


## Updating Existing Installations

**After** the new RenderMan has been installed, if a new license is needed, the new Pixar License App can now be used to download and easily upgrade to a new license file.

## Updating Floating Licenses

 If you are running V11 of the floating license server, it is recommended that you update to V22 of the license server.

To update an existing floating license, run the LicenseApp on the host that is running the license server.

You should see the existing licenses that are currently being served:

The screenshot displays the Pixar LicenseApp interface. At the top, the title bar reads "Pixar LicenseApp". Below the title bar, the "Host Info" section shows "Source" as "stub file" and "Location" as "9010@gambino.svpn.pixar...". The "Hostname" is "tipa" and the "Host ID" is "2c27d7ef4bb7,2c27d7ef4bb6".

The "License Info" section shows "Serial Number" as "not applicable", "Host ID" as "003ee1c554d3", "License Type" as "floating", and "Server" as "gambino".

Below the license info is a table with 5 columns: "feature", "version", "expires", "used", and "total". The table contains 8 rows of data:

feature	version	expires	used	total
RPS-21.0	1	11-aug-...	0	
PhotoRealistic-RenderMan	21	11-aug-...	0	10
RMSslim	21	11-aug-...	0	10
RMS-19.0	1	11-aug-...	0	
RPS-18.0	1	11-aug-...	0	
RPS-17.0	1	11-aug-...	0	
RMS-21.0	1	11-aug-...	0	
RMSit	21	11-aug-...	0	10

Below the table is another table with 7 columns: "count", "user", "host", "pid", "version", "when", and "luration". The table is currently empty.

At the bottom right of the interface is a blue button labeled "Get License".


You can then select: **Get License** and a dialog will pop up asking for your forum id and password and the serial number for the license you wish to download.

Once that license is downloaded, it will not be actually be picked up by the running license server. You will need to stop and restart the license server in order for this change to take effect. You can either do this by rebooting your machine; assuming the license server is setup to start automatically when your machine boots up. Or you can manually start and stop the license server. This process is detailed per operating system:

Linux

macOS

## Windows

 Running renders should not fail when the license server is restarted within a reasonably short amount of time. You will see warnings of the type:

```
R50004 {WARNING} License warning - code 10054: Connection lost to peer
```

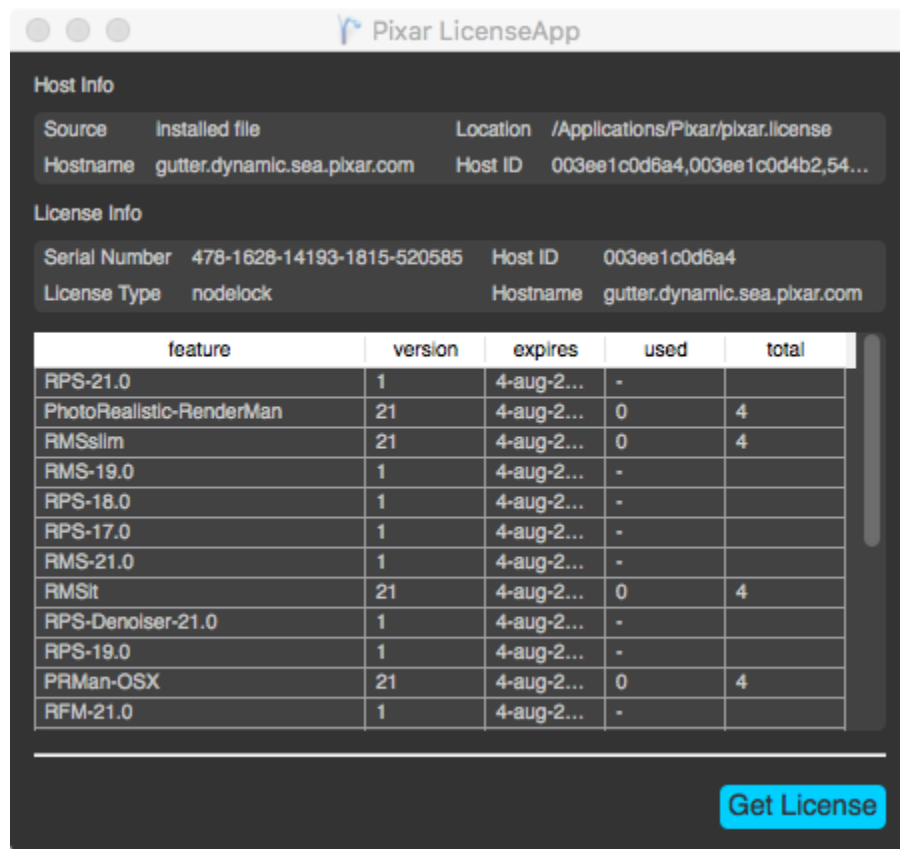
R50004 {CONTINUED} license source: 9010@MYLICSERVER

```
R50004 {WARNING} License warning - license server connection re-established
```

## Updating Node-Locked Licenses

To update an existing node-locked license, run the LicenseApp on the host that has the node-locked license.

You should see the existing licenses that are currently locked to that machine:



The screenshot shows the Pixar LicenseApp window. It has a title bar with the Pixar logo and the text 'Pixar LicenseApp'. The main content area is dark gray and contains two sections: 'Host Info' and 'License Info'. Below these is a table of installed licenses. At the bottom right is a blue button labeled 'Get License'.

**Host Info**

Source	Installed file	Location	/Applications/Pixar/pixar.license
Hostname	gutter.dynamic.sea.pixar.com	Host ID	003ee1c0d6a4,003ee1c0d4b2,54...

**License Info**

Serial Number	478-1628-14193-1815-520585	Host ID	003ee1c0d6a4
License Type	nodelock	Hostname	gutter.dynamic.sea.pixar.com

feature	version	expires	used	total
RPS-21.0	1	4-aug-2...	-	
PhotoRealistic-RenderMan	21	4-aug-2...	0	4
RMSsilm	21	4-aug-2...	0	4
RMS-19.0	1	4-aug-2...	-	
RPS-18.0	1	4-aug-2...	-	
RPS-17.0	1	4-aug-2...	-	
RMS-21.0	1	4-aug-2...	-	
RMSIt	21	4-aug-2...	0	4
RPS-Denoiser-21.0	1	4-aug-2...	-	
RPS-19.0	1	4-aug-2...	-	
PRMan-OSX	21	4-aug-2...	0	4
RFM-21.0	1	4-aug-2...	-	

[Get License](#)

You can then select: **Get License** and a dialog will pop up asking for your forum id and password and the serial number for the license you wish to download.

Once your new license is downloaded, feel free to simply close the LicenseApp, your applications should then run using the new license file.