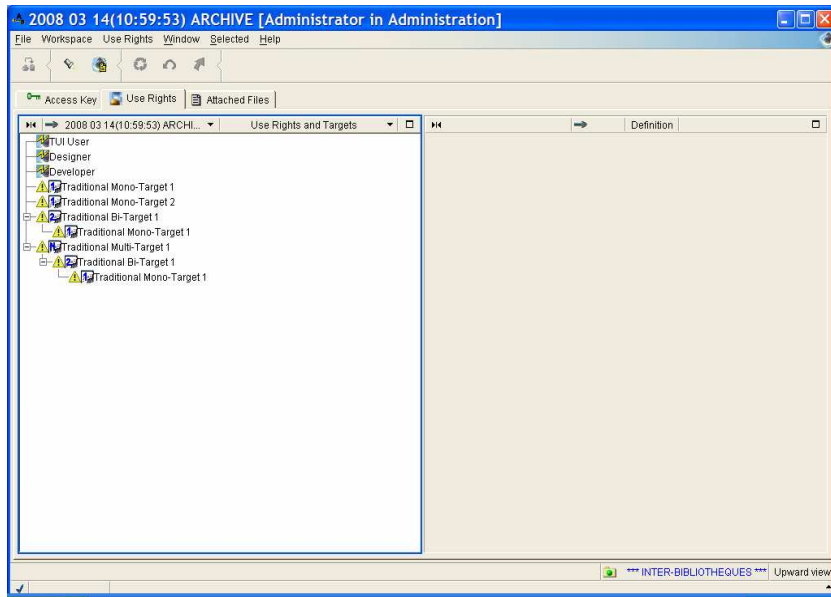
The Pacbase Access Facility (PAF) extension gives the right to an additional generation target for a user. This additional target must be declared on the last mono-target (rank n). The definition of the target is required only if the installation platform is different from the development platform. Otherwise, if the two environments are the same, the target can be identical to any target already defined on the current key.

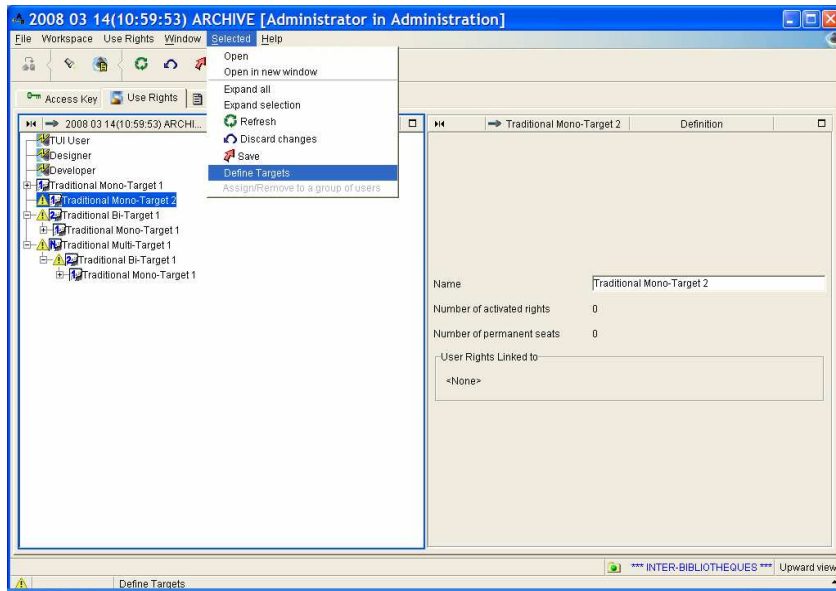
 HOW TO PROCEED

You open the window dedicated to the Targets definition from the list of Rights (*Rights* tab in the Access Key browser).

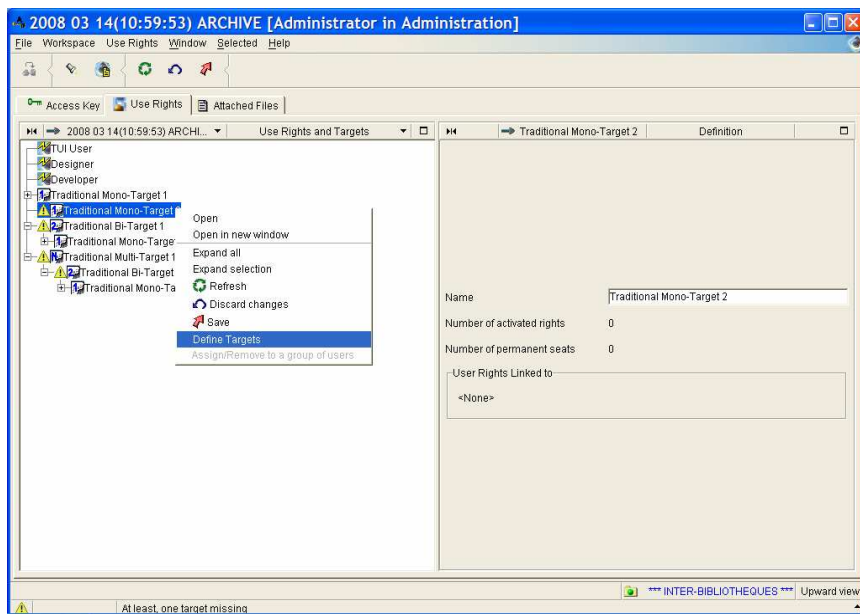
1. DEFINING A TRADITIONAL BUILD TARGET

Right-click on a Build target which must be defined, and in the pop-up menu that opens, choose *Define Targets* or directly in the menu *Selected* in the toolbar.





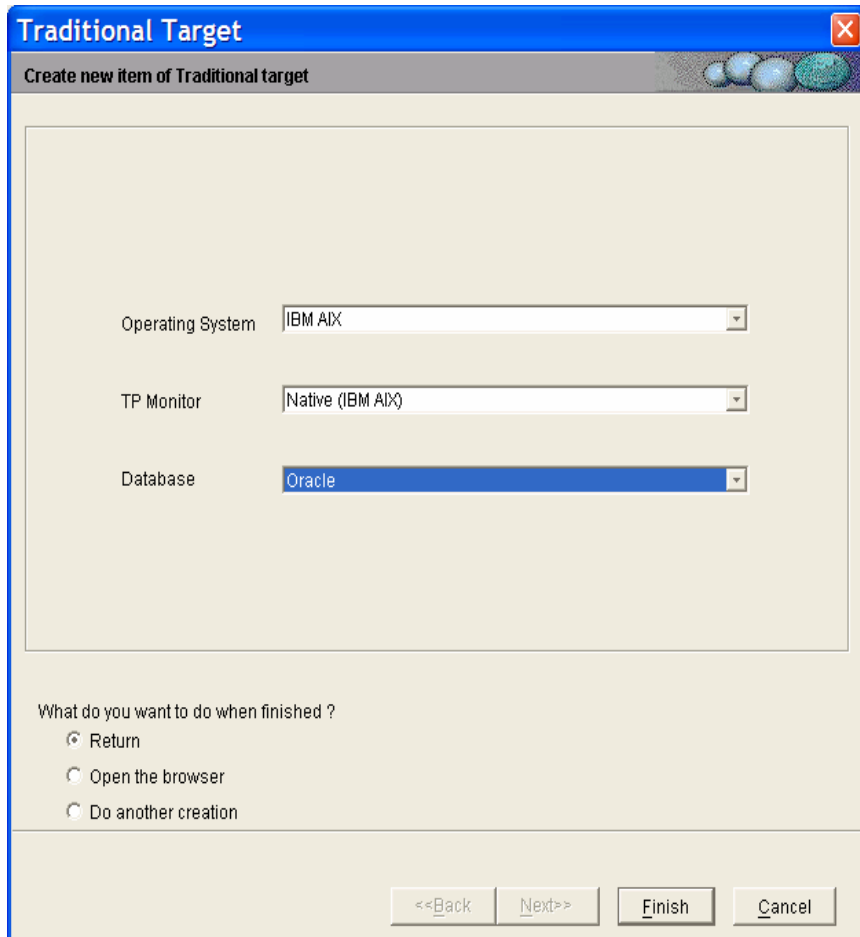
Open the creation smartguide from the menu in the toolbar.



Other possibility: open the creation smartguide via the pop-up menu.

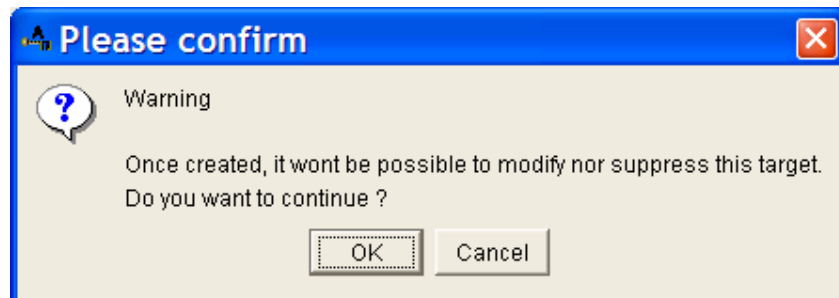
In the example, a PAF-specific target must be defined (traditional mono-target 2).

A creation smartguide opens:

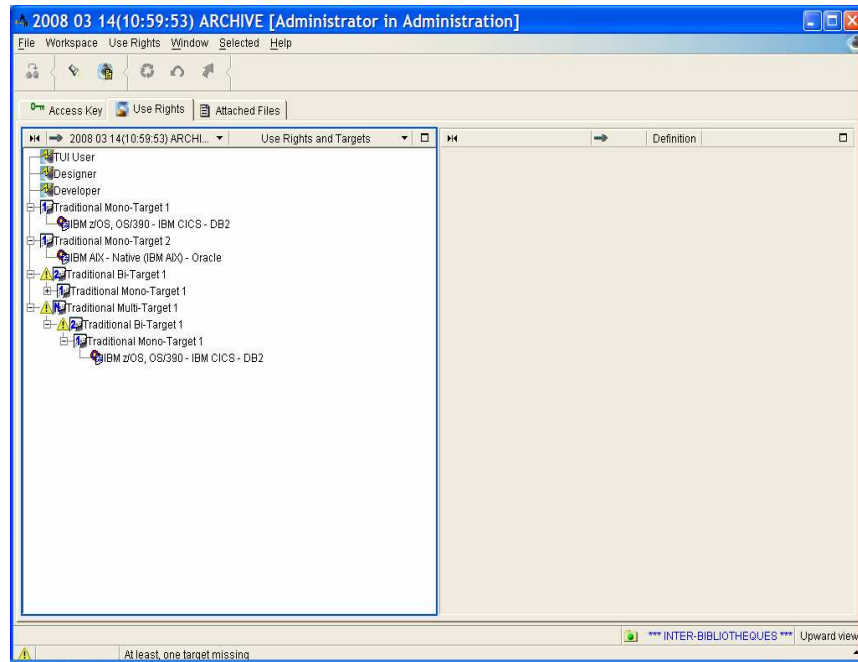


For the Traditional Build targets, you must select in the dropdown lists the operating system, the TP monitor and the Database.

Once all the fields completed, press **Finish**.



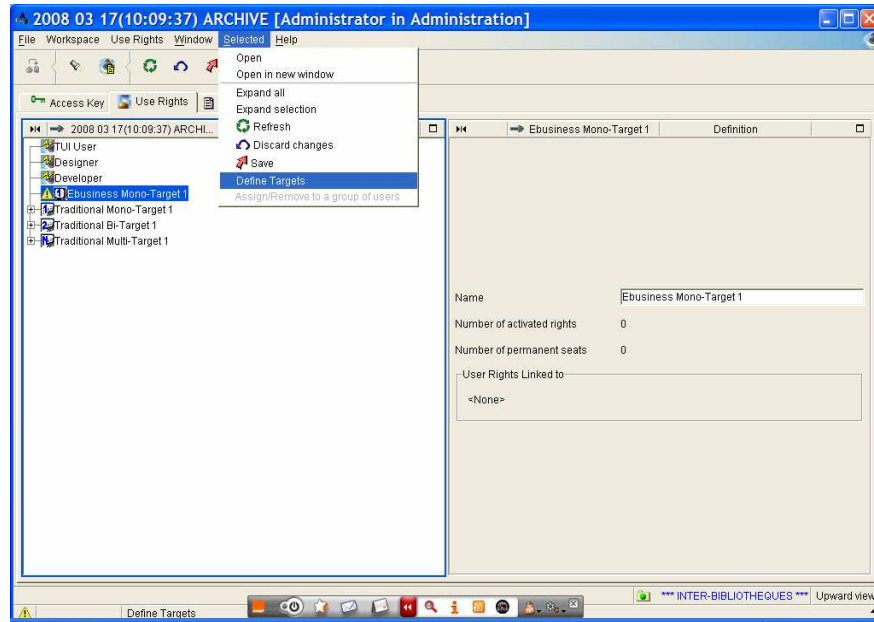
You are warned through a message that once validated, no modification or deletion is possible.



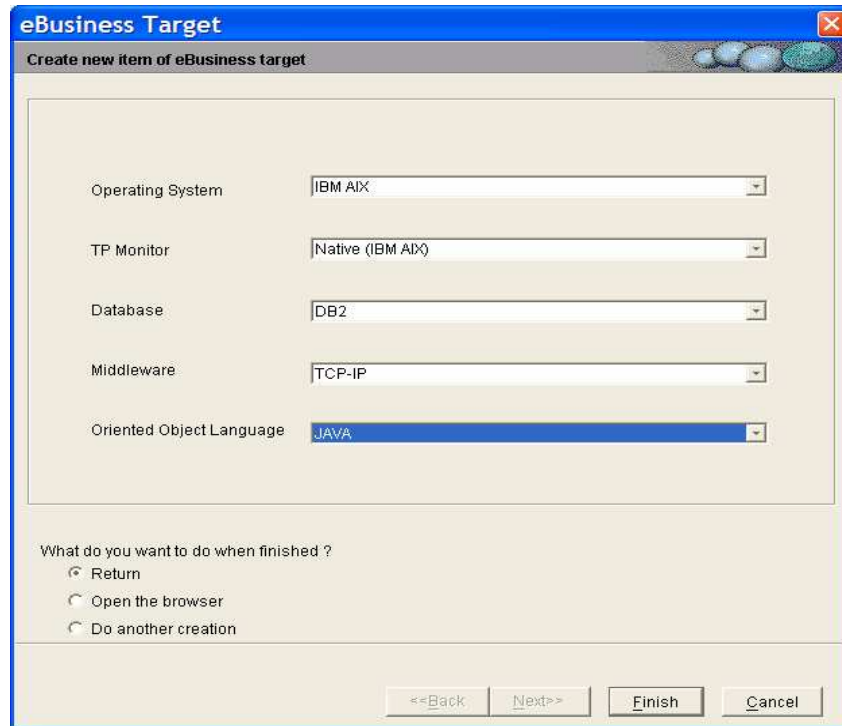
The target is defined.

2. DEFINING EBUSINESS BUILD TARGETS

The procedure is the same as for the Traditional Build targets definition:



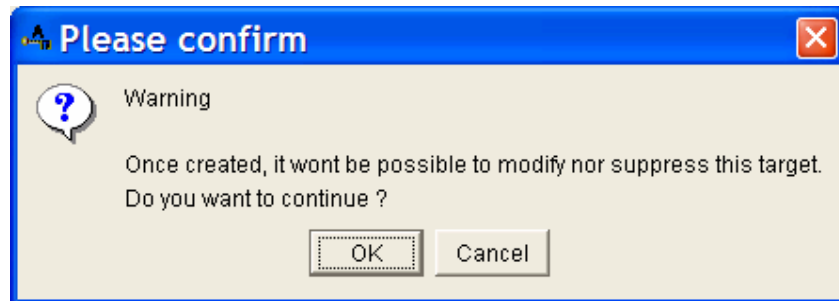
However, for the eBusiness Build targets, there are two specific fields to complete, 'middleware' and 'Oriented Object Language', they display when you select some of the choices in the other fields.



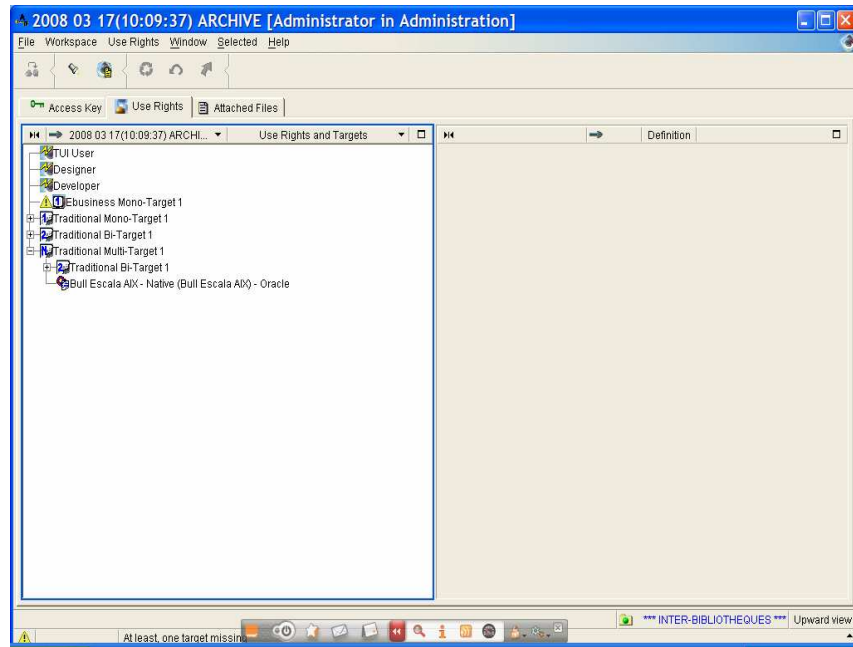
Once all the parameters are completed, press *Finish*.

3. VALIDATION


Once the target is defined and the *Finish* button pressed, a message warns you that it is not possible to modify or delete the target once it is saved. Click *OK* to validate.



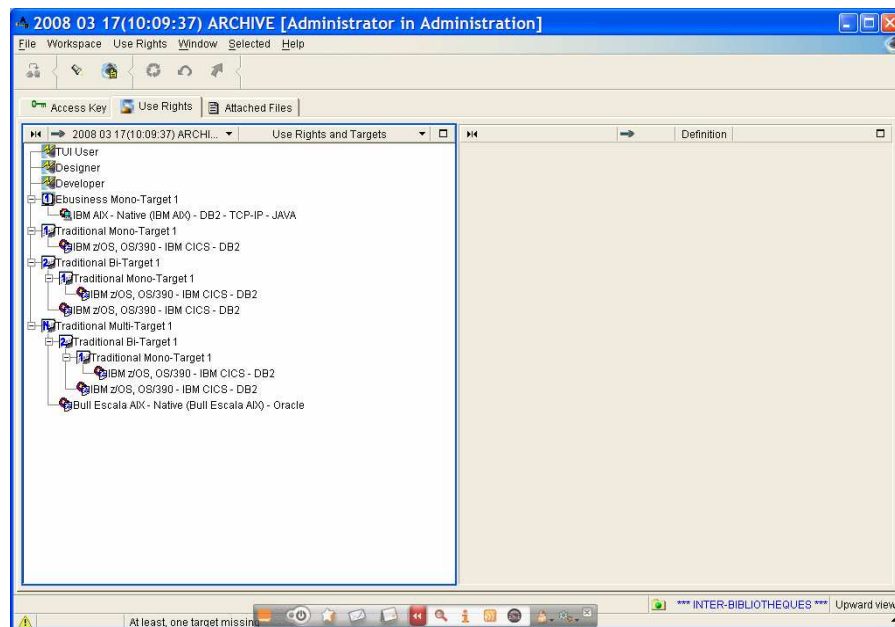
If you find an error as regards the target definition, ask for a new key to VisualAge Pacbase. Technical Support.



Traditional Build target defined.

Note that the  icon is no longer in the list.

Repeat the operation for each target to define. When they are all defined, the warning message disappears from the bottom of the window.



All Build target defined.



Once all the targets have been chosen, a message indicates that you should publish and send the 'Access Key' document to the VisualAge Pabase Support team.

Updating Use Rights

Presentation

Defining an adequate number of use rights is the Administrator's entire responsibility, knowing that no quantitative control is performed during this operation: for any given use right, the number of assigned rights may be greater than the quantity purchased. When a key assigns more rights at the target level, i.e. when a bi-target is transformed into a multi-target in the new key, the number of licenses per target must be taken into account.

However, regarding build rights, a user cannot be assigned a right which includes (or is included in) a right he/she already owns. For instance, if a user owns a mono-target right, you cannot give him/her the bi-target nor the multi-target rights which include this mono-target right (or else you must first remove this mono-target right). Identically, you cannot assign a mono-target right to a user who already owns a bi-target or a multi-target right that includes this mono-target right.

When the number of mono-target and bi-target licenses, or mono-target, bi-target and multi-target licenses is identical, you must assign the highest level.

A Use Right may also be assigned on a permanent basis (from version 3.5 Y04A onwards). When a user has been assigned this right, his/her connection is ALWAYS accepted. Permanent rights (whether active or inactive) are always included in the active seats daily count for a given use right, the number of active seats can never exceed the quantity purchased. A quantitative control is then performed whenever a permanent right is assigned.

The rights assigned to a user may be removed from him/her at any time and can be assigned to another user. This transfer will only be effective the day after if the user has used his/her rights that very day.

Two categories of rights can be assigned or removed: the update facility rights and the build facility rights.

Such an operation can be performed for a User, a group a Users or a Profile, from the list of rights of the *Use Rights* tab of the following browsers :


- *User*, you assign/remove use rights to/from users individually selected,
- *Access Key*, a smartguide enables you to rapidly assign a use right to several selected users. The reverse operation is also possible; you can remove a right from several users at once,
- *Profile* from version 3.5 Y04D onwards. You can assign/remove use rights.

In batch mode, the rights are assigned or removed via the UKD1 procedure.

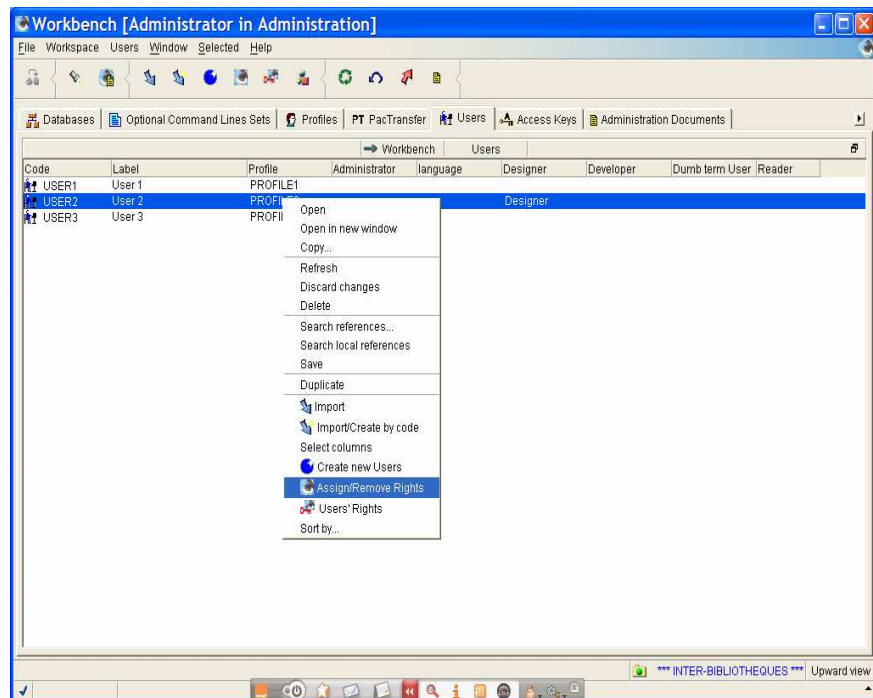
For more information, refer to [Chapter 3: Batch Management of Access Keys](#).

