DinkeyServer Installation Guide

About Network Dongles

In order for the Net dongles to work correctly you need to install **DinkeyServer** on the computer that the dongle is attached to. On the client machines your protected software will automatically search the network for **DinkeyServer** which will communicate with the dongle on the server, so no configuration is required for the clients to communicate with the server.

Installing and Configuring DinkeyServer

The Déjà Vu X 2 installer places a copy of the Dinkey Dongle Network Server in Déjà Vu X 2's installation directory, called *dinkeyserver.exe*.

To install **DinkeyServer** simply copy it to a directory on the machine that the Network dongle is attached to. This can be any machine on the network – it does not have to be the network server. Note that the installation and configuration of the server must be done by an Administrator, or a user with an Administrator's privileges.

To configure **DinkeyServer** first run it and then select the appropriate options from the configuration dialog:

1. Choose to run **DinkeyServer** as an Application or as a Service. A Service starts automatically when the machine is booted and does not require a user to be logged in for it to run. Starting **DinkeyServer** as a Service is the recommend setting for general use.
   An application requires a user to be logged-on for it to run. This may not always be the case on server machines. If you choose to run **DinkeyServer** as an application and want to have it start automatically when the user logs in, then you must create a shortcut to **DinkeyServer** in that user's *Startup* folder and specify the appropriate command-line parameters to make **DinkeyServer** start automatically. You may want to start **DinkeyServer** as an application if you want to test it.

2. In the Advanced section, you will need to choose the IP Address which **DinkeyServer** will accept connections on. If your machine has only one IP Address then this will be pre-selected for you and cannot be changed. You will also need to choose