

## SST License Manager Installation Instructions

Thank you for downloading software from sstusa.com. Please carefully review and follow all instructions.

Before you begin the installation of SST License Manager please follow the two step "Create Environment Variables" instructions in item A. below.

### A. Create Environment Variables

#### 1. **SKIPIP** Environment Variable

- Open Windows Control Panel>System>Advanced Tab.
- Click on Environment Variables.
- From the System variables window (bottom section) click New and enter the following in the provided fields:

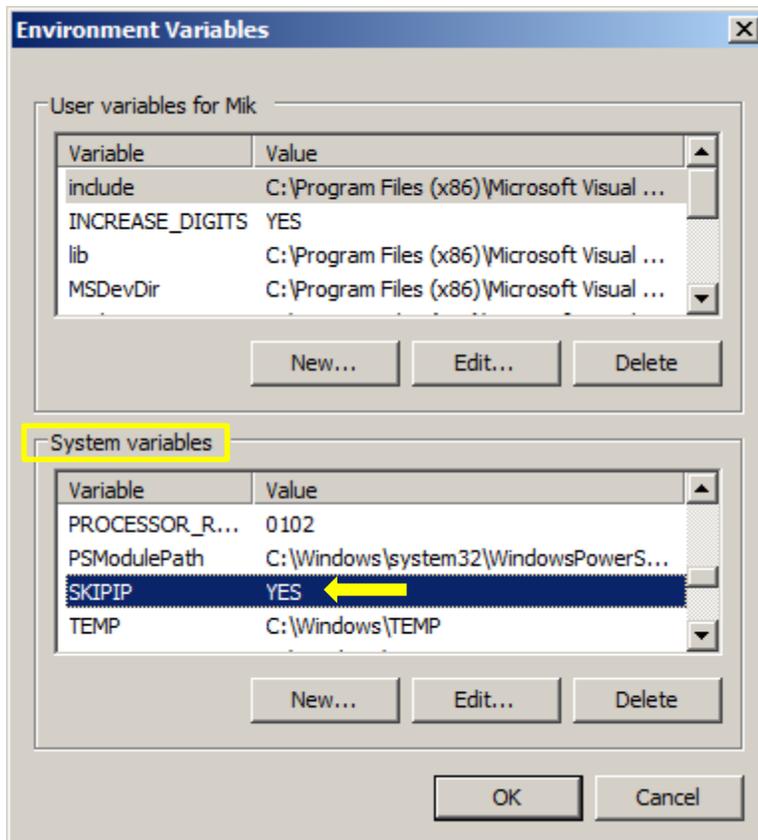
Variable name: **SKIPIP**

Variable value: **YES**

Make sure to use only **CAPITAL** letters (as shown above) when inputting the Variable names and values.

**DO NOT** make duplicate entries of any Environment Variables as they will block your software from working correctly.

- Click **OK** to finalize the Variable.



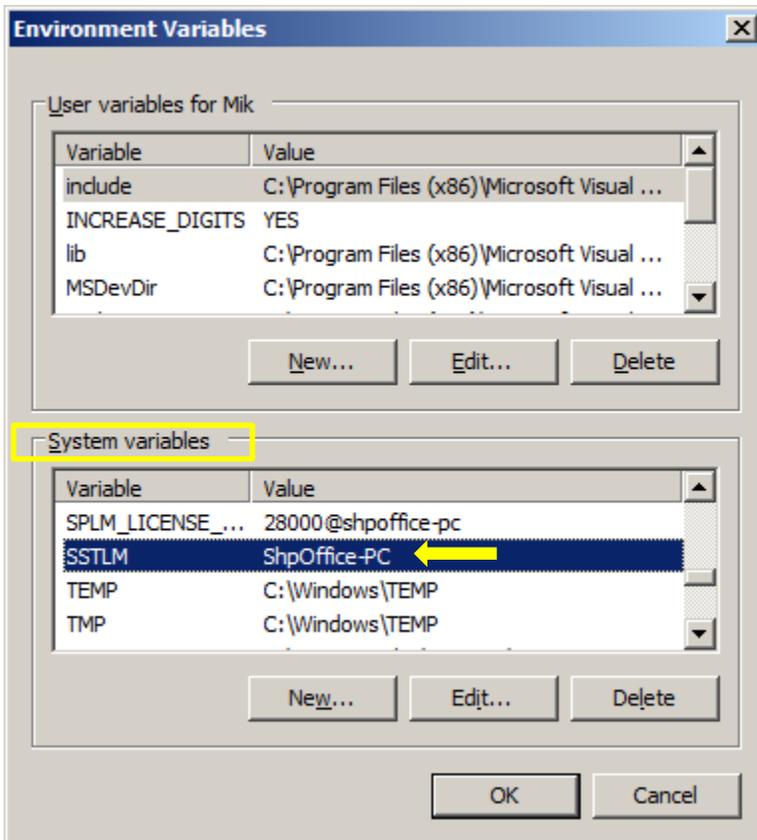
## 2. **SSTLM** Environment Variable

The SSTLM variable is **automatically** added to the server/host machine during the SST License Manager installation process.

**Skip** this step if you are (a) installing the SST License Manager on a machine for the purpose of hosting the license that client machines will be connecting to, or (b) running both SST License Manager and client software on the same machine.

This Environment Variable needs to be manually added on a (client) machine and **NOT** on the (server) machine where the SST License Manager has been installed. The variable is necessary for the client machine to connect to the license being hosted by the server machine where SST License Manager is installed.

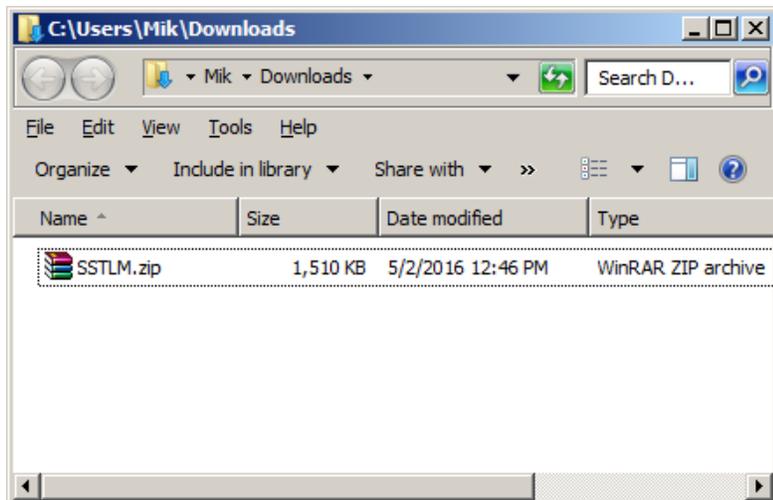
Please refer to your client software ([CAEPIPE LM](#), [dataTRANSLATORS](#), [checkSTRESS](#)) or our [Universal Installation Instructions](#) for the procedure on how to manually add this Environment Variable on your client machine.



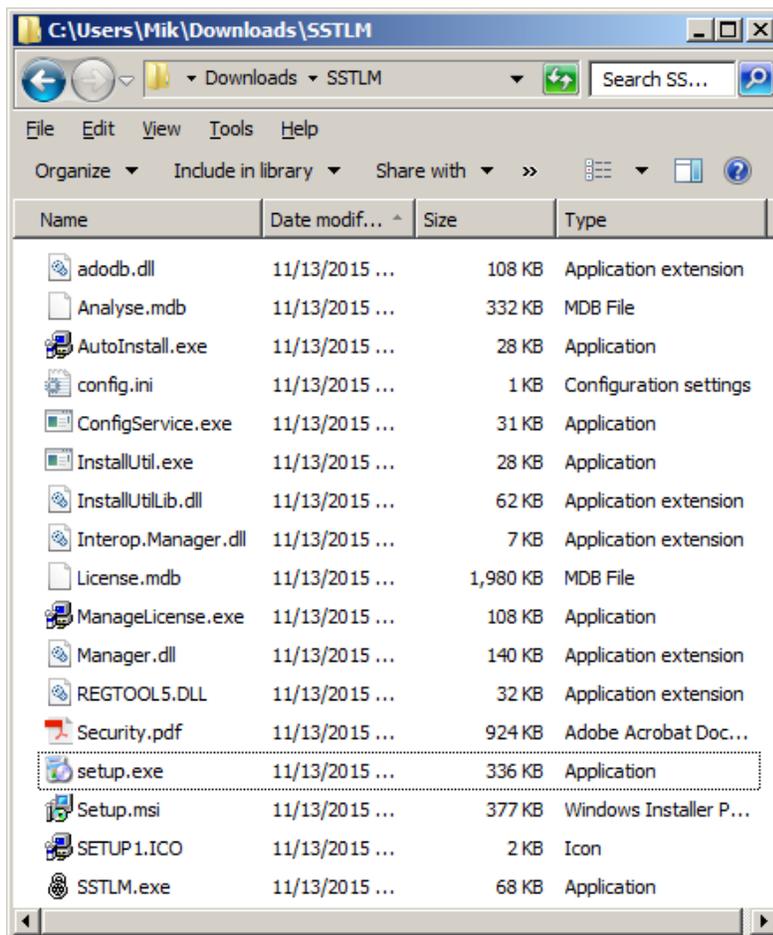
## B. Install SST License Manager

**IMPORTANT NOTE:** SST software mentioned in the installation instruction below requires [.NET Framework 3.5](#). For Windows 7 and Windows 8, .NET Framework 3.5 is already installed by default. For Windows 10 and Windows Server R12, the .Net Framework 3.5 needs to be enabled using the option “Turn Microsoft features on or off”.

- Download the [SST License Manager \(4 MB\)](#) by clicking anywhere on this sentence.



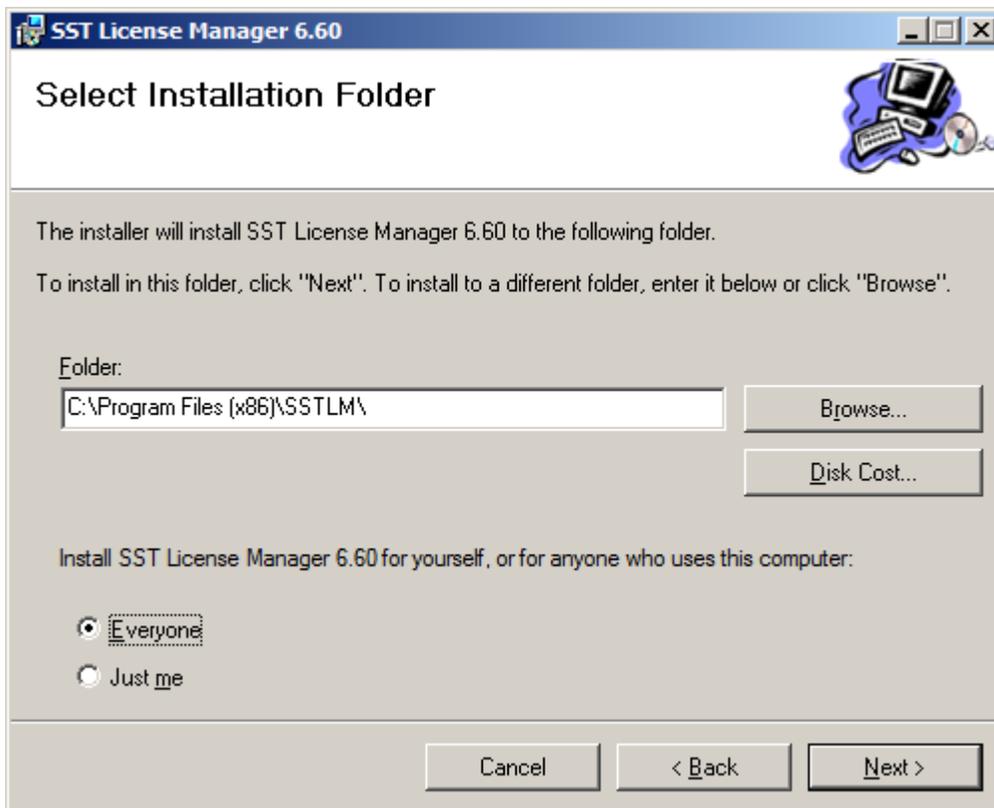
- Unzip the “SSTLM” file folder that you downloaded from our website and click the  **setup.exe** icon to start the installer.