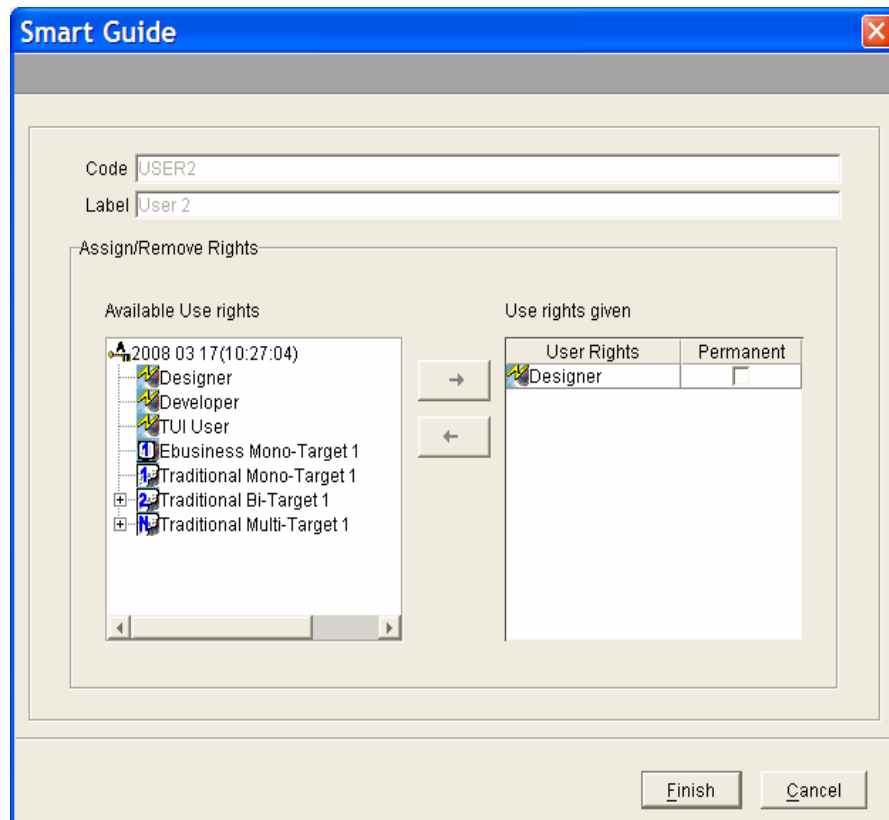
Refer to the Administrator workbench online help to know how to create Users.

Assigning/removing Use Rights

 To open the smartguide in which you assign or remove use rights:

1. Select a User in the Users list of the *Users* browser,
2. Right click on the *Assign/Remove Rights* choice in the pop-up menu,
or click on the *Selected* menu of the toolbar and select the *Assign/Remove Rights* choice
or click on the *Assign/Remove Rights* icon in the toolbar.





The left panel displays the exhaustive list of the available use rights of the active Key.

The right panel displays all the rights owned by the user.

ASSIGNING A USE RIGHT

To assign a use right, select an available use right in the left panel and click on the right-facing arrow →.

Repeat the operation until all necessary assignments are made.

Click on **Finish**. The User is now the owner of the use right.

REMOVING A USE RIGHT

To remove a use right, select a use right in the right panel and click on the left-facing arrow ←.

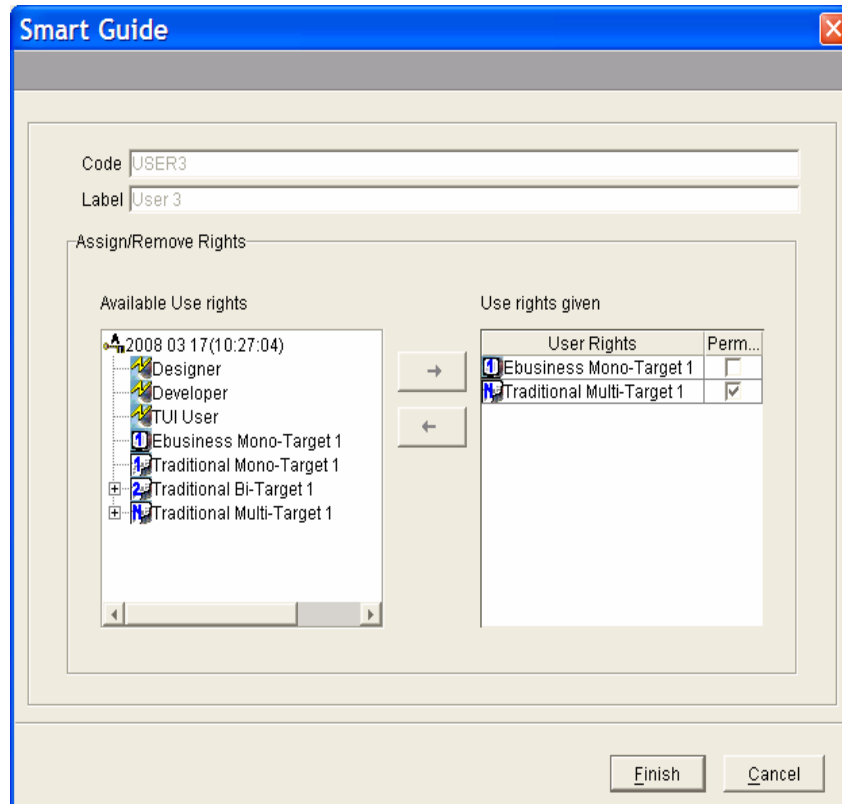
Click on **Finish**.



Removing a use right becomes effective only the day after if a connection by this user has been accepted earlier in the day for the corresponding use right.

ASSIGNING/REMOVING A 'PERMANENT' RIGHT

A use right may also be assigned on a permanent basis. The user then benefits from a permanent seat regarding this use right: his/her connection is ALWAYS accepted. Permanent rights (whether active or inactive) are always included in the active seats daily count.



To set (or remove) a right's permanent feature, tick (or untick) the **Permanent** checkbox in the Permanent column. You can enlarge the field with the cursor to display the whole name.




Removing a permanent feature is not possible if the user has already signed on during the day.

Click on **Finish** to save your updates.

Assigning/Removing Use Rights to/from a Group of Users

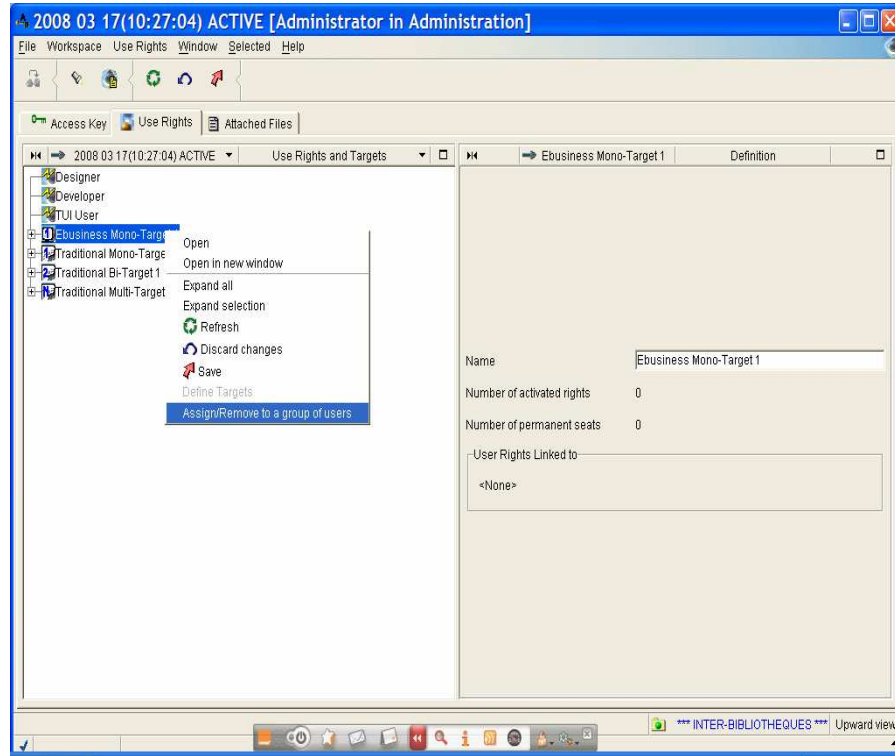
Use rights can be simultaneously assigned to several Users.

A smartguide allows you to assign (or withdraw) a previously selected use right to several users at once.

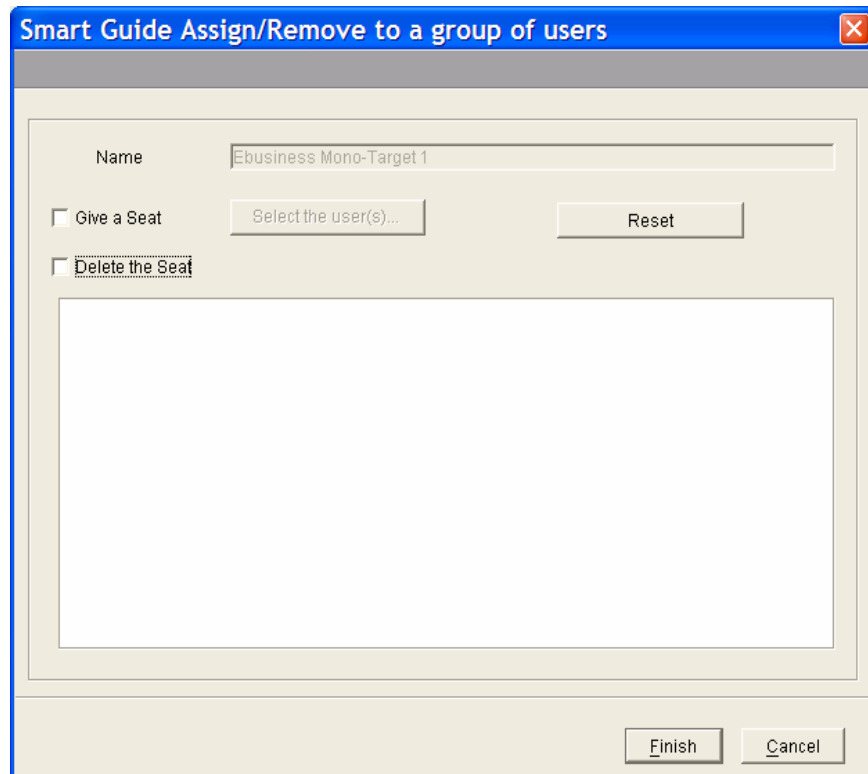
 Open the smartguide:


You open the smartguide from the list of use rights in the **Use Rights** tab of the **Access Key** browser.

- Click on a target in the list, in the pop-up menu, select **Assign/Remove to a group of users**
- or in the **Selected** menu in the toolbar, select **Assign/Remove to a group of users**.



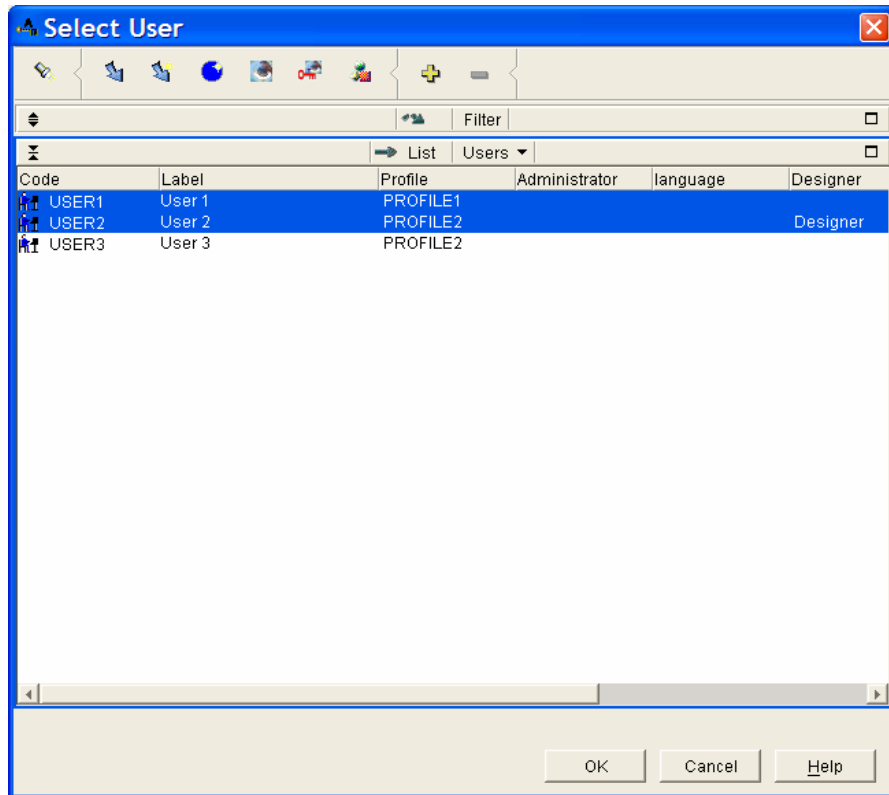
In our example, we have selected a mono-target 1.



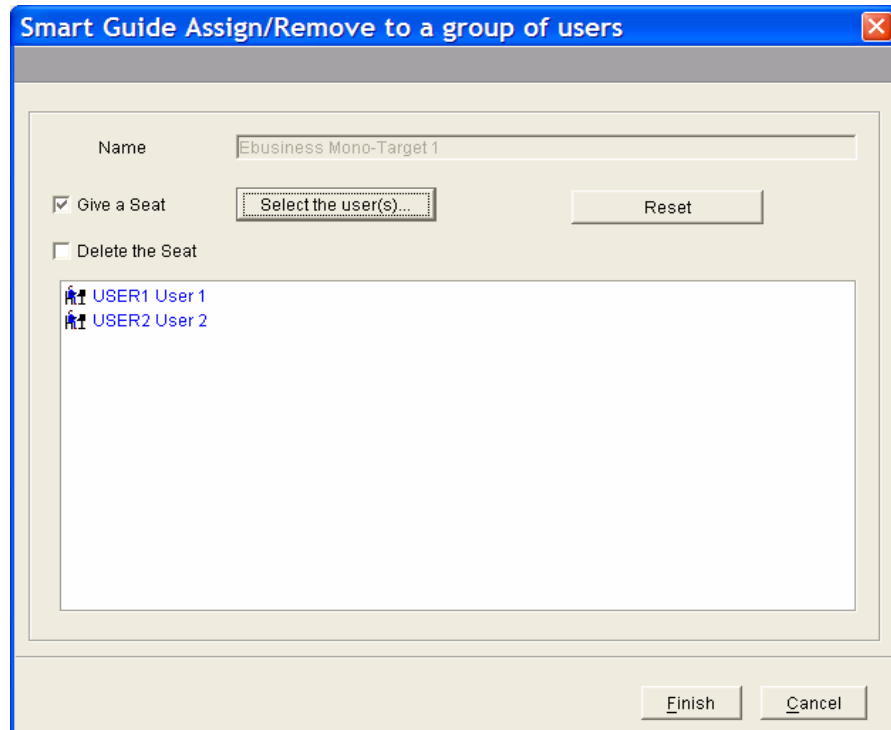
 Assigning a use right to a group of Users:

1. Select the action to be performed: in our example: *Give a Seat*. The *Select the Users* button becomes available.
2. Click on this button. A *Choose/create a User* smartguide opens.
3. Import the Users to whom the seat will be given.
Subsequent or discontinued selections help you complete your users list gradually.
4. Click on *Finish*.

The following window then opens:



5. Select the users and click *OK*.

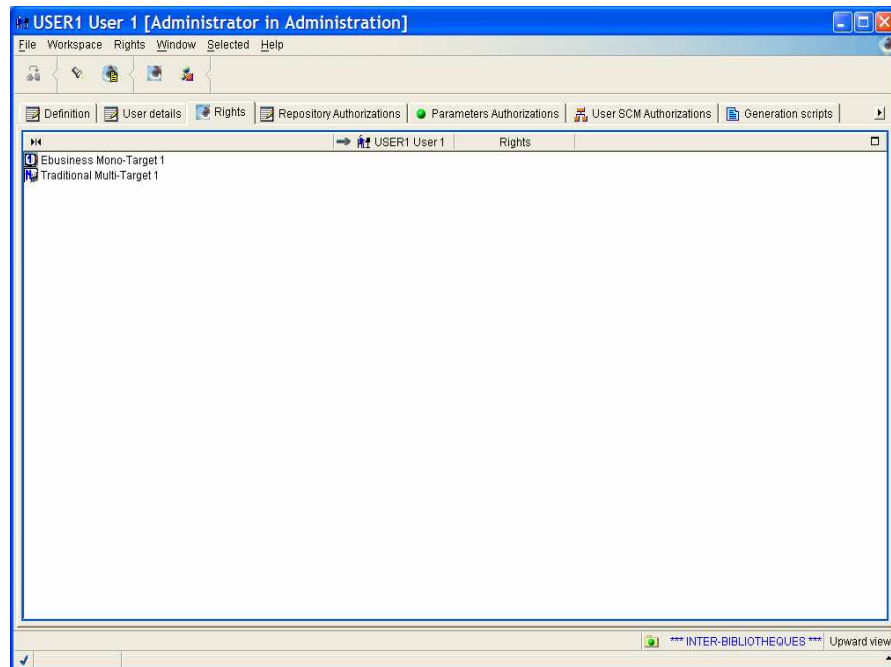


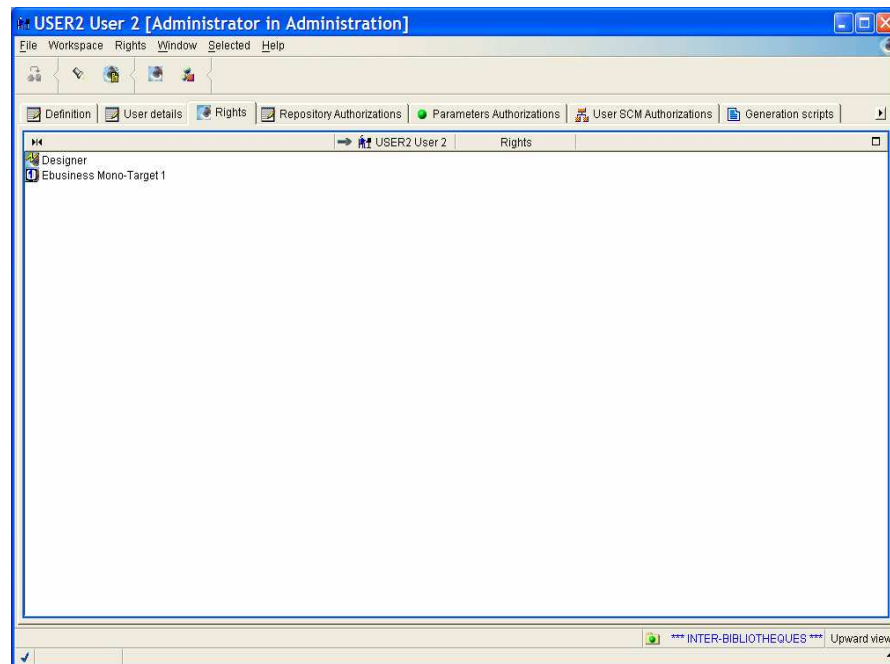
The selected users are displayed in the smartguide.

6. Click on *Finish*.

7. Validation:

The Mono-Target 1 has been assigned to User 1 and User 2 (select each User in the *Users* browser, *Use Rights* tab).





Assigning/Removing a Profile's Use Rights



This management of use rights from the Profiles is available from version 3.5 Y04D onwards.

When you modify the rights of a Profile, this modification applies to all the Users of the Profile.



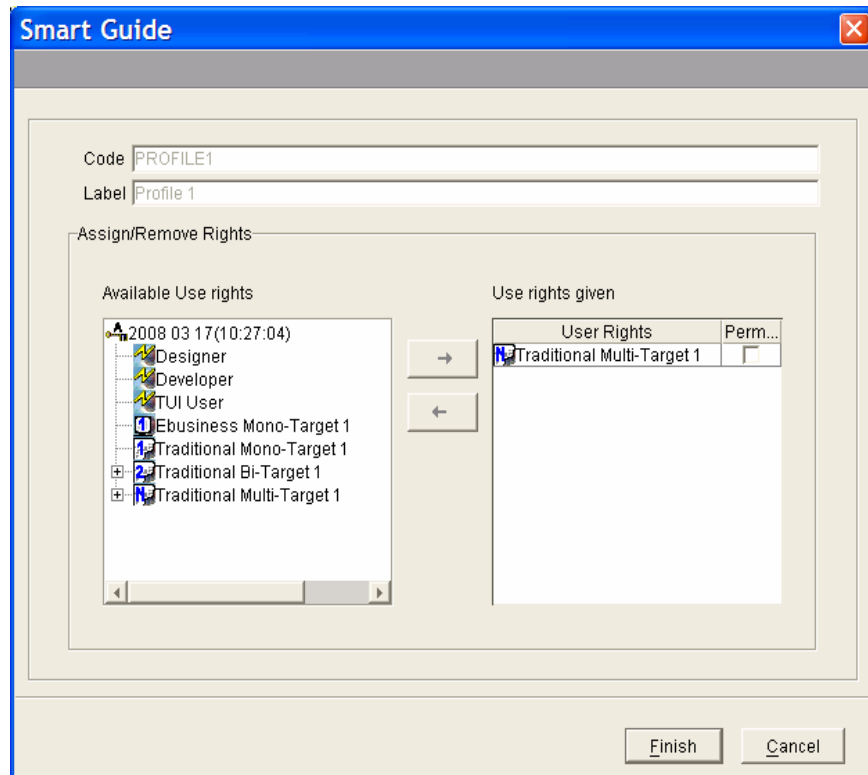
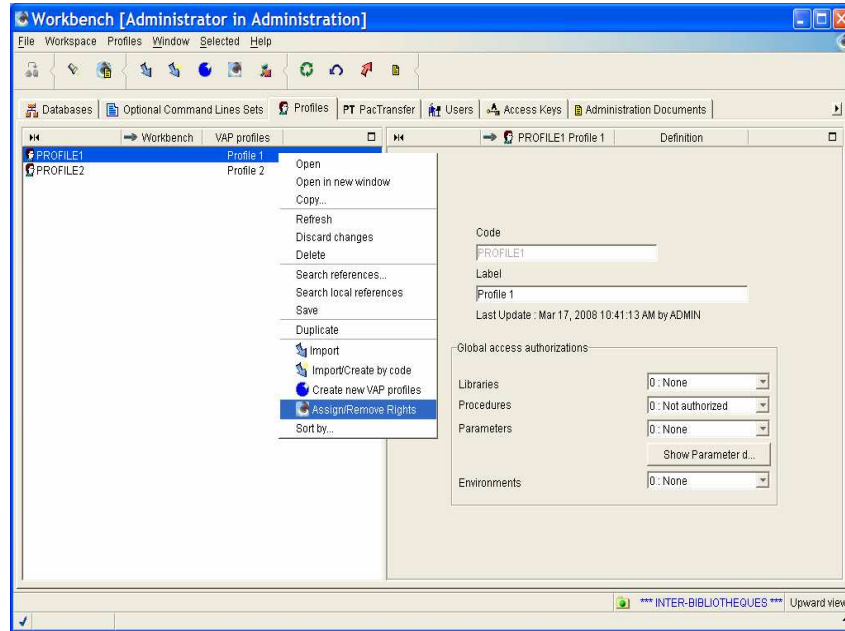
To know how to create Profiles, refer to the Administrator workbench online help.

A smartguide enables you to assign/remove use rights to/from a Profile. It can be accessed from the *Profiles* browser.



Open the smartguide from:

- the pop-up menu: right-click on a Profile in the list of Profiles and select the *Assign/Remove Rights* choice,
- Or the *Selected* menu of the toolbar, *Assign/Remove Rights* choice,
- Or click on the *Assign/Remove Rights* icon in the toolbar



Smartguide where the Profile's use rights are managed.

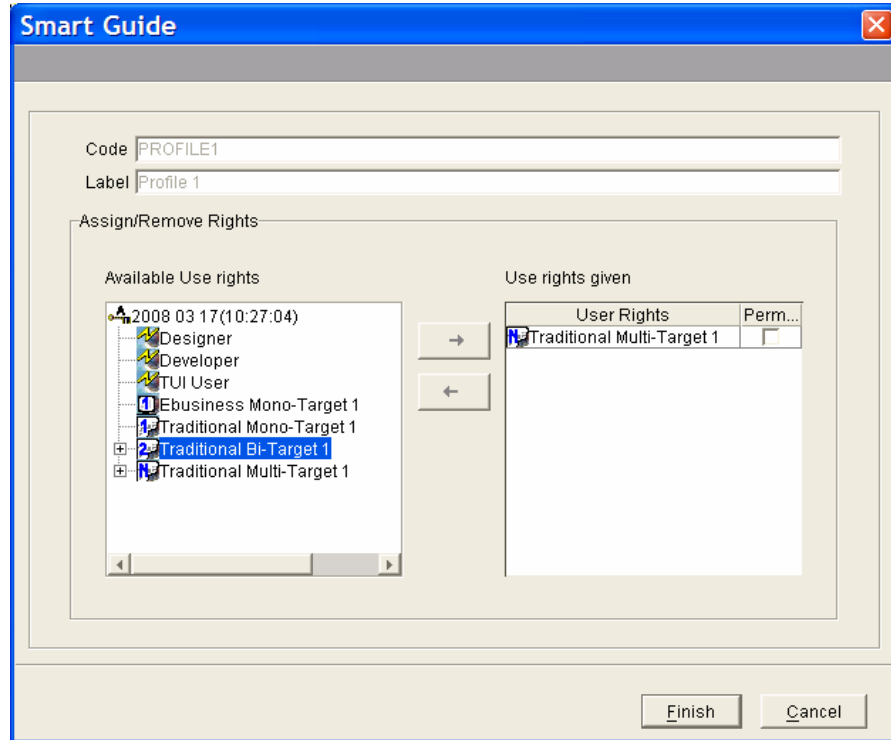
The left panel displays the exhaustive list of the available use rights of the active Key.

- The Update facility use rights ,
- The Build facility use rights: Mono-targets  and , bi-target , as well as multi-targets .

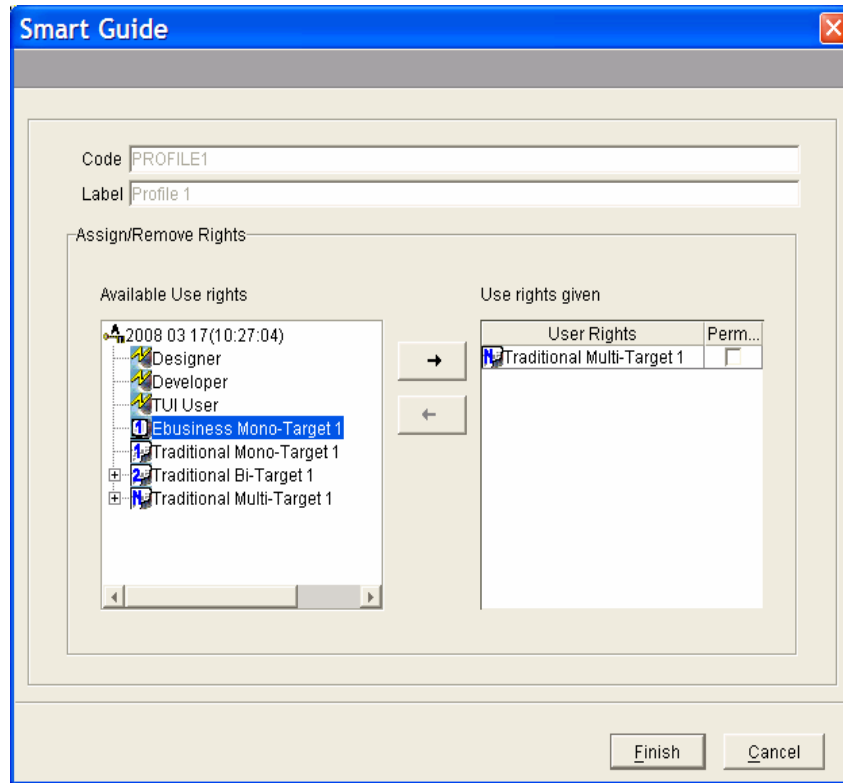
The right panel displays all the rights assigned to the Profile.

 **ASSIGNING A USE RIGHT**

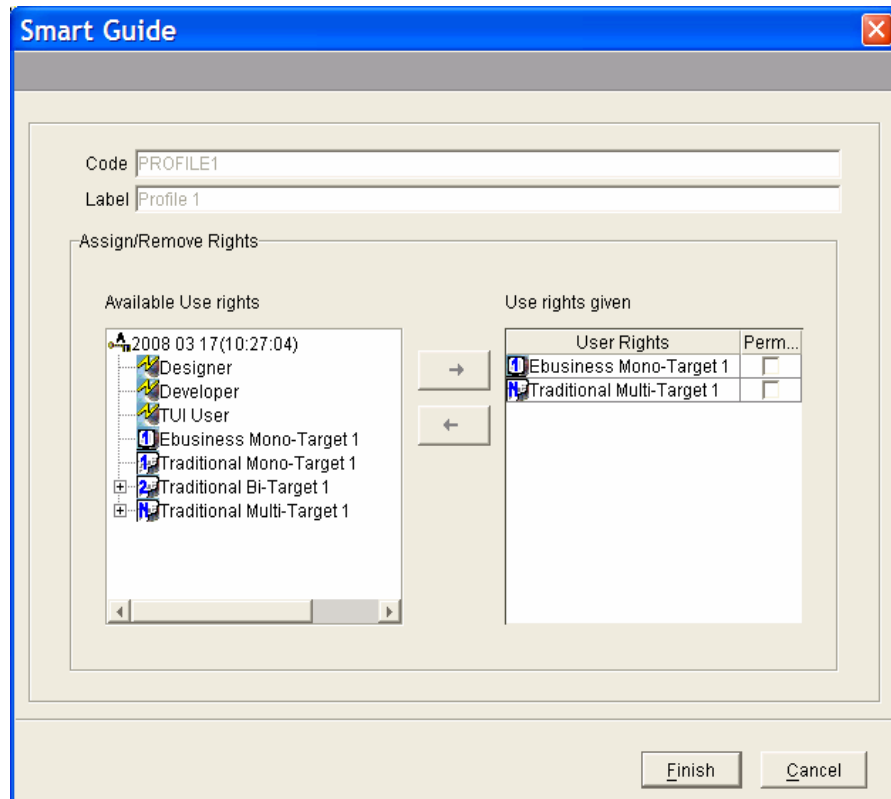
To assign a use right, select an available use right in the left panel and click on the right-facing arrow →.



Or click on the items of each list. The arrows are ungrayed when the use right assignment is compatible. In our example, the Traditional bi-Target 1 use right cannot be assigned to the Profile because the number of Traditional bi-Target 1 use rights is identical to the number of the Traditional multi-Target 1. Only the Traditional Multi-Target 1 use right can be assigned to the Profile.



Select a use right and assign it to the Profile. The → arrow becomes ungrayed.

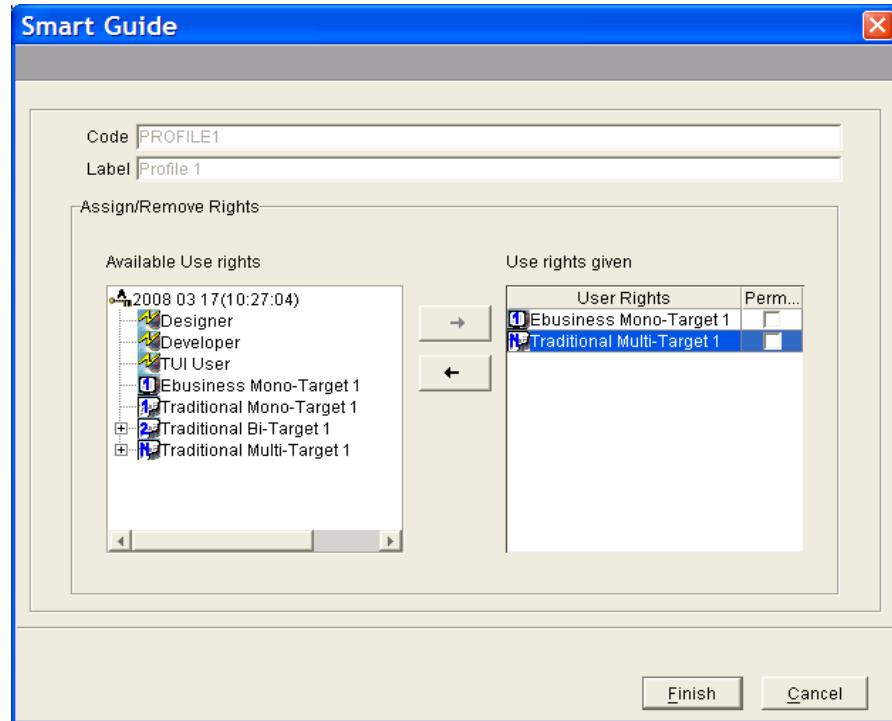


Repeat the operation until all necessary assignments are made.

Click on **Finish**. The user is now the owner of the use right.

 **REMOVING A USE RIGHT**

To remove a use right, select a use right in the right panel and click on the left-facing arrow ←.



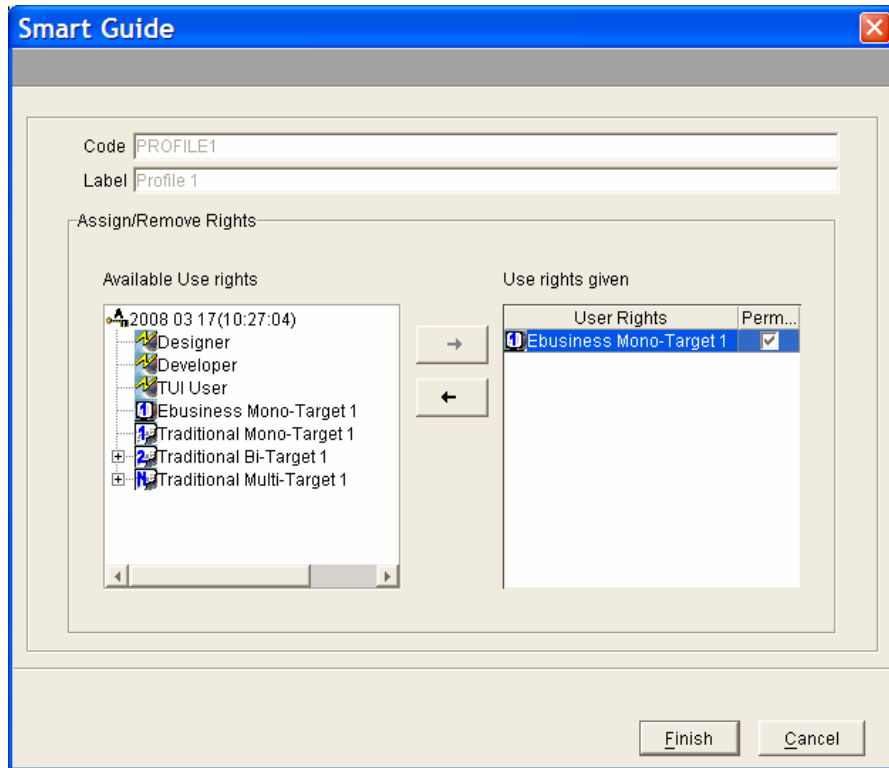
When a use right is removed from a Profile, it is removed from all the Users who have this Profile.

Click on **Finish**.

 **ASSIGNING/REMOVING PERMANENT USE RIGHTS**

A use right may also be assigned on a permanent basis; the user then benefits from a permanent seat regarding this use right: his/her connection is ALWAYS accepted. Permanent rights (whether active or inactive) are always included in the active seats daily count.

1. To set (or remove) a seat's permanent feature, tick (or untick) the corresponding checkbox in the **Permanent** column.



You can enlarge the **Permanent** column with the cursor to display the whole name.

2. Click on **Finish** to save your updates.

Main Error Messages from Version 3.5 V03 onwards

The following error messages related to the use right assignment are displayed when connecting to VisualAge Pacbase and/or when requesting the generation of an entity.

ERROR MESSAGES	COMMENTS
You do not own any right. Connection refused.	Update use right. You must assign an update use right to your User.
You do not own the dumb terminal right. Connection refused.	Update use right. TUI connection refused. You must assign a TUI update use right to your User.
You do not own the Developer Right. Connection refused.	Update use right. Connection to Developer Workbench or Pacbench refused. You must assign a Developer update use right to your User.
You do not own the Designer Right. Connection refused	Update use right. Pacdesign connection refused. You must assign a Designer update use right to your User.
Generation refused: no right for generation.	Build facility use right. The error is printed in the generation report. You must assign the correct target to to your User.
Generation refused: no appropriate right.	Incompatibility between the build targets and the generation variant of the entity.
The maximum number of dumb terminal rights is reached.	The TUI update use rights have all been used for the day.
The maximum number of Developers rights is reached.	The Developer update use rights have all been used for the day.
The maximum number of Designers rights is reached	The Designer update use rights have all been used for the day.
Generation refused: maximum number of rights is reached.	The Build Facility use rights have all been used for the day.

Use Rights Activation

The Update and Build use rights are activated for the day and then become free again at the end of the day.

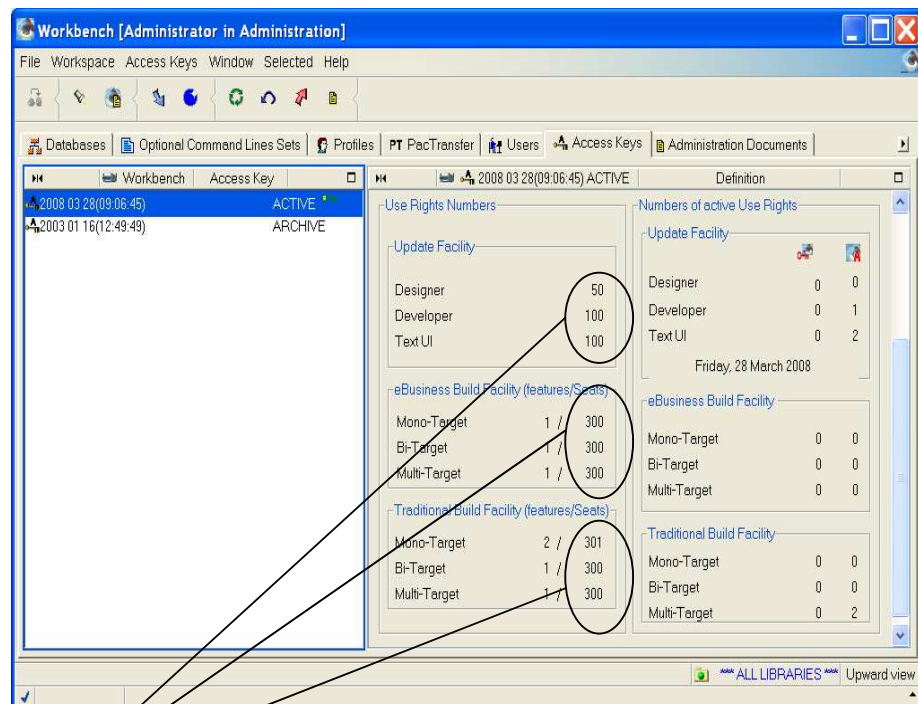
A seat becomes active the first time the user signs on (for the Update use rights) or the first time the user requests a generation (for the Build Facility use rights), and remains active for the rest of the day (until midnight exactly), even if -- in the meantime -- this user disconnects and reconnects one or more times.

When a bi-target use right is used, its dependent mono-target right is used too.

In the same way, using a multi-target right entails the use of its dependent use rights (bi-target and mono-target).

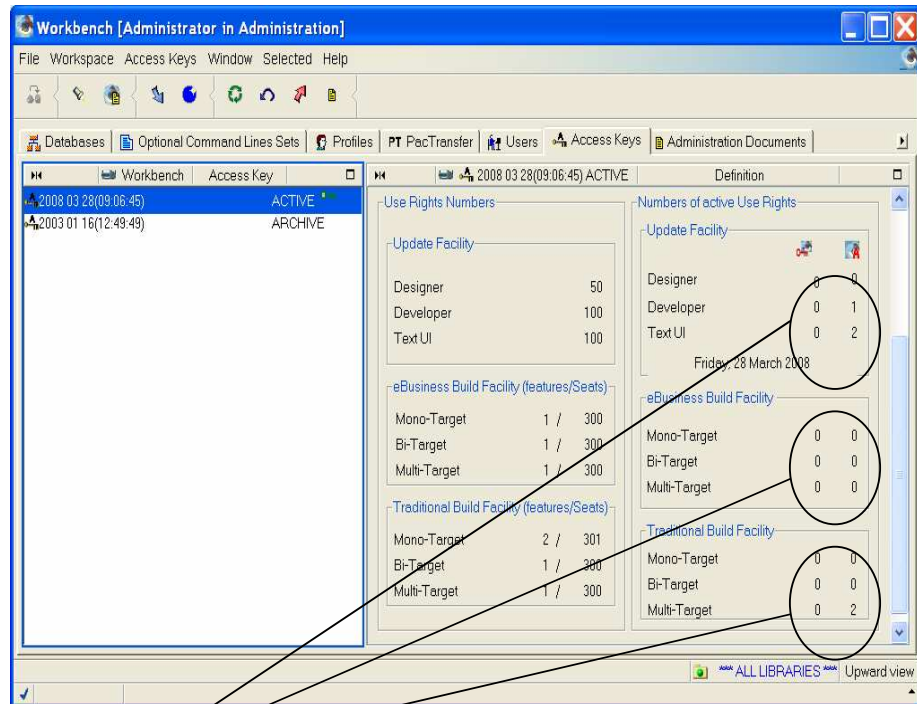
The number of **active seats** (when the use right's owners have signed on) can never exceed the number of a key's use rights.


In the Definition of an **active** key, you can see the number of use rights (in the 'Use Rights numbers' panel) and the number of active seats (in the 'Numbers of active Use Rights' panel), for the Update Facility, the eBusiness and Traditional Build Facility.




Display of the number of update rights purchased by the license in the active key.

The first column indicates the number of the target types purchased by the license and the second column displays the maximum number of users who are allowed to use them.



Dynamic display of the number of Update seats currently used on the active key, i.e. the current number of active seats .

The permanent active seats  are also displayed. A permanent seat is always considered active.

Chapter 3: Batch Management of Access Keys

Batch processing is available from version 3.5 Y03C onwards.

For versions 3.5 Y03C to 3.5 Y04D, only the use right assignment to Users and the activation of the keys in a context of an automatic renewal (identical rights) were available.

From 3.5 V05 onwards, keys can be activated, even when their attached rights have been modified, and use rights can be assigned on a Profile.

For detailed information, refer to the [Administrator's Procedures](#) Guide.

SUMMARY OF INPUTS:

- Activation of use rights → 'K'-type line,
Enables you to indicate the key to be activated.



From V05 onwards:

If the number of permanent use rights exceeds the number of the 'n' number of use rights authorized by the new key, only the first 'n' permanent use rights will be kept (message printed in the report).

- Modification or assignment of use rights to Users → 'U'-type line
- Assignment of use rights to Profiles → 'P'-type line.

-

Chapter 4. Key Management in Previous Versions

In versions earlier than version 3.5 V03X, the assigned licenses are activated when the user connects to VisualAge Pacbase. The license is valid for three months and must be activated before it expires.


When a User no longer needs a license which has been activated, this license may be used again after being transferred.

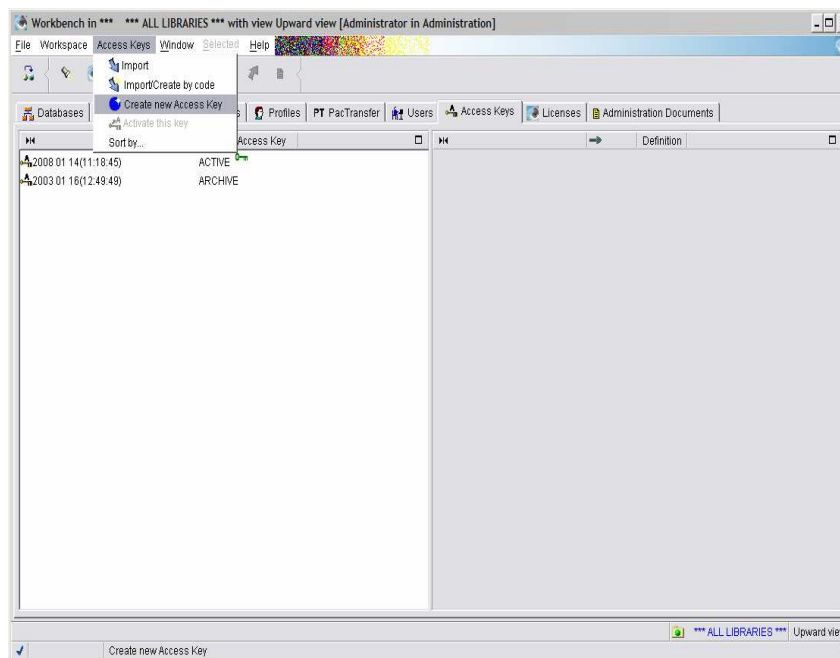
Renewing a Key with Identical Use Rights

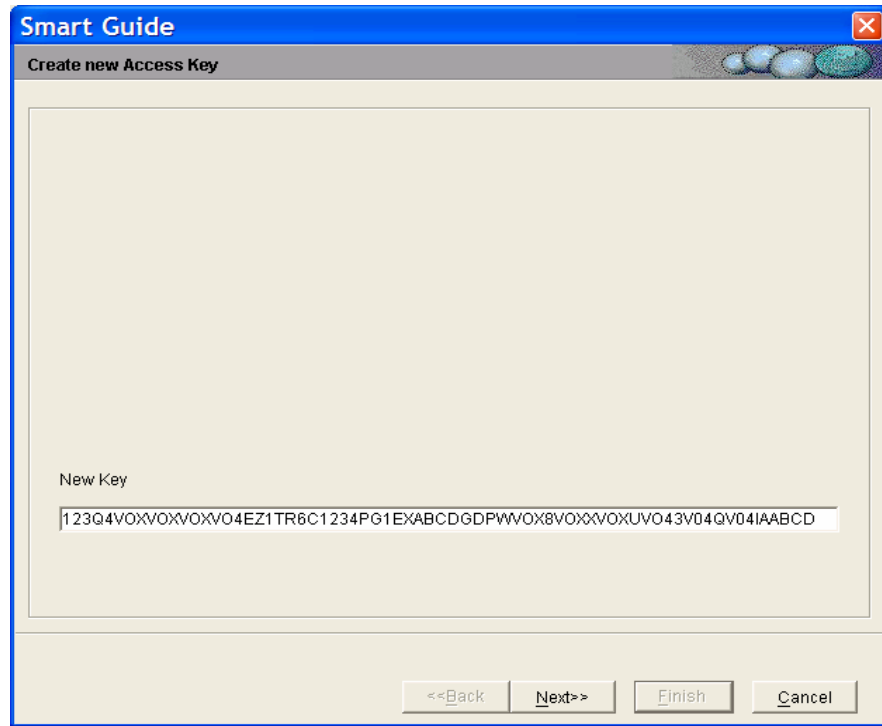


INSTALLING THE KEY

To enter the key code, open the key creation smartguide:

1. Click on the  icon in the toolbar or select **Create new Access Key** in the **Selected** menu, or right-click on the selected key and choose **Create new Access Key** in the pop-up menu.
2. Enter the key code in the **New Key** field.






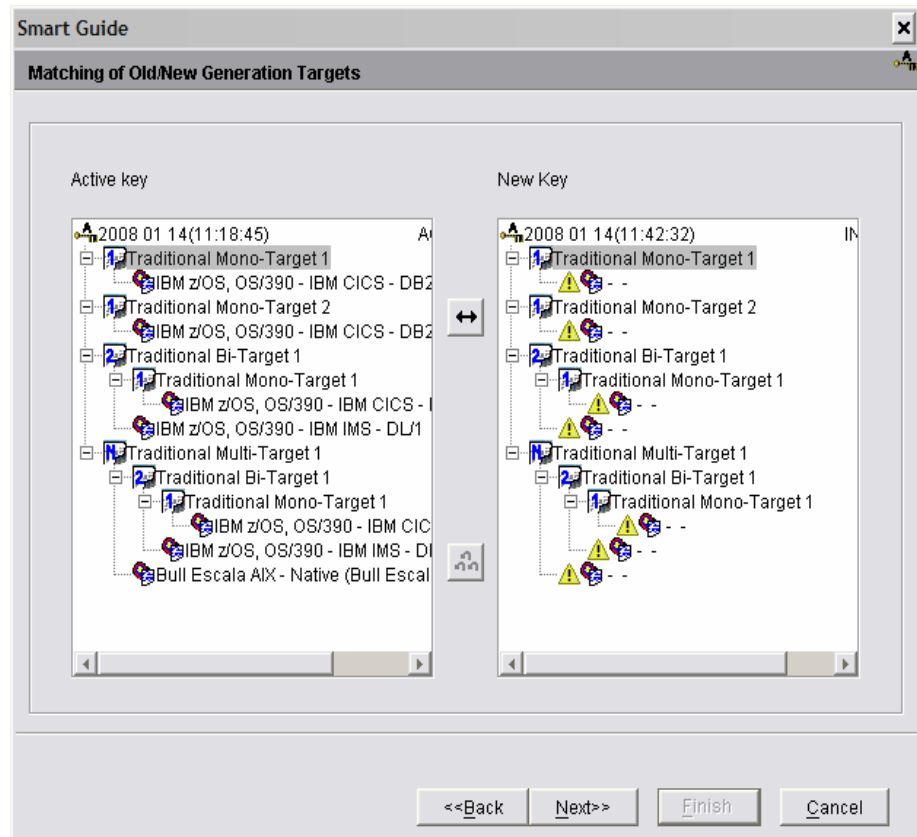
3. Then click on **Next**.

MATCHING BUILD TARGETS

The following window lists, in a tree-like structure, the features of the build targets (mono-target, bi-target and multi-target) associated with the key for a Traditional and/or an eBusiness build facility (Traditional in our example). In this window, you are asked to match the current build targets with those of the new key.

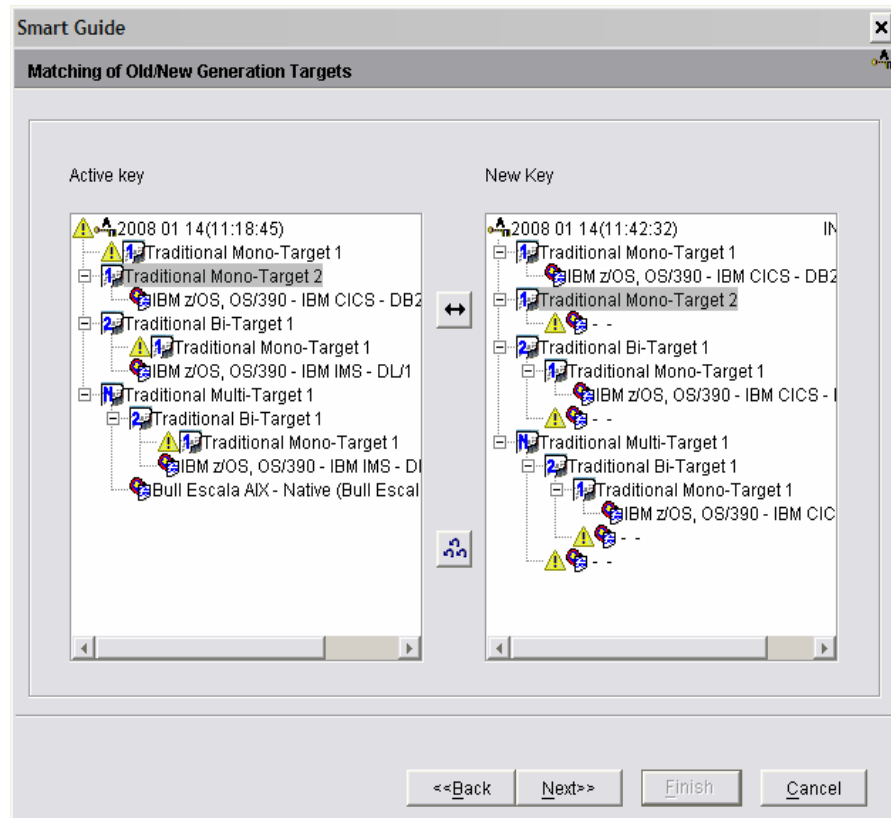
Note that remaining undefined targets of the new key are marked by the  icon.

The Update use rights are automatically transferred as identical use rights in the new key. This is the reason why they are never displayed here.



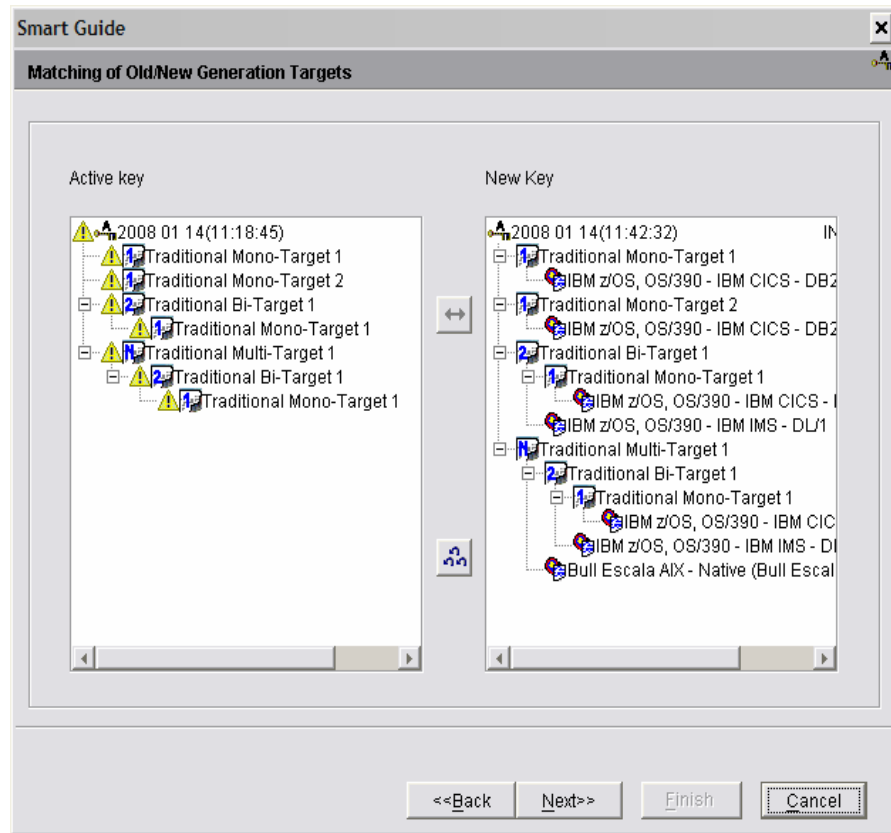
Build targets must be transferred one by one in versions earlier than 3.5 V03X.

1. Select a current Build target (left panel). Then, cursor down/up the New Key list (right panel); wherever the double arrow button ungrays, targets can be matched.
2. Click on the arrow.

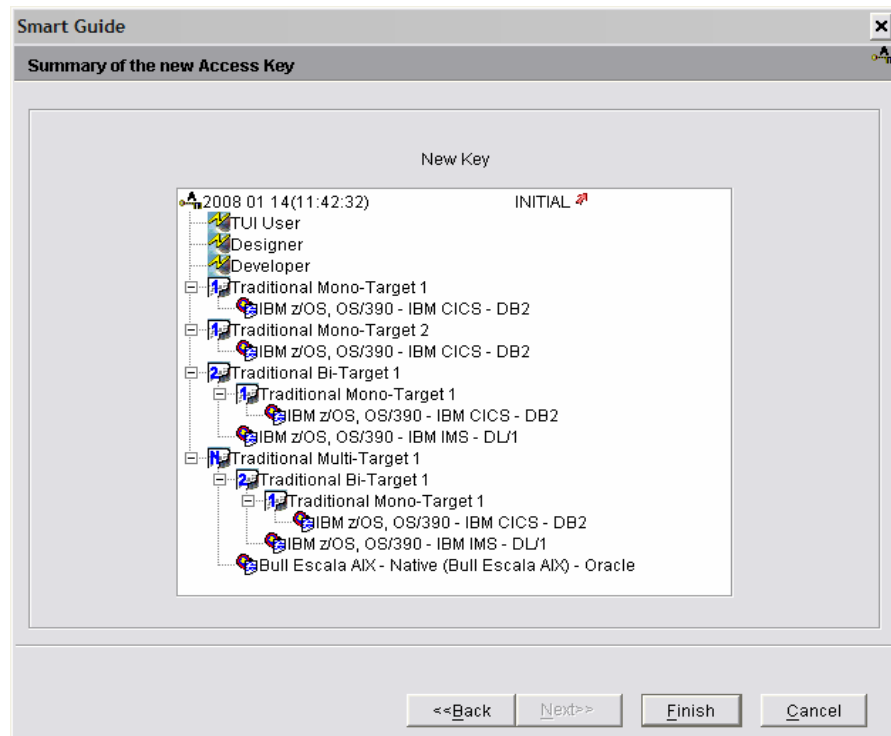


Once the target is transferred, the  icon disappears from the new key and appears in the list of the active key.

Perform the same operation for each target.



3. Click on **Next** to view a summary of the new Key.



4. Simply click on **Finish** to save the transfer.

The red arrow indicates that your updates are being uploaded to the server.



Double check all the information displayed. After pressing the **Finish** button you will no longer be able to modify the choices defined in this panel.

The key is archived.

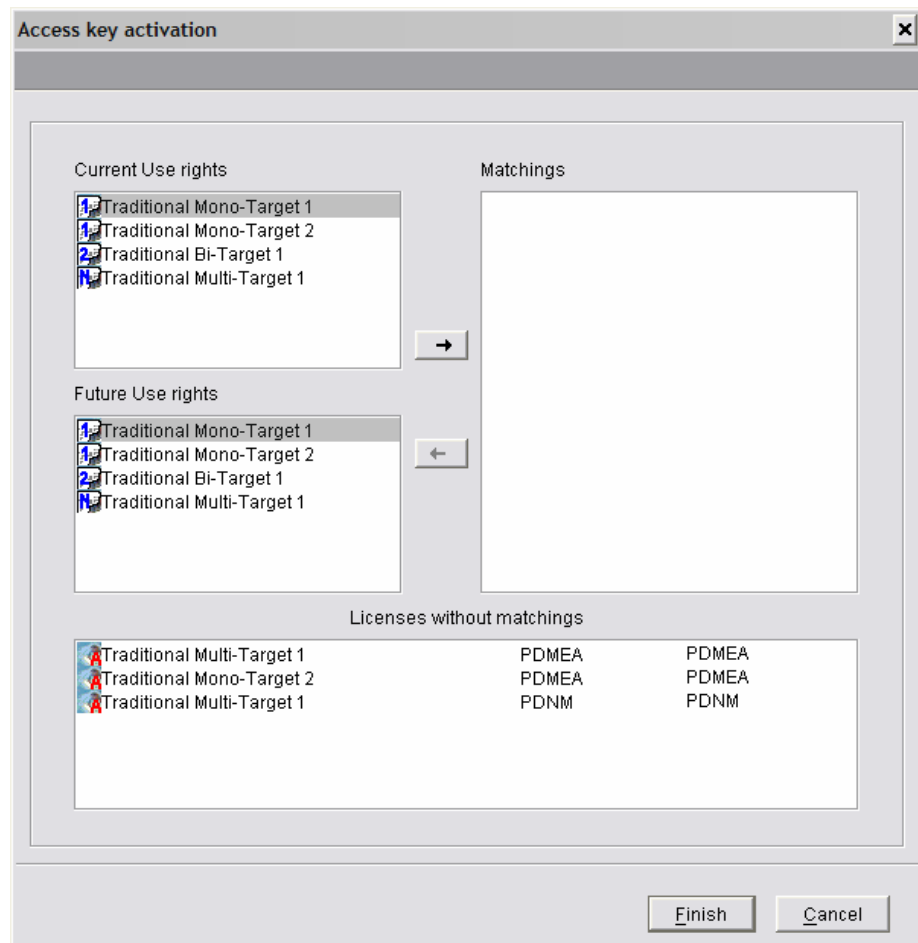


ACTIVATING THE KEY

1. Select the new key in the keys list and choose **Access key activation** in the pop-up menu (right-click) or the **Selected** menu in the toolbar.

The following smartguide then opens:

The Access key activation smartguide enables you to renew the build facility use rights almost automatically.



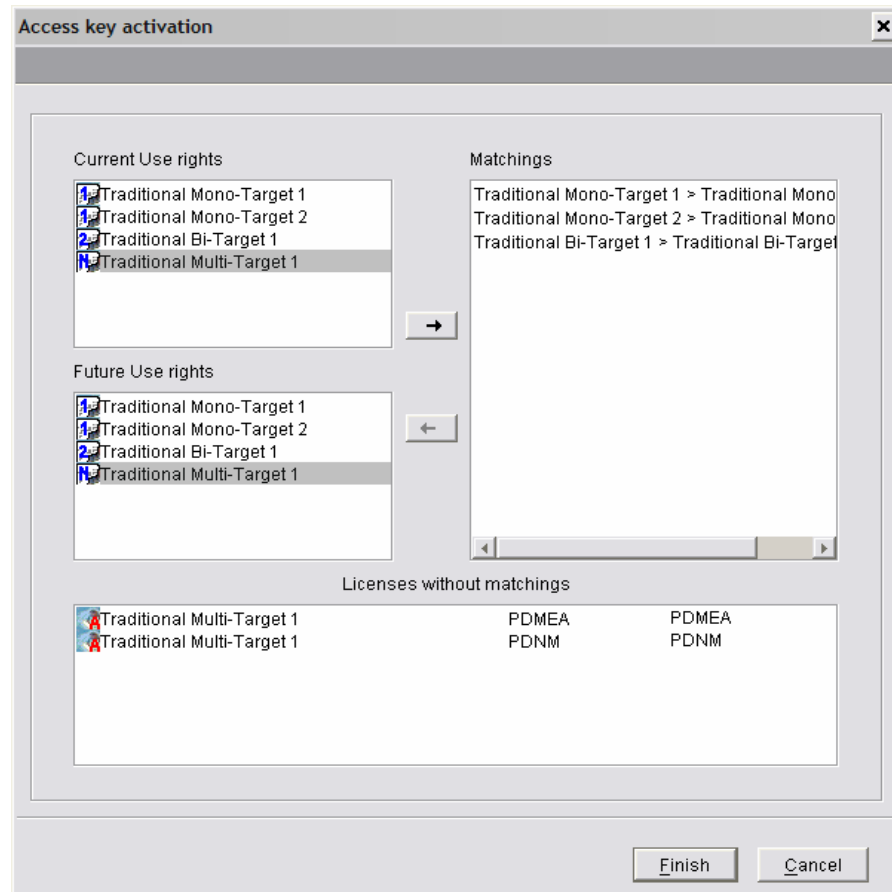
This smartguide allows you to reassign to users the use rights they already own in the current Key.


There is no control over the number of assigned use rights: it can be greater than the quantity provided for by the Access Key.

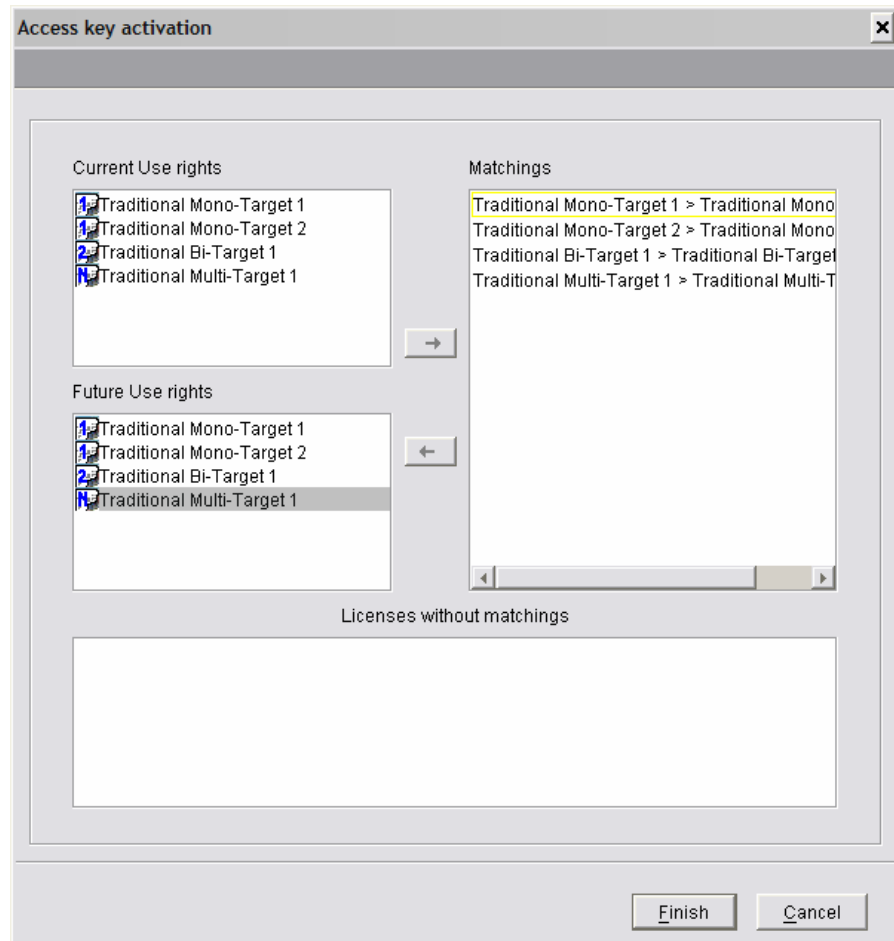
In the left part of the window, the current use rights of the active key are displayed with, below the future use rights of the new key.

2. Select a current use right (left panel). Then, cursor down/up the New Key list (right panel); wherever the right-facing arrow button ungrays, use rights can be matched. Incompatible matchings (eg an eBusiness right matched with a Traditional right) are automatically inhibited.


The 'Matchings' panel indicates the matchings as you are defining them, between the current and the future build rights.

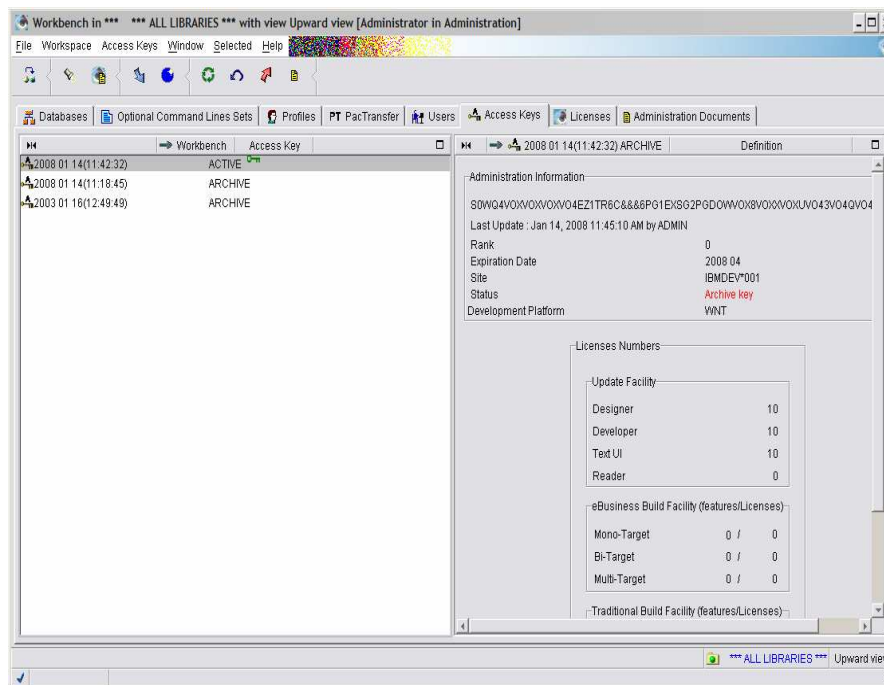


The 'Licenses without matchings' list displayed in the bottom panel of the smartguide empties as you indicate new matchings. The  icon indicates that the licenses have been activated (with a 3-month validity).



When the 'Licenses without matchings' list is empty, all the licenses have been transferred.

3. Click on **Finish** and go back to the keys list. You can see that the key becomes active  and that the previous key is archived.