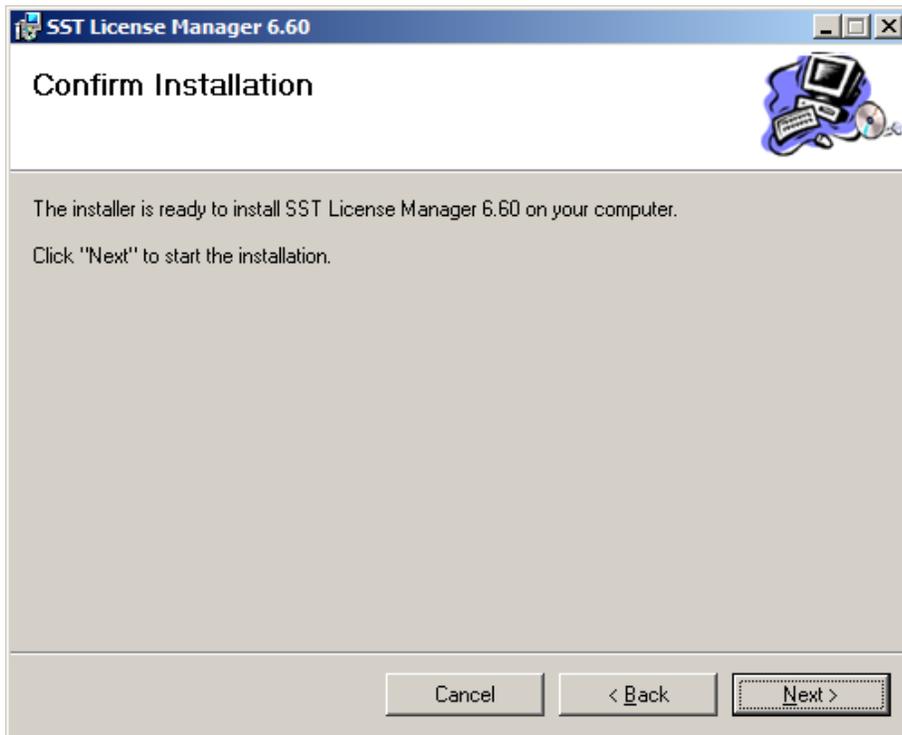
- A dialog window like the one shown below will appear. Click Next to proceed with installation.



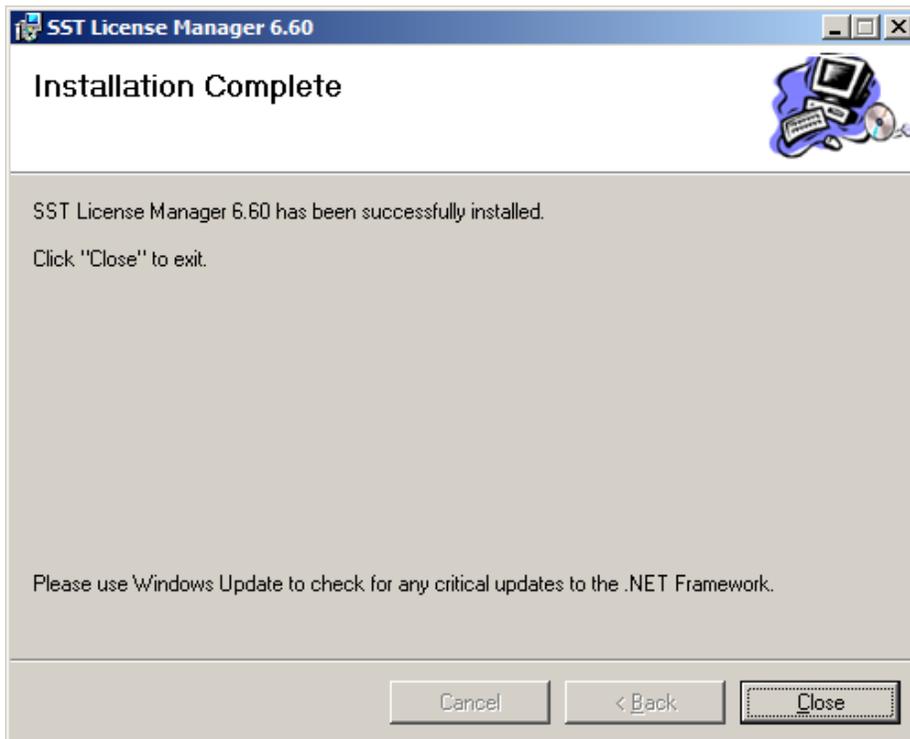
- Change the user access option at the bottom of the next screen from the “Just me” to “**Everyone**”. Click next to select installation folder.



- Click next to confirm installation.



- The SST License Manager is now installed and you may click the Close button to complete the process.



**NOTE: For network licenses with multiple user/client machines.**

The **SST License Manager software** is to be **installed only once** on a **server machine** chosen for the specific and permanent purpose of hosting the SSTLM driven client software license which all other client machines in your network will access. **Do not repeat the steps described above** in "SST License Manager Setup" for **any machine other than a dedicated server machine**.

## C. Troubleshooting

For all related troubleshooting information please navigate to the following page on our website:

<http://www.sstusa.com/universal-troubleshooting.php>

### 1. “.NET Framework not installed”

- If you get a ".NET Framework not installed" message, or if you run into any other problems not covered by these instructions then please visit our website for a list of troubleshooting solutions and downloads:

### 2. SST License Manager already installed

- If SST License Manager software is already installed on your machine, the dialog windows shown below will appear instead of the the one mentioned in Section B of these instructions.



Upon clicking the Cancel button from the first dialog window an error message window will appear.