Renewing a Key with Reduced Use Rights

INSTALLING THE KEY

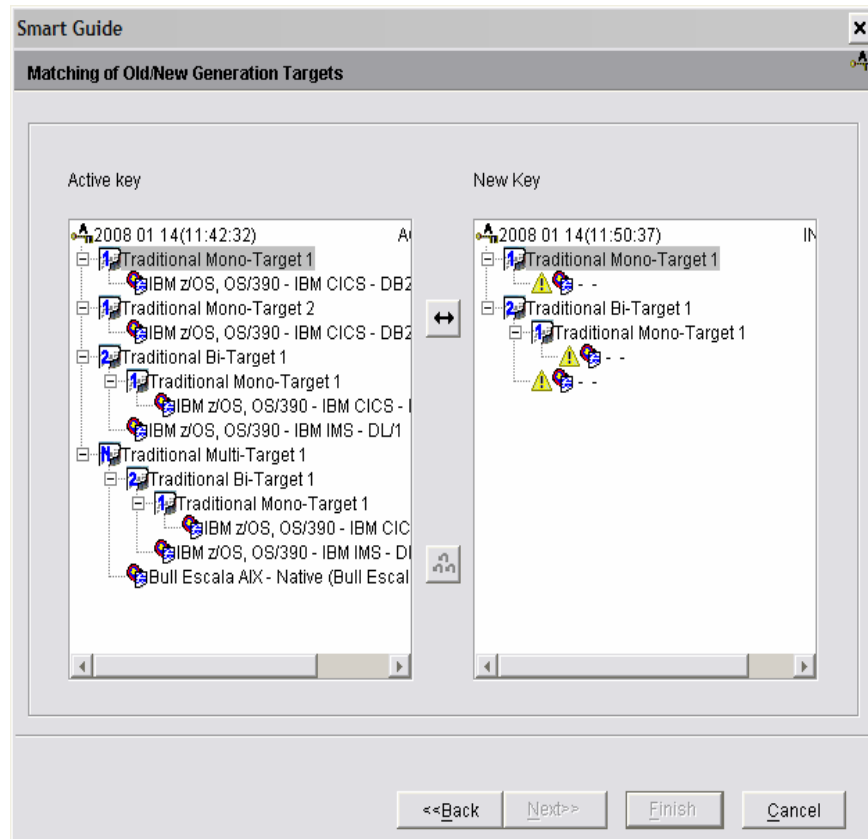
After entering the key code, the *'Matching of old/new generation targets'* window opens. There, you must transfer the use rights of the active key to the new key by matching the build targets. To know how to enter the key code, refer to subchapter [Renewing a Key with Identical Use Rights](#).

MATCHING BUILD TARGETS

The following window lists, in a tree-like structure, the build target types (mono-target, bi-target and multi-target) associated with the key for a Traditional and/or an eBusiness build facility (Traditional in our example). In this window, you are asked to match the current build targets with those of the new key.

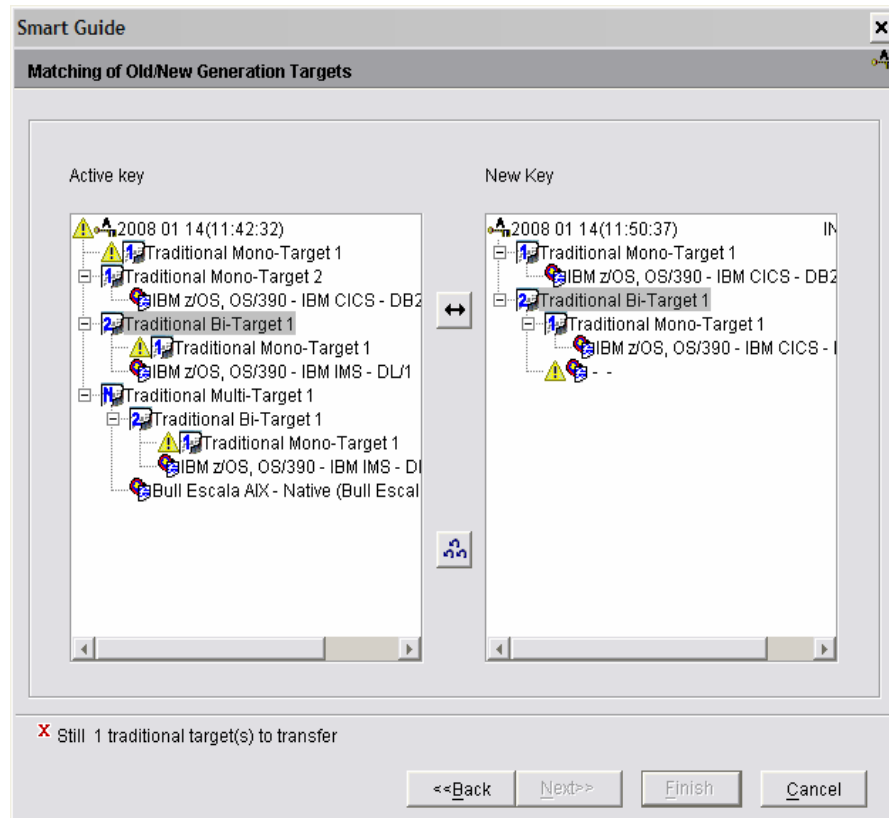
Note that remaining undefined targets of the new key are marked by the  icon.

The Update use rights are automatically transferred as identical use rights in the new key. This is the reason why they are never displayed here.



The smartguide opens once you have entered the key code and clicked on *Finish*.

You can see that in the new key, the highest traditional right is no longer the multi-target but the bi-target.



1. Select a current Build target in the active key (left panel).
2. In the list of the new key (right panel), cursor down/up; wherever the double arrow button ungrays, targets can be matched.
3. Click on the ungrayed arrow.

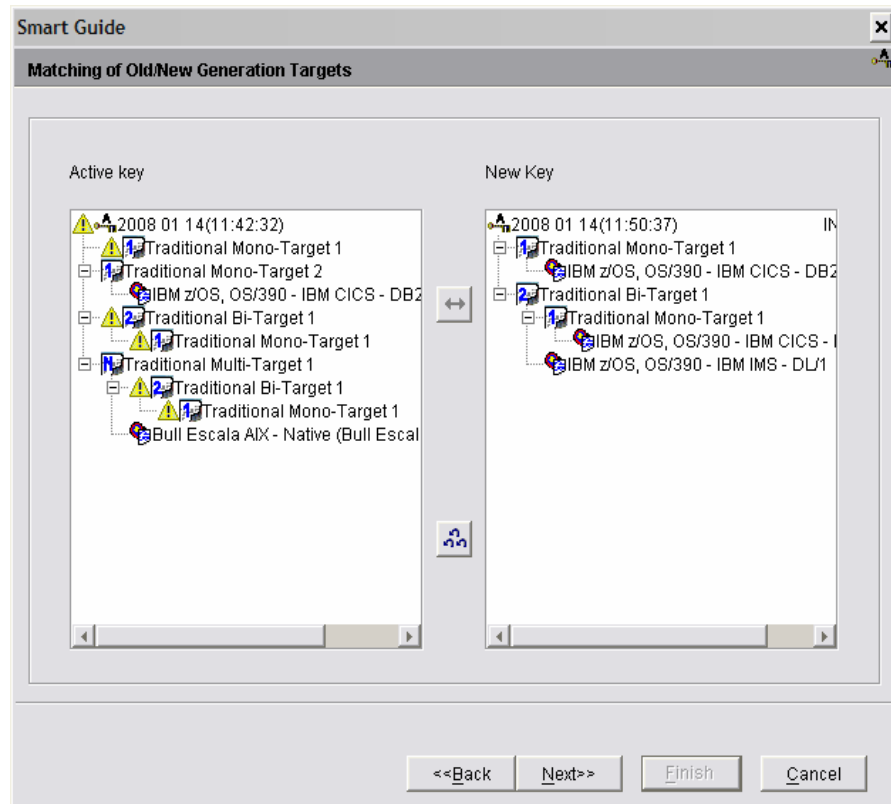
Incompatible matchings (eg an eBusiness target matched with a Traditional target) are automatically inhibited.

When two compatible Build features are selected, all the targets which belong to the current feature are automatically transferred onto the future feature (as well as the feature's possibly modified name).

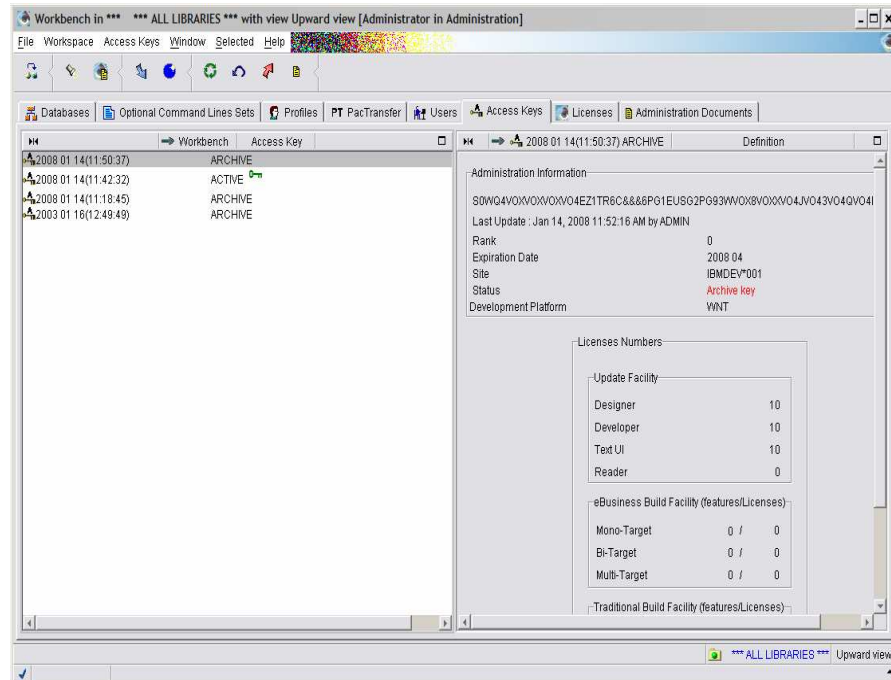
Note that the 'permanent' characteristic is also transferred, provided it is authorized by the key.

If you are not satisfied with your current matching, press the triple-arrow button. All matchings are cleared out.

4. Once all due matchings are made, click **Finish** to view a summary of the rights associated with the new key.



5. Click on **Finish** to save the new Key with a temporary ARCHIVE status.



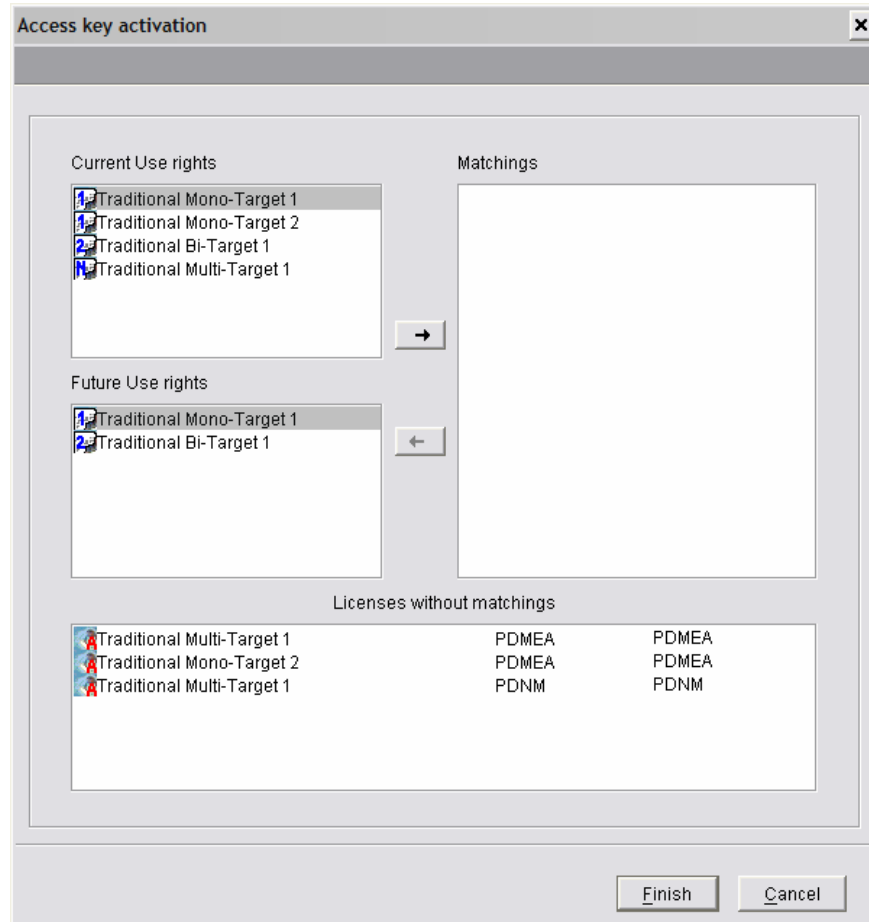
In case of error, you do have the possibility to contact the VisualAge Pacbase Support. You will then soon receive another Key with identical contents but bearing an identifying order number. Operations already described above will have to be done again for this new Access Key.

 **ACTIVATING THE KEY**

1. Select the new key in the keys list,
2. choose **Access key activation** in the pop-up menu (right-click) or the **Selected** menu in the toolbar.

The Access key activation smartguide enables you to renew the build facility use rights almost automatically.

The following smartguide then opens:



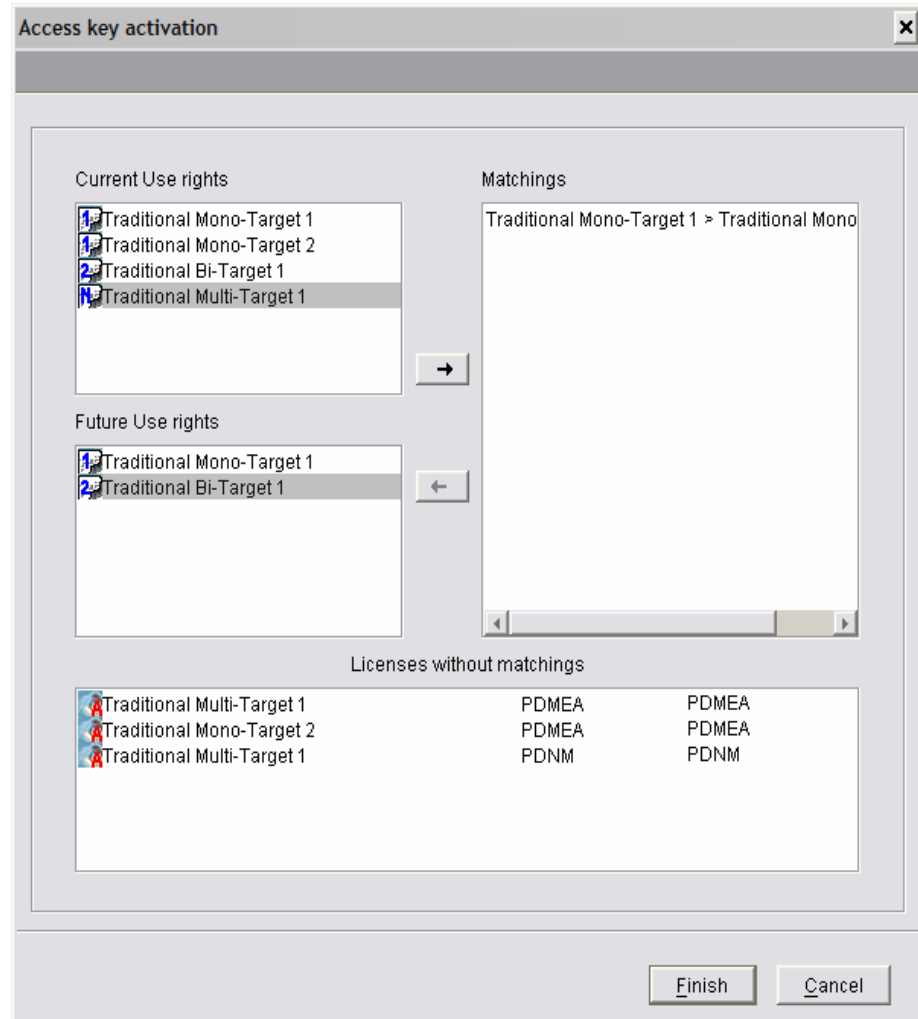
The active key contains a traditional multi-target build right. The new key allows to replace it with a traditional bi-target build right.


As a result, all the users who owned the multi-target right will own the bi-target right. You assign the new bi-target right (i.e. the highest level in the new key) to all the users who own the 'multi-target' right (i.e. the highest level in the active key).

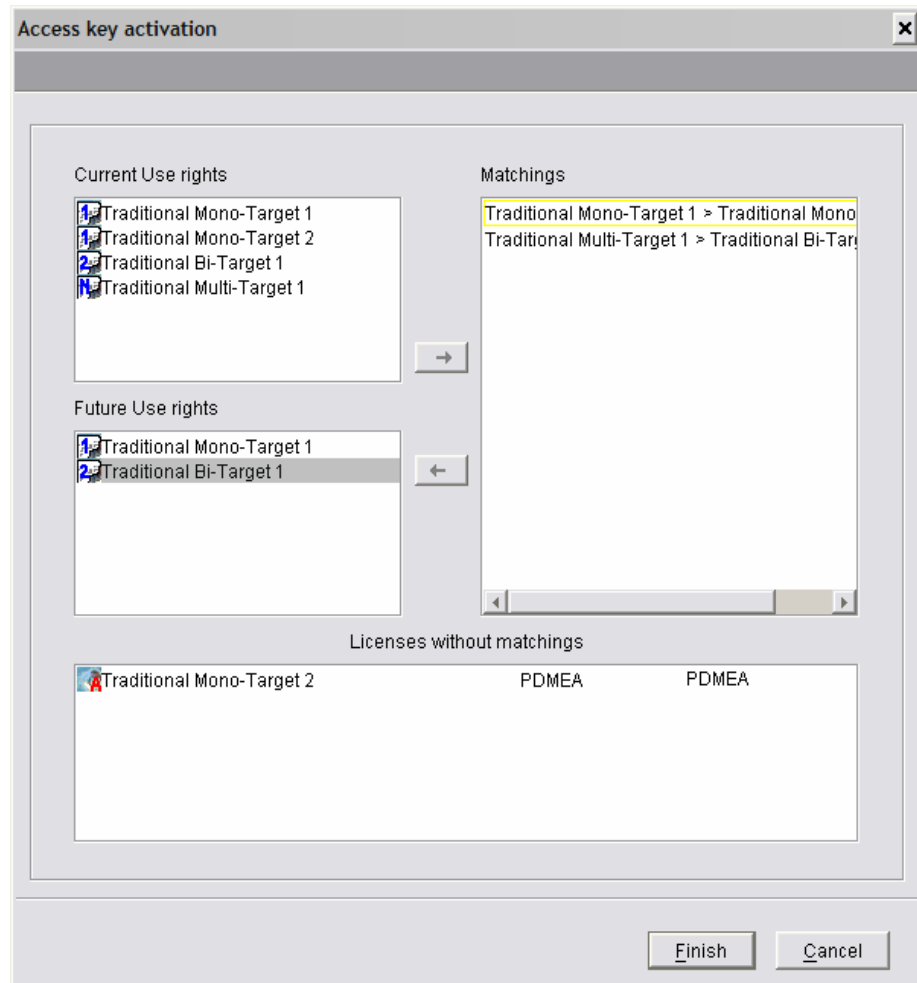
Also, these users are automatically assigned the dependent use rights (ie mono-target rights). So in our example, their rights have been reduced.

- In the 'Future use rights' panel, cursor down/up; wherever the right-facing arrow button ungrays, a match is possible. Incompatible matches (eg an eBusiness feature or target matched with a Traditional feature or target) are automatically inhibited.

The 'Matchings' panel indicates the matchings as you are defining them, between the current and the future build rights.

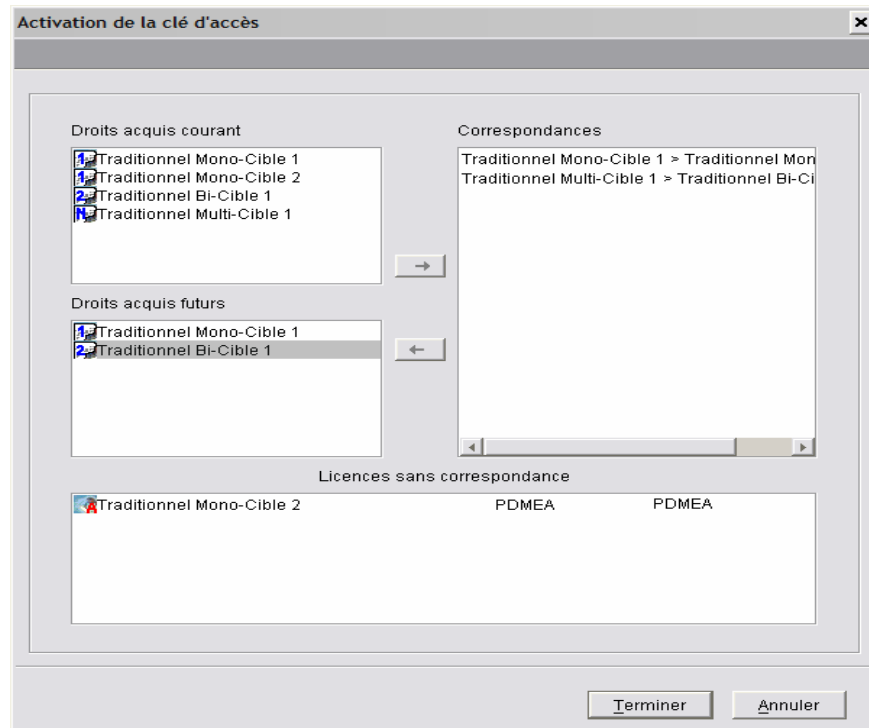


The  icon indicates that the licenses have been activated (with a 3-month validity).

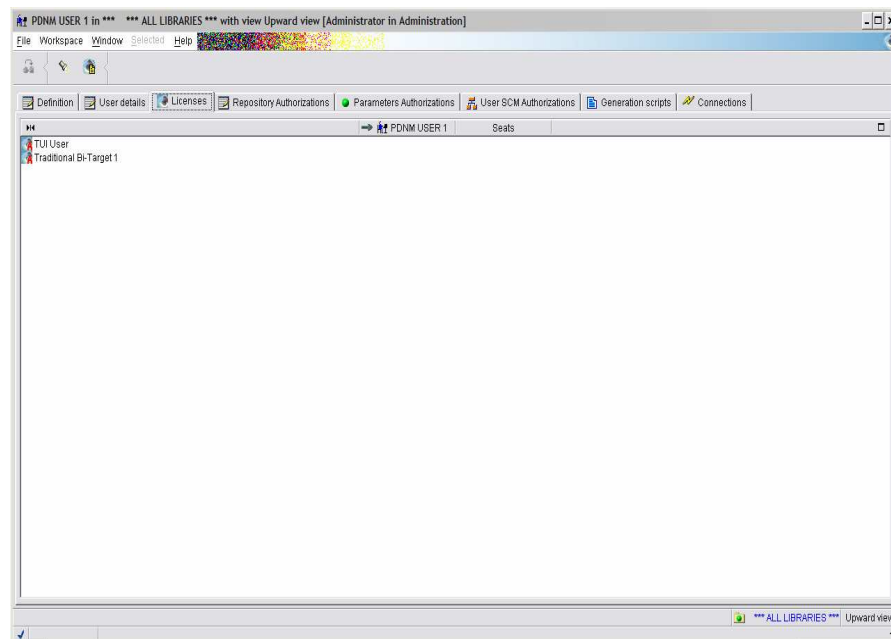


When the 'Licenses without matchings' list is empty, it means that all the licenses have been transferred.

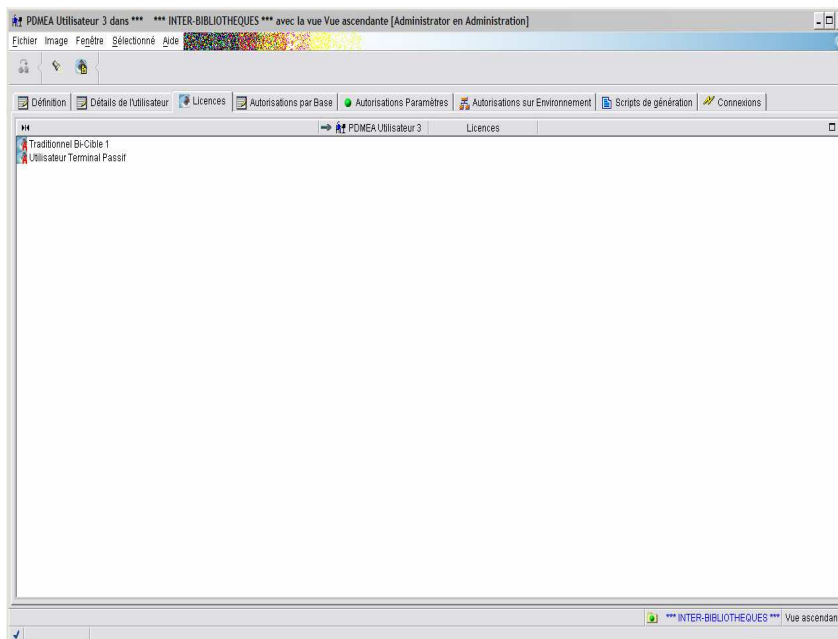
The mono-target 2 no longer exists in the new key ; so its license cannot be transferred to the new key. It remains in the list of the licenses without matching.



- Click on **Finish**. You can open the **Licences** tab of each User to check that all the use rights have been modified. You will then see that their rights have been reduced on the new key:



The Users who owned a multi-target 1 right in the previous key now only own a bi-target 1 right.




Renewing a Key with Higher Rights

INSTALLING THE KEY

After entering the key code, the '*Matching of old/new generation targets*' window opens. There you must transfer the use rights of the active key to the new key by matching the build targets.

MATCHING BUILD TARGETS

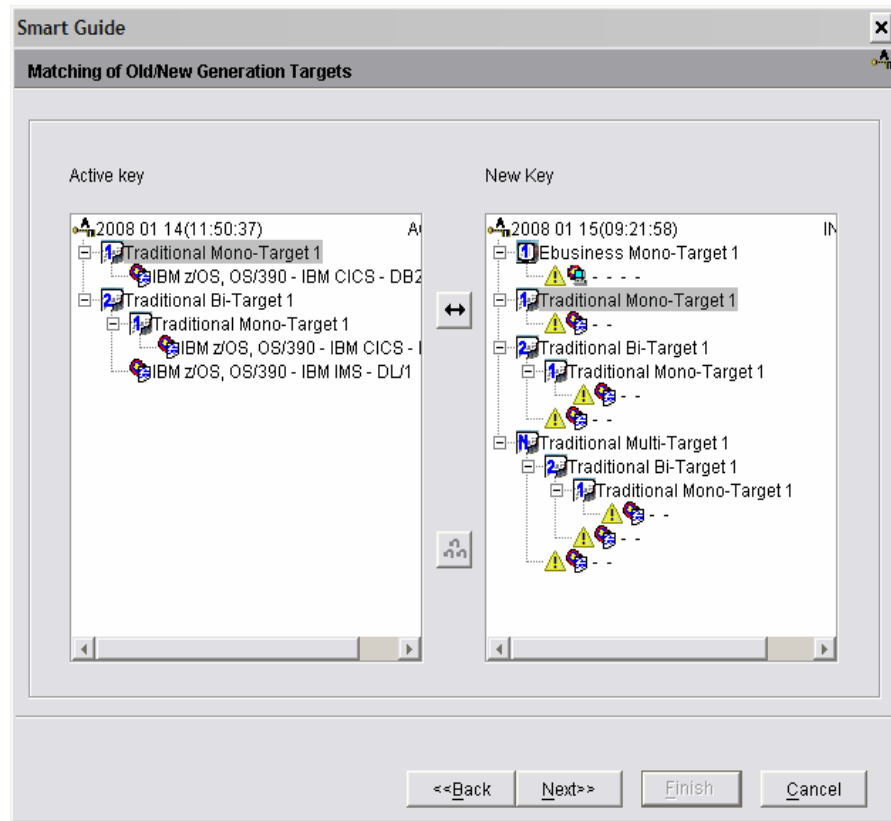
The following window lists, in a tree-like structure, the features of the build targets (mono-target, bi-target and multi-target) associated with the key for a Traditional and/or an eBusiness build facility (Traditional in our example). In this window, you are asked to match the current build targets with those of the new key.

Note that remaining undefined targets of the new key are marked by the  icon.

The Update use rights are automatically transferred as identical use rights in the new key. This is the reason why they are never displayed here.

In our example, the new key adds an ebusiness mono-target right and a traditional multi-target right.

First, all the current features/targets must be matched - with possible redispaching. In other words, existing targets may be associated with different features, knowing that all existing targets are necessarily renewed. When the new Key adds a multi-target feature, its dependent bi- and/or mono-target features may be associated with different Build targets.



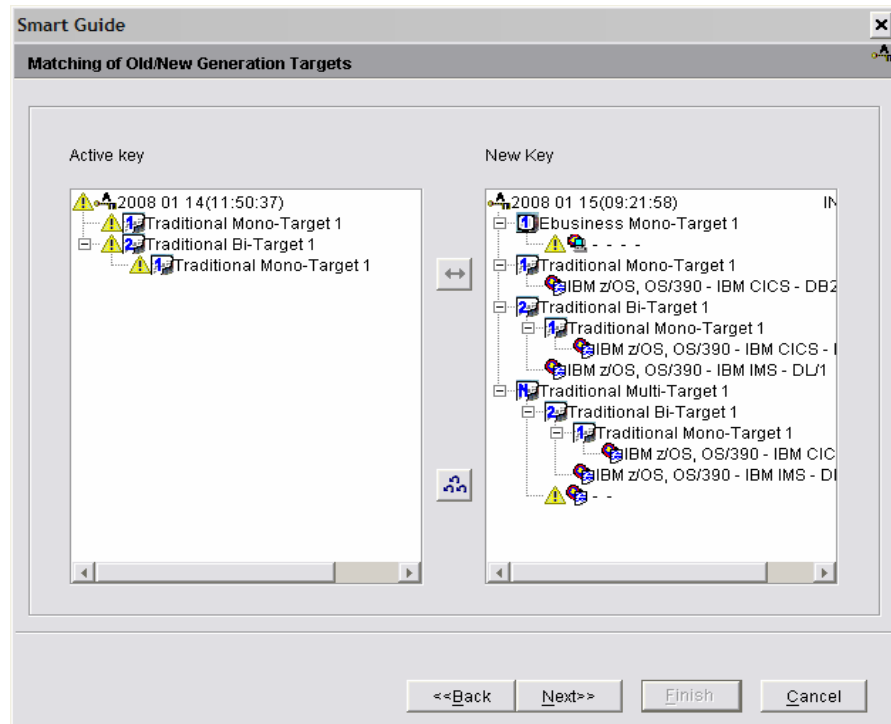
1. Select a current Build feature or target on the active key (left panel).
2. In the 'New Key' list (right panel), cursor down/up the New Key list (right panel); wherever the double arrow button ungrays, targets can be matched.

Incompatible matchings (eg an eBusiness feature or target matched with a Traditional feature or target) are automatically inhibited.

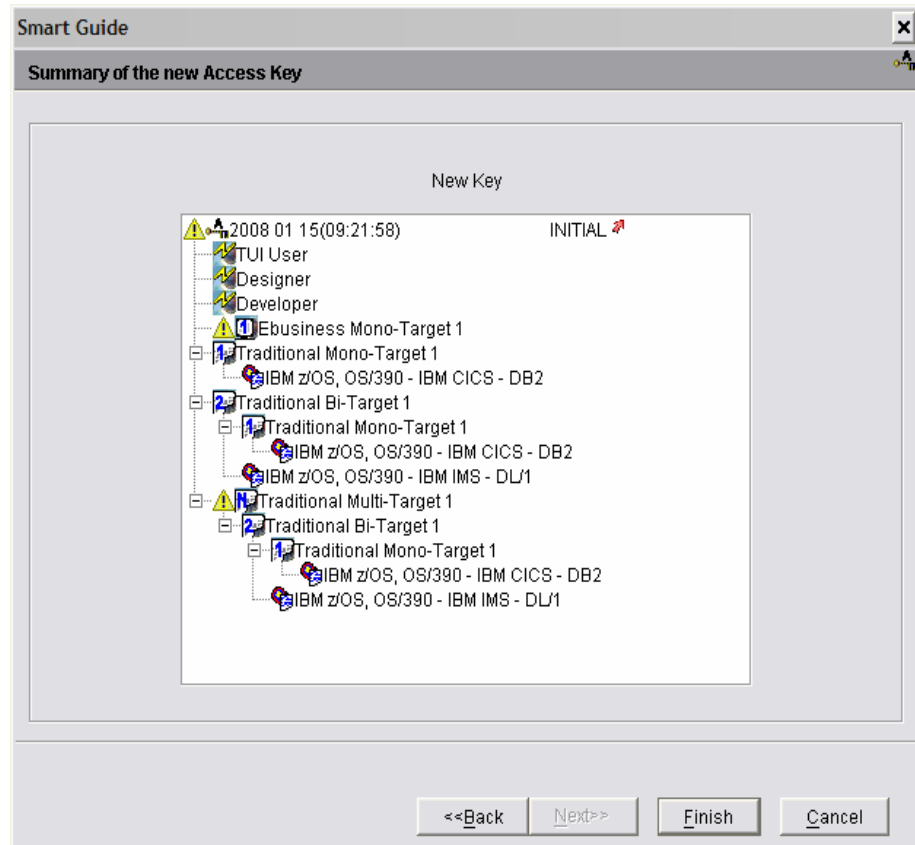
When two compatible Build features are selected, all the targets which belong to the current feature are automatically transferred onto the future feature (as well as the feature's possibly modified name).


Note that the 'permanent' characteristic is also transferred, provided that it is authorized by the key.

If you are not satisfied with your current matching, press the triple-arrow button. All matchings are cleared out.

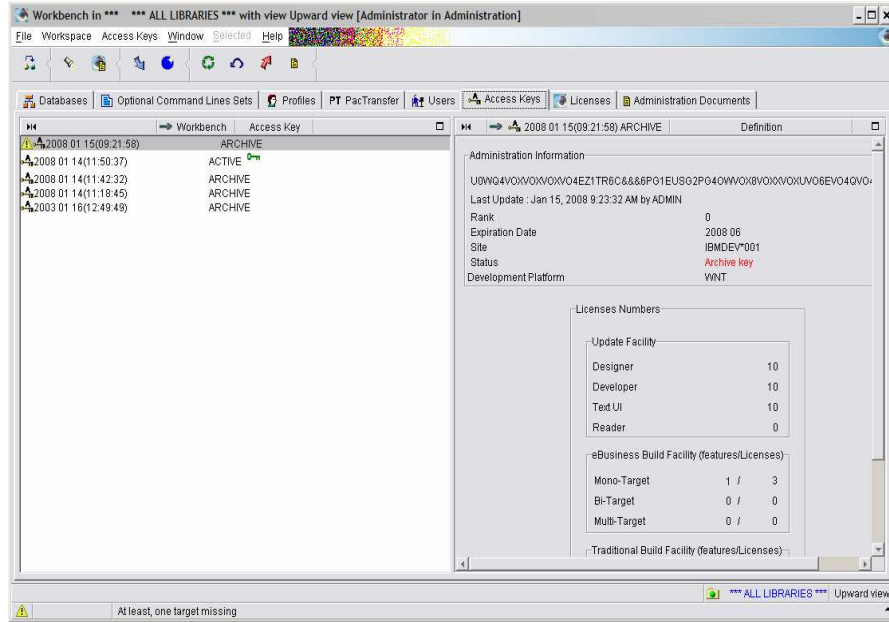


- Once all due matchings are made, click **Finish** to view a summary of the rights associated with the new key.



The remaining undefined build targets (traditional multi-target and eBusiness in our example) are marked with a  icon. They will have to be defined to allow the key activation.

4. Click on **Finish** to save the new Key with a temporary ARCHIVE status.

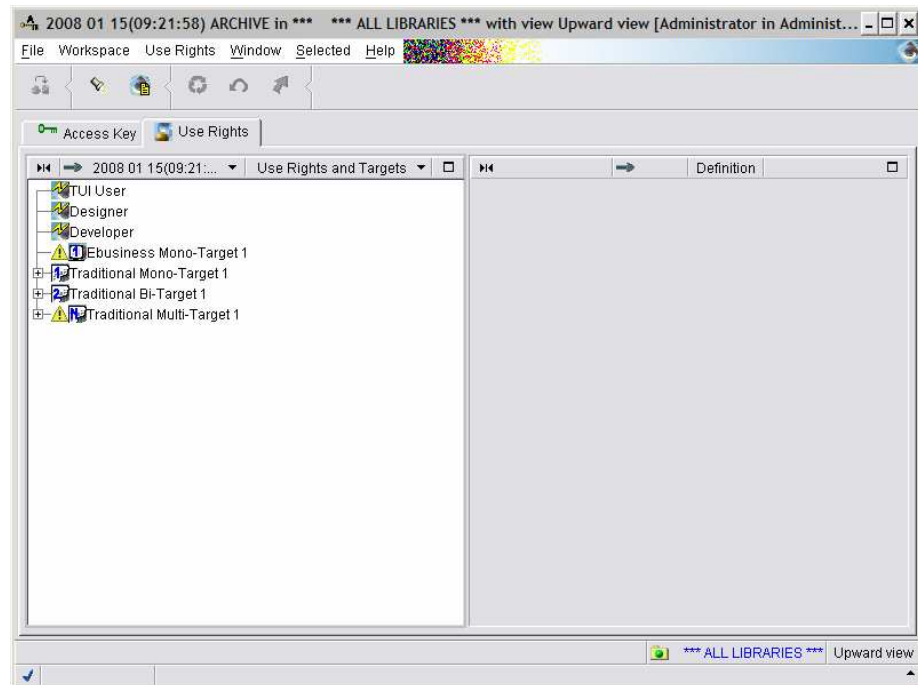


DEFINING BUILD TARGETS

When you select the new temporary archived key in the keys list, a message warns you that at least one build target is missing. As long as the remaining targets have not been defined, the key cannot be activated.

You define the targets from the use rights list (**Use Rights** tab in the browser of the new key), **Target Definition** choice in the pop-up menu (open with a right-click) or the **Selected** menu in the toolbar.

 The target definition is detailed in [Chapter 2. Use Rights Management, How to define Build Targets](#).



ACTIVATING THE KEY

1. Select the new key in the keys list,
2. choose **Access key activation** in the menu which you open via a right-click or the **Selected** menu in the toolbar.

The Access key activation smartguide enables you to renew the build facility use rights almost automatically.

In our example, we want to assign all the Users who own a traditional bi-target right in the current key, a traditional multi-target right in the new key. Users automatically benefit from the dependent rights (a bi-target and a mono-target right).



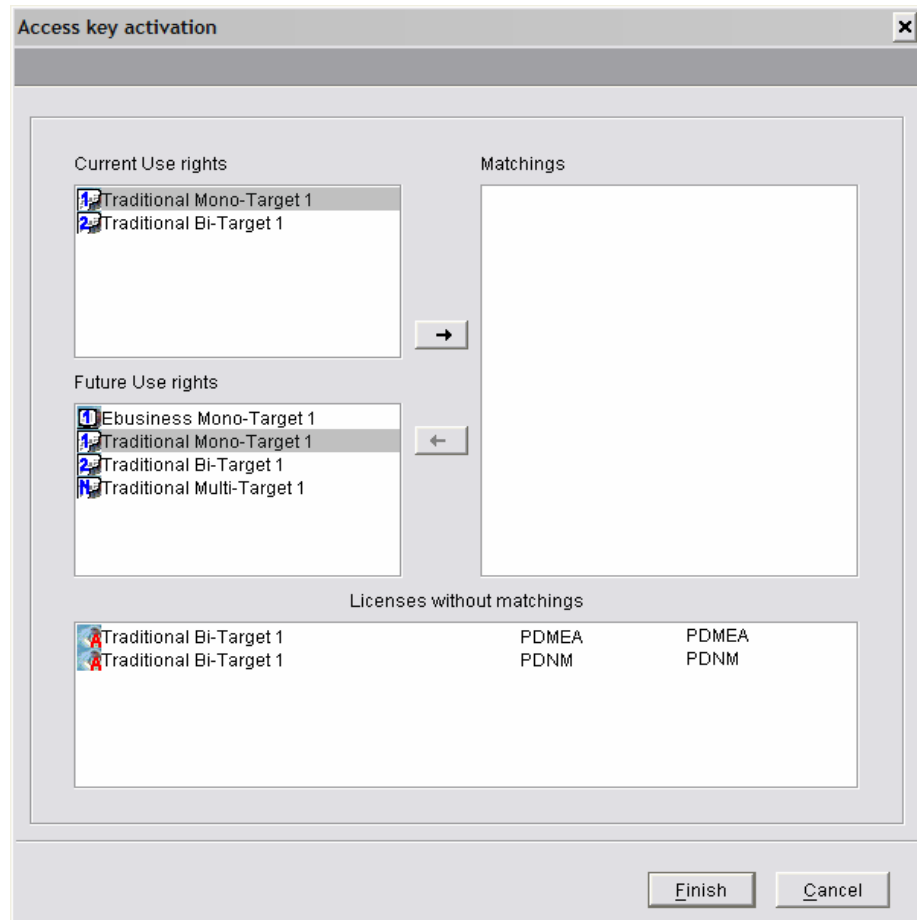
Traditional targets and eBusiness targets are to be dealt with separately, you cannot redispach rights between them. Incompatible matchings are inhibited, as the arrows remain grayed.


As this facility allows you to manage groups of Build rights, some matching may still not respond exactly to future access needs. For example, the key adds a mono-target eBusiness right which did not exist in the current key; this is an unmatched right in the active key. So you can make unitary adjustments in the **Use Rights List** or in the **Users List**.



For more details, refer to [Chapter 2. Use Rights Management](#).

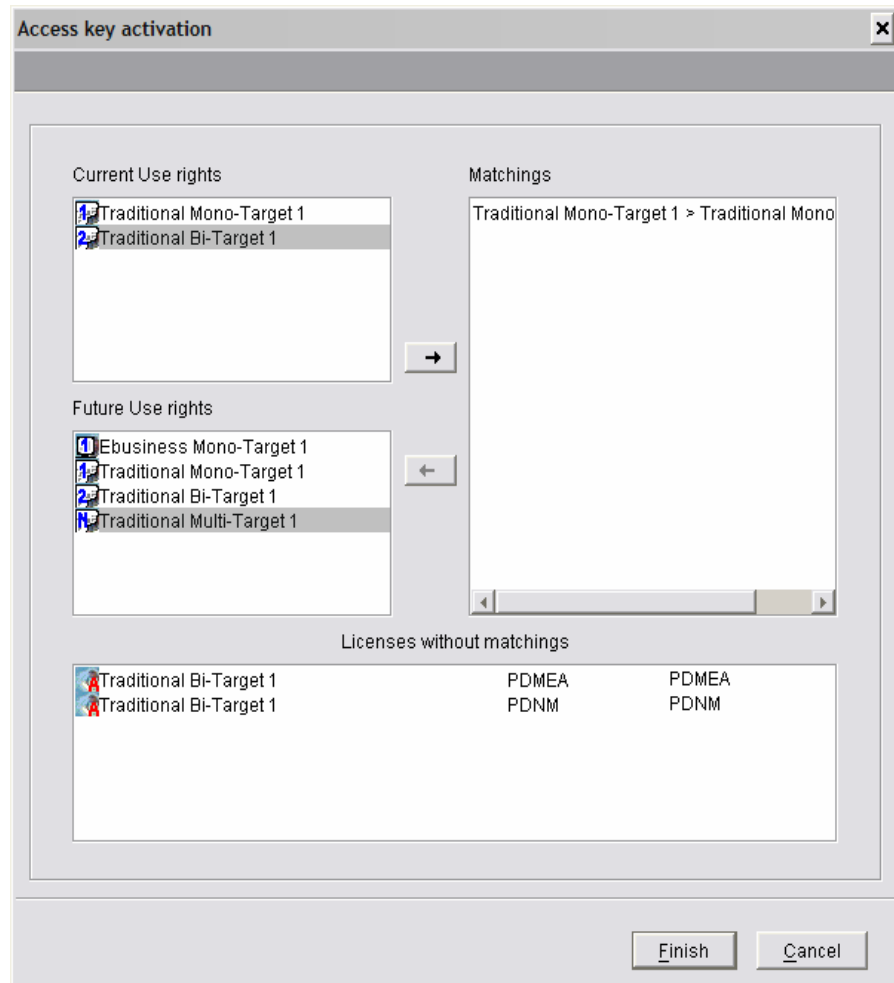
The following smartguide opens:

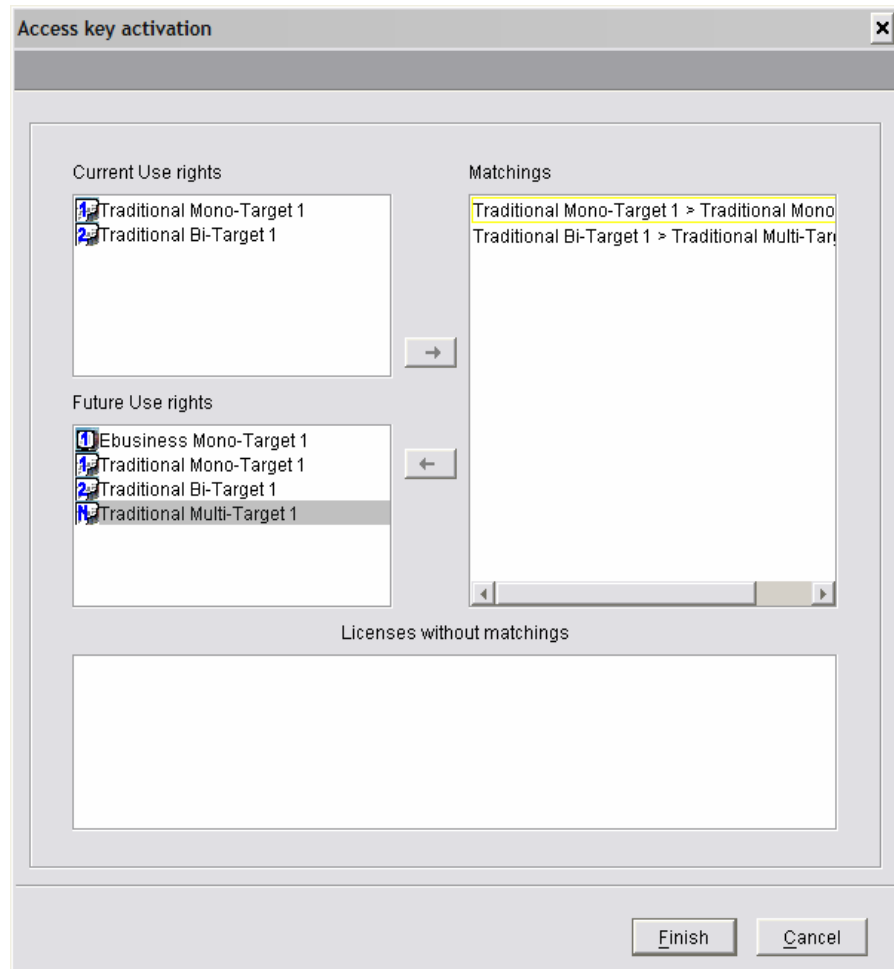


The  icon indicates that the licenses have been activated (with a 3-month validity).

3. In the 'Future use rights' panel, cursor down/up; wherever the right-facing arrow button ungrays, a use rights matching is possible. Incompatible matchings (eg an eBusiness feature or target matched with a Traditional feature or target) are automatically inhibited.

The 'Matchings' panel indicates the matchings as you are defining them, between the current and the future build rights.

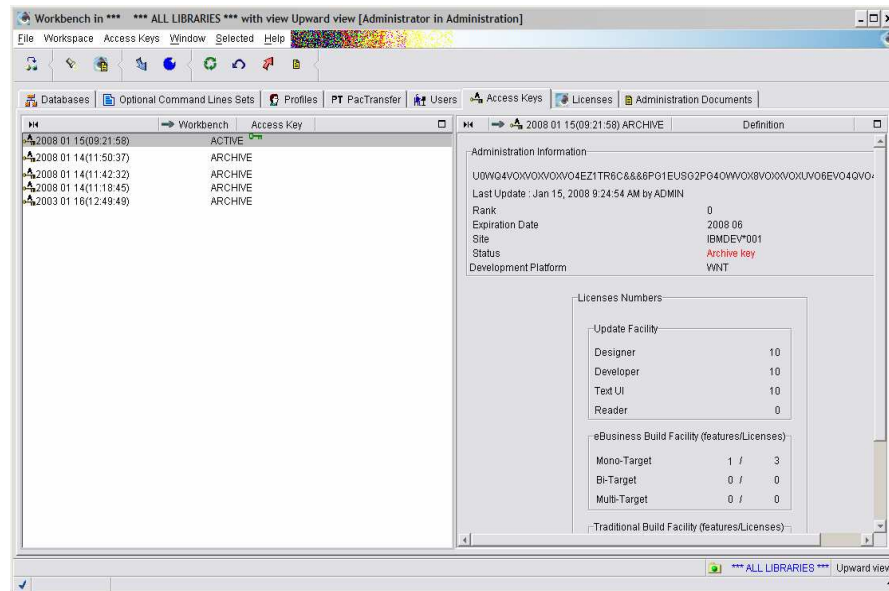




When the 'Licenses without matching' list is empty, all the licenses have been transferred.

In our example, the highest right of the active key (Traditional bi-target) is matched with the highest right of the future key (traditional multi-target).

4. Click on **Finish** to activate the key. The status of the new key changes from ARCHIVE to ACTIVE.



Ranked Key

A ranked key can be sent by the technical support when one or more targets are erroneous. It differs from the other keys because its rank is not zero (see the *rank* field in the Administration information of the key Definition).

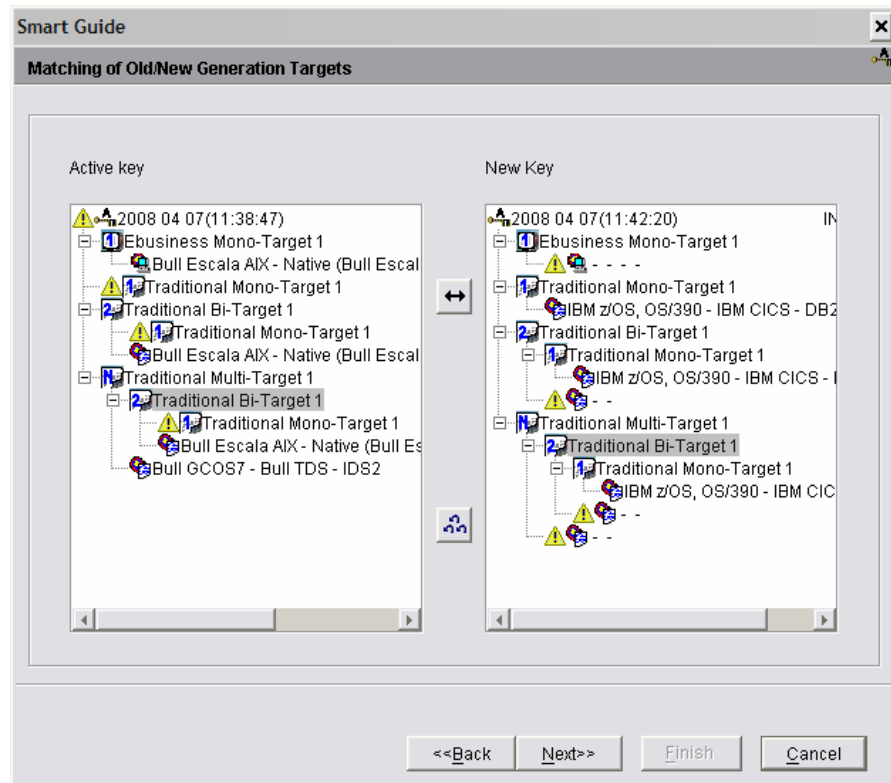
Here below, you will find an example in which an eBusiness mono-target 1 must be redefined, and so be transferred.

INSTALLING THE KEY

After entering the key code, the *'Matching of old/new generation targets'* window opens. There you must transfer the use rights of the active key to the new key by matching the use rights.

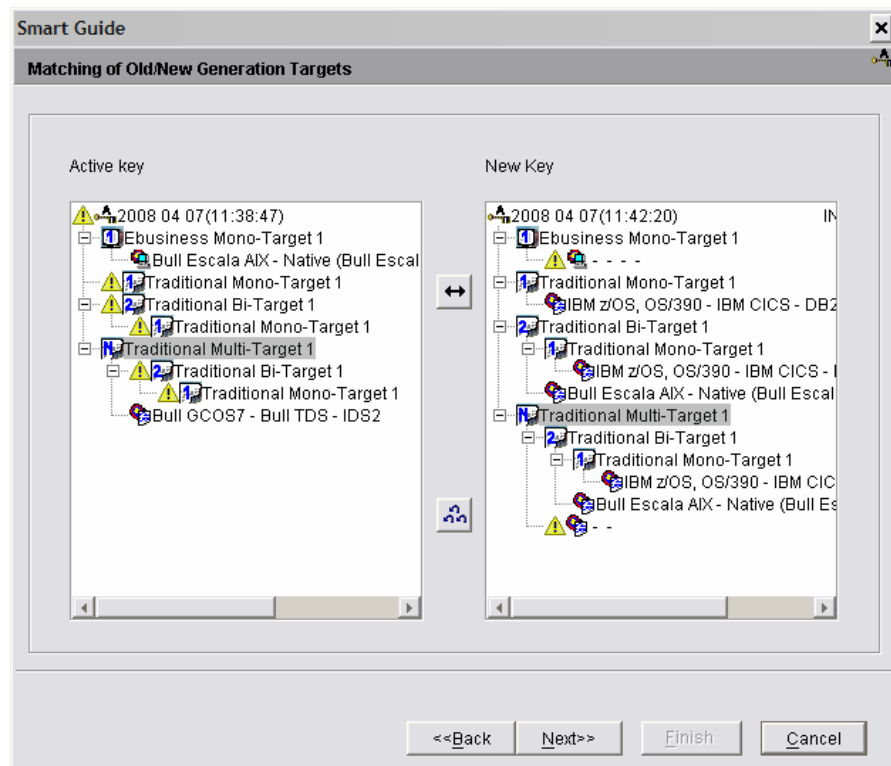
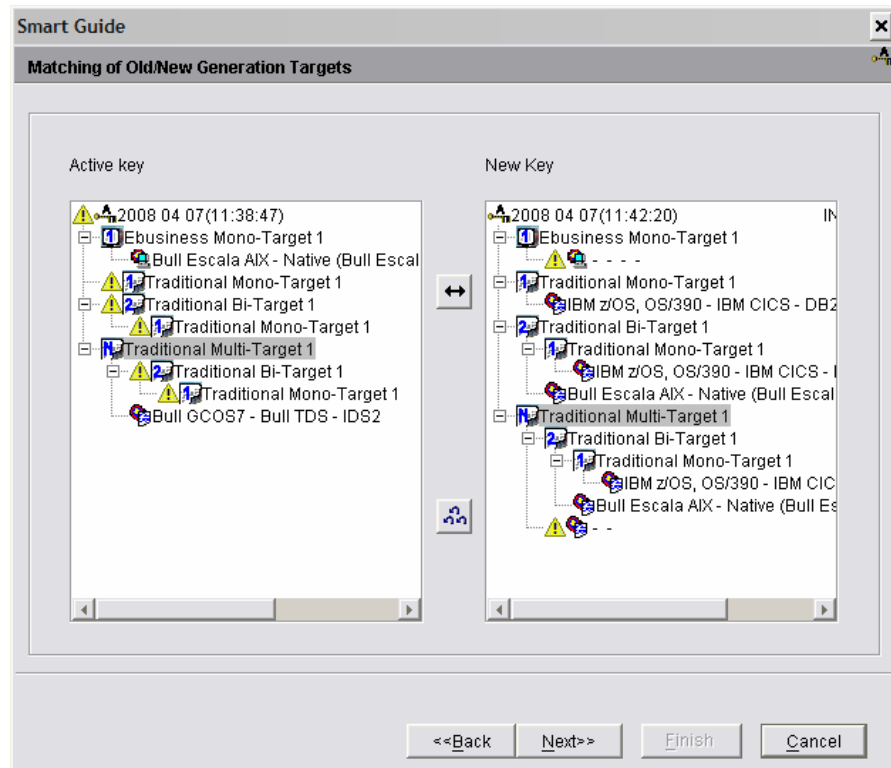
MATCHING BUILD TARGETS


The procedure consists in **not transferring** the erroneous target to the new key when build targets are matched (in the *'Matching of old/new Generation targets'* smartguide) and to redefine the erroneous target before activating the key.

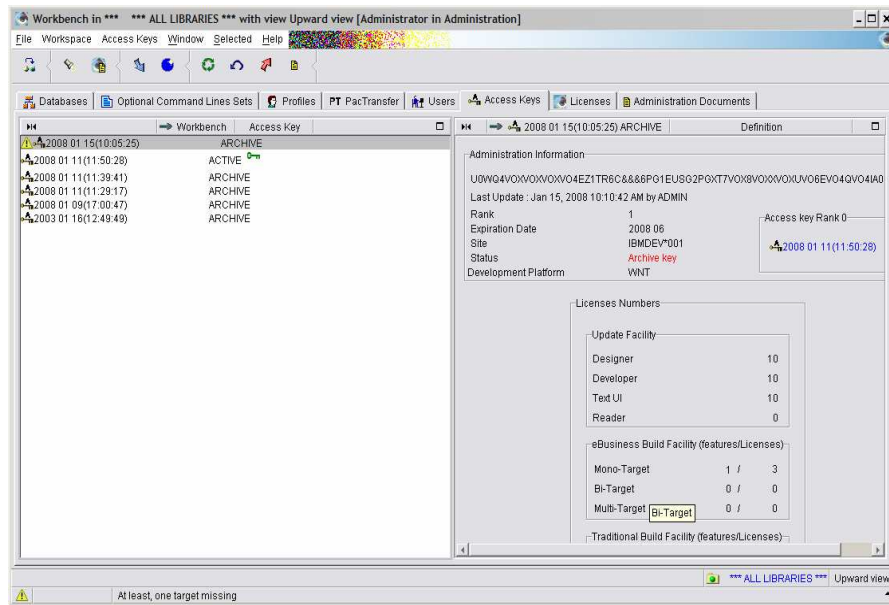


1. Select a current Build target in the active key (left panel).
2. In the right panel, cursor down/up the 'New Key' list, wherever the double arrow button ungrays, matching of targets is possible.

The eBusiness mono-target 1 must not be transferred, it will have to be redefined. The other targets can be transferred.



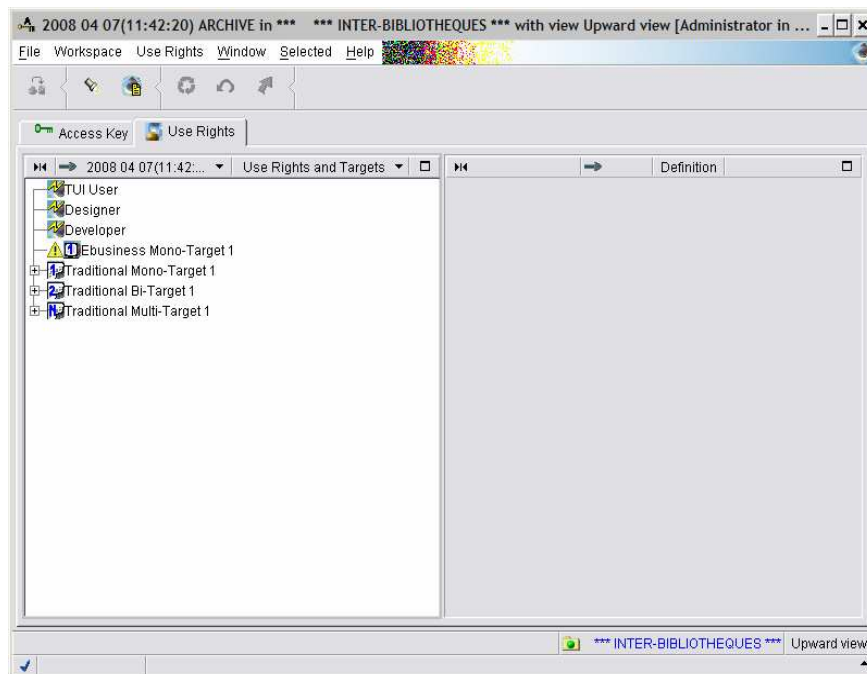
3. Click on **Finish** to save the new Key with a temporary ARCHIVE status.
The build target which is not transferred on the new key will be preceded by the  icon until it is redefined.



DEFINING THE TARGETS

The eBusiness target must be redefined.

The target definition is detailed in chapter [Chapter 2. Use Rights Management How to define Build Targets](#).

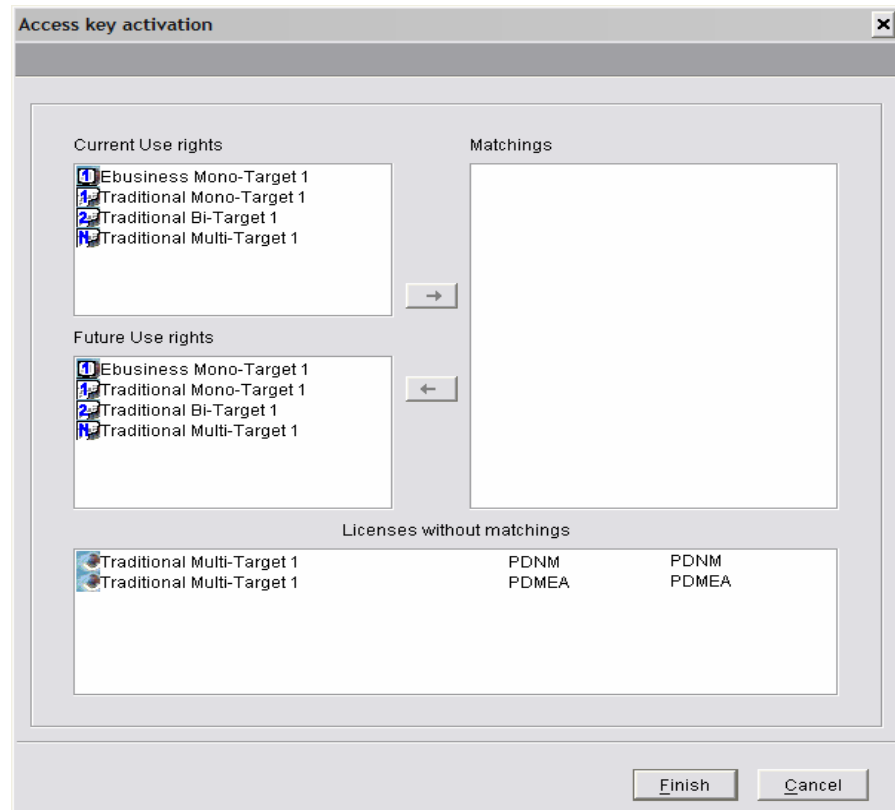



ACTIVATING THE KEY

1. Select the new key in the list of keys,

2. Choose **Access key activation** in the menu which you open via a right-click or the **Selected** menu in the toolbar.

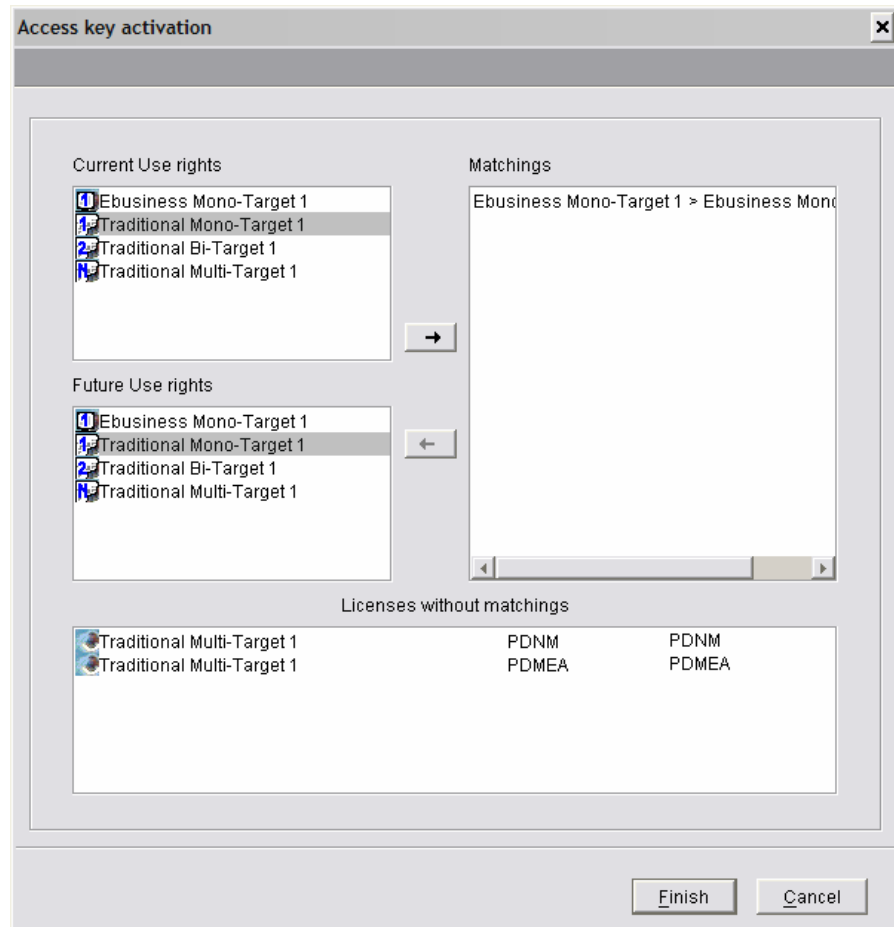
The Access key activation smartguide enables you to renew the build facility use rights almost automatically.



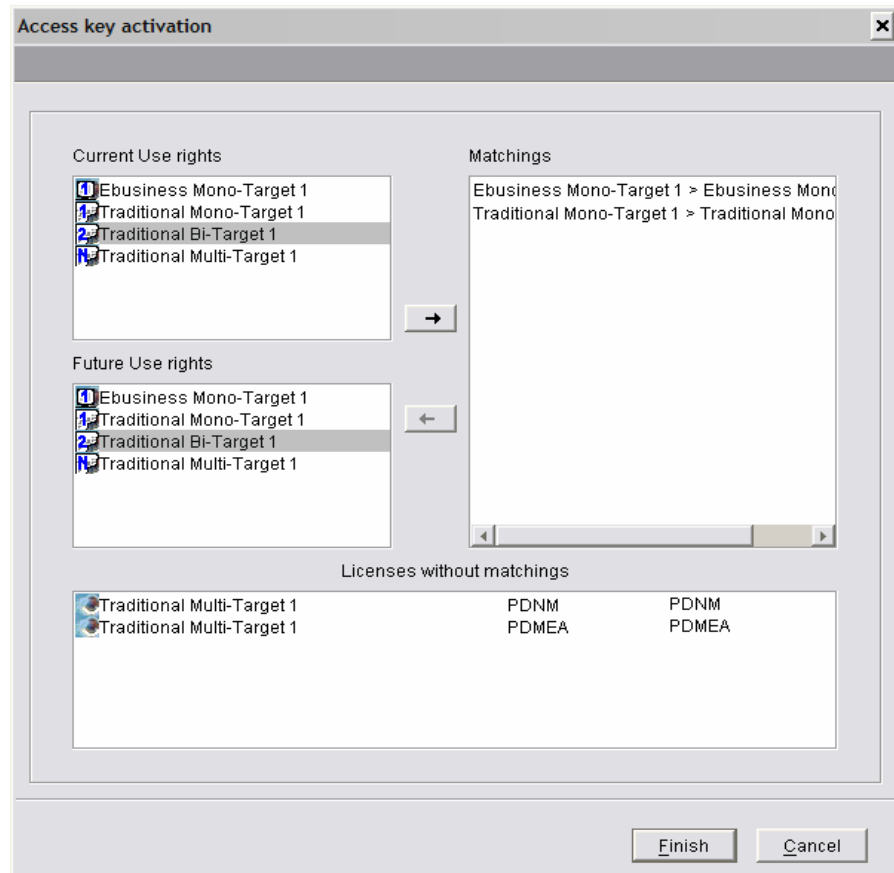
The  icon indicates that the licenses have been activated (with a 3-month validity).

Each use right of the current key must be transferred to the new key:

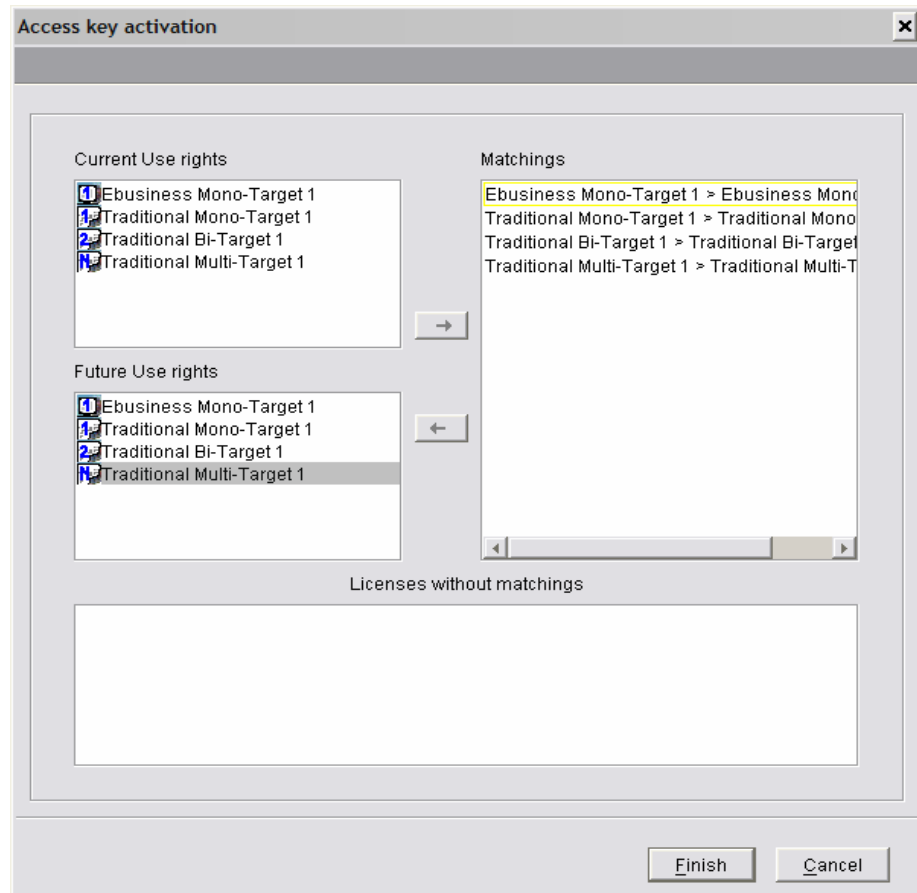
3. In the 'Future use rights' panel, cursor down/up; wherever the right-facing arrow button ungrays, a match is possible. Incompatible matchings (eg an eBusiness feature or target matched with a Traditional feature or target) are automatically inhibited.



ebusiness mono-target 1.



Traditional mono-target 1.



Traditional bi-target 1 and multi-target 1.

The 'Matchings' panel indicates the matchings as you are defining them, between the current and the future build rights.

- Click on **Finish** to activate the key. The status of the new key changes from ARCHIVE to ACTIVE.

After activating the ranked key, it will be impossible to activate the lower-ranked keys again, even if they have not expired yet.

Assigning/Removing licenses

All the licenses assigned to a User are activated when this User first connects to a development database.

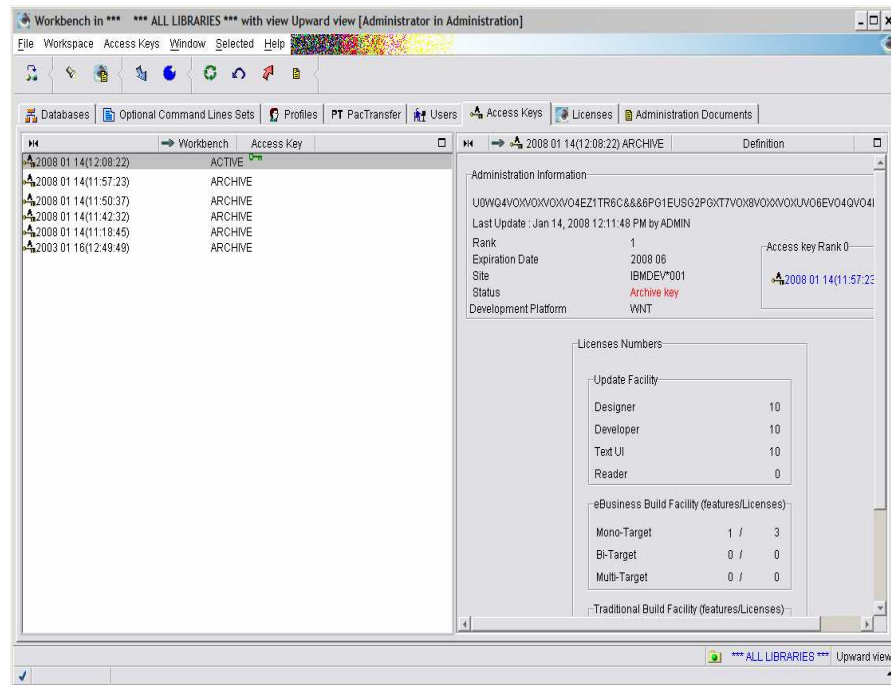
Licences are valid for 3 months.

When an active license is removed, it can be transferred.

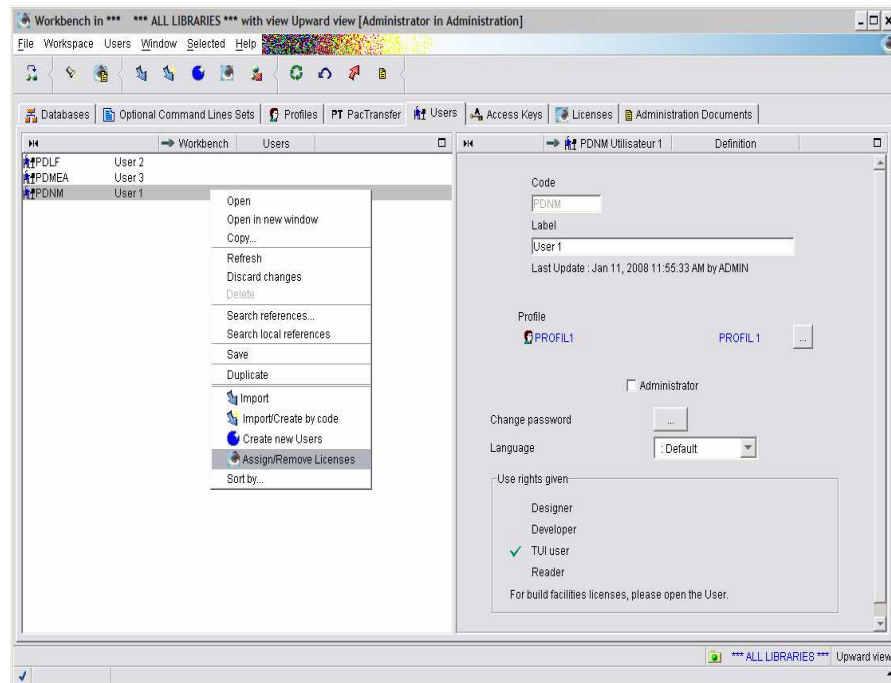
When assigning licenses, you must first assign the transferable licenses.

REMOVING A LICENSE FROM A USER

Example of the removing of a User's rights. Licenses can be transferred.

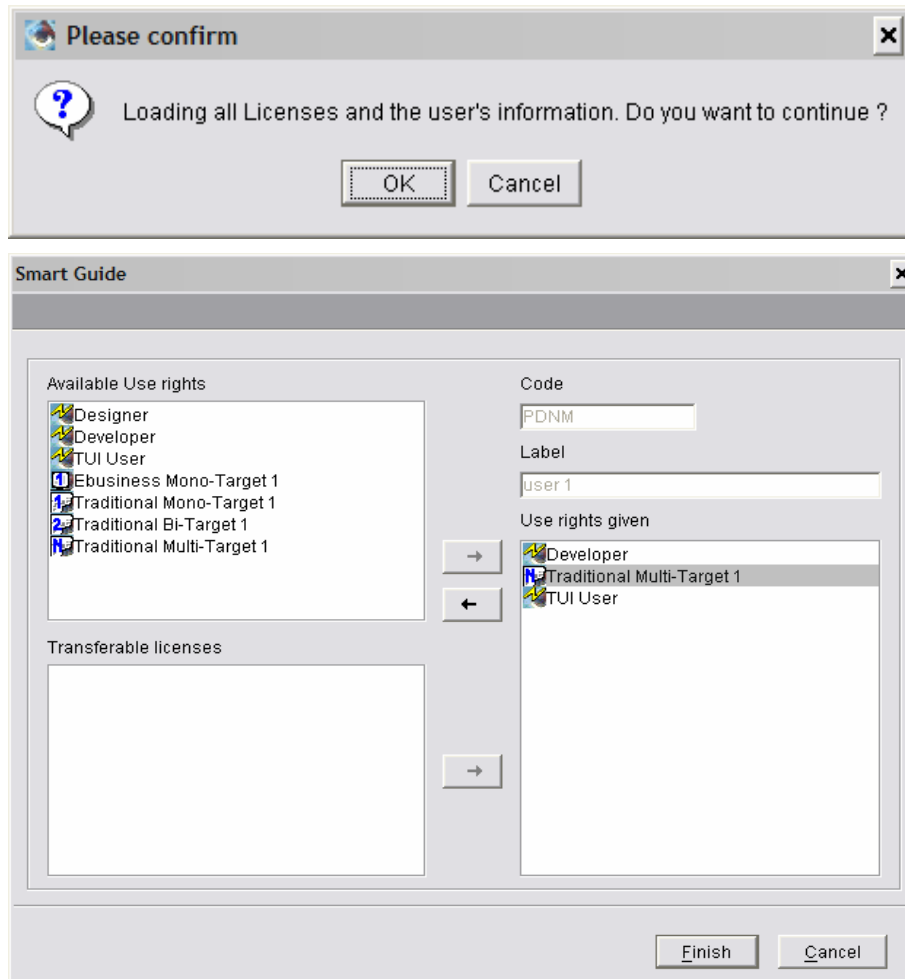


1. From the Users browser, select the User whose rights must be modified,
2. Right click and select *Assign/remove licences* in the pop-up menu.



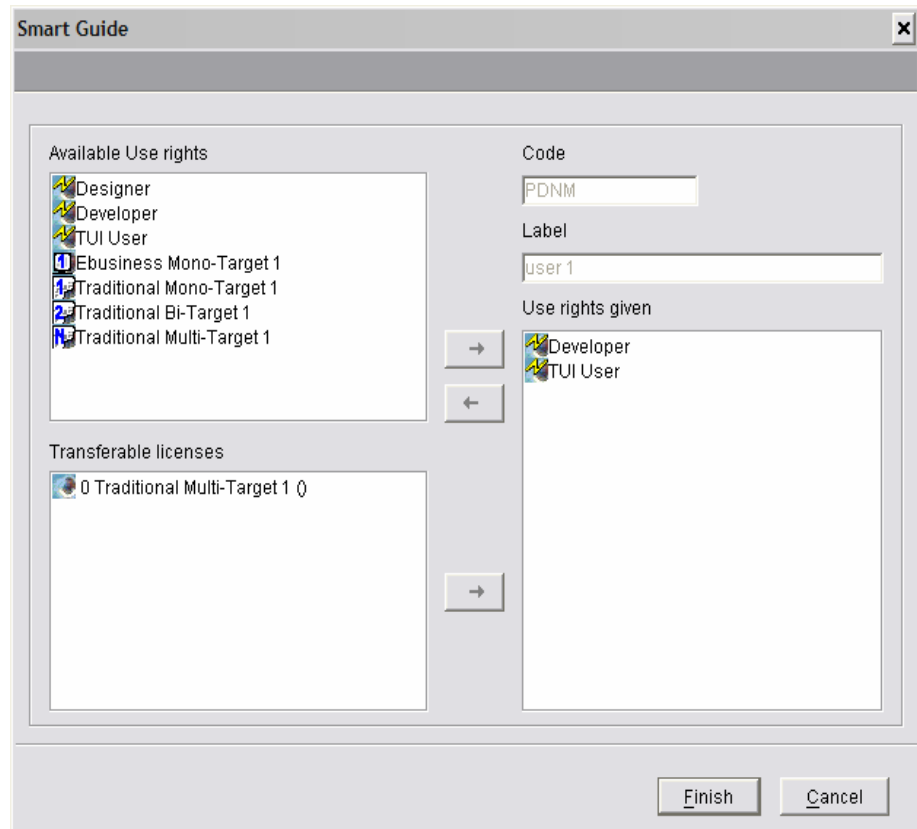
A message indicates that all the licenses and the User's information will be loaded and asks you to confirm.

3. Click *OK*.

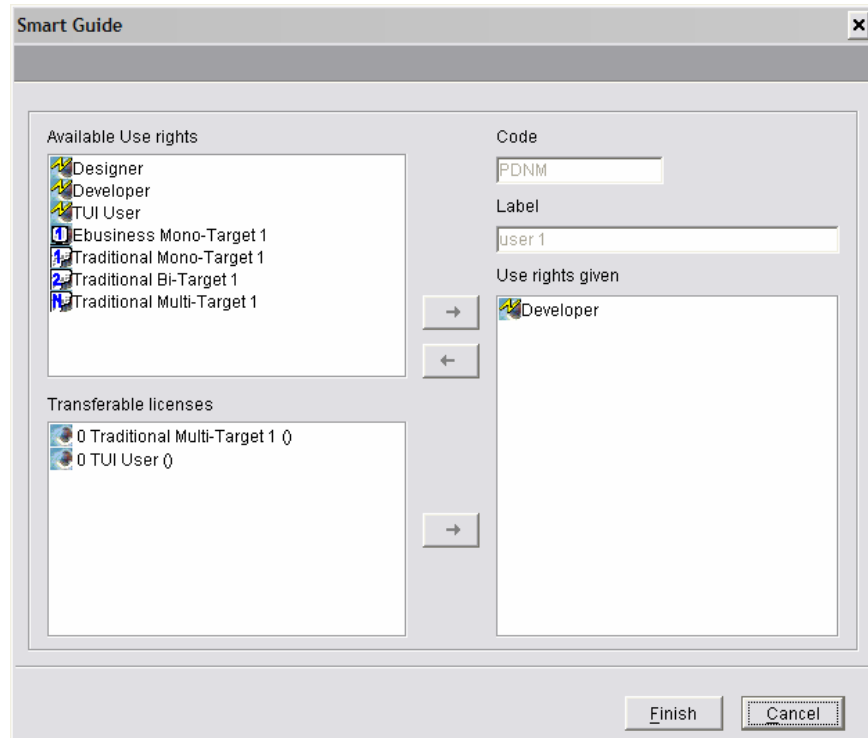


3. Select the right which must be removed in the *Use rights given* panel (traditional multi-target 1 in our example), and click on the bold arrow.

You can see that the right is no longer displayed in the available use rights and has been moved to the 'Transferable licenses' panel.



4. Select the 'TUI User' right in the 'use rights given' and click on the bold arrow.



This time, the 'TUI User' right is withdrawn.

5. Click on **Finish** to save the update.

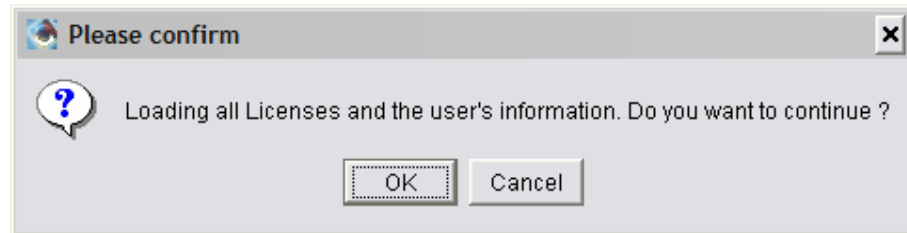
Two licenses can now be transferred.

ASSIGNING A LICENSE TO A USER

1. From the Users browser, select the User whose rights must be modified and select **Assign/remove licences** in the pop-up menu,

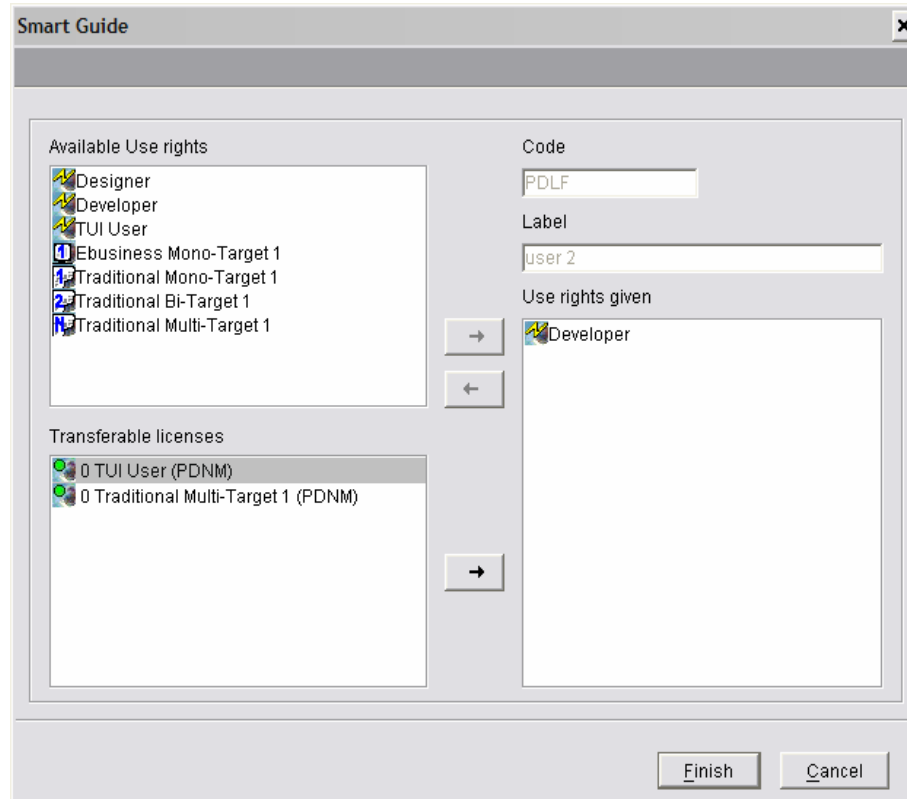
A message indicates that all the licenses and the User's information will be loaded and asks you to confirm.

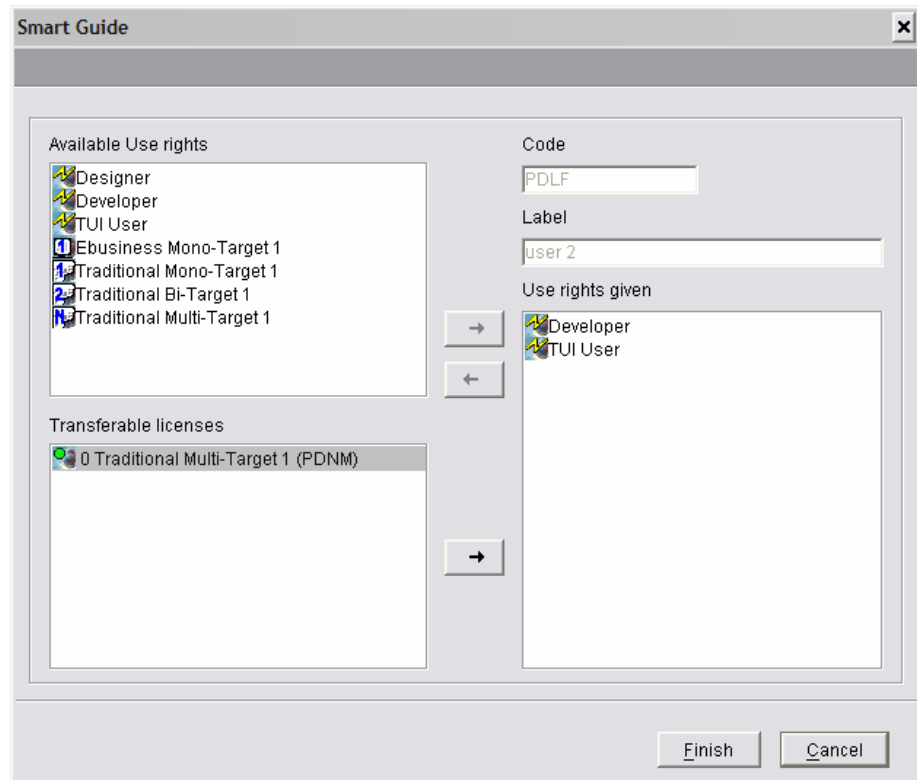
2. Click **OK**.



In the smartguide which opens, you can see that User 2 has acquired a Developer right. We are going to assign him/her a TUI right whose license can be transferred.

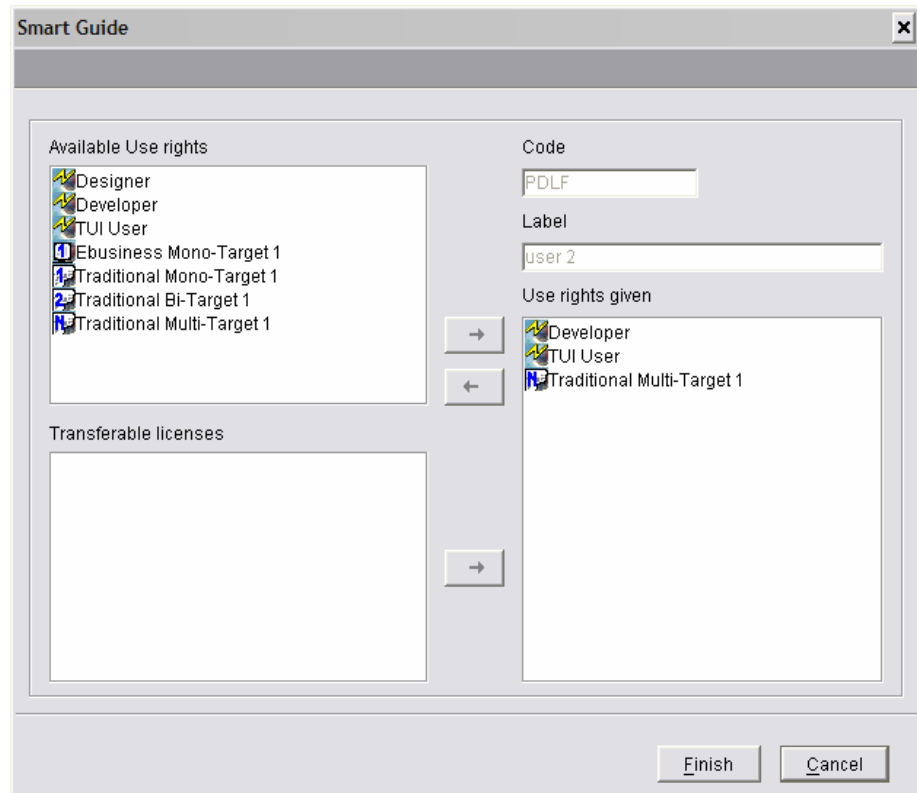
3. In the 'Transferable licenses' list, select the 'TUI User' right and click on the bold arrow.





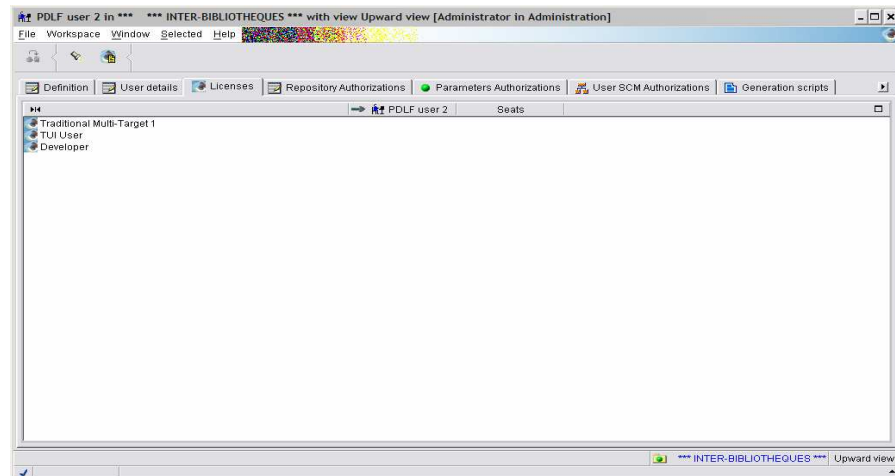
The 'TUI User' right is now displayed among the 'Use Rights given' and the license is no longer displayed in the list of 'transferable licenses'.

Then the traditional multi-target license must be assigned to User 2. Proceed as before: select the license in the list of transferable licenses and click on the bold arrow to assign the right to the User.



The traditional multi-target 1 right is no longer displayed in the list of 'use rights given' and the license is no longer displayed in the list ; it is no longer transferable.

5. Click on **Finish** to validate your updates.



The list of rights of User 2 has been updated.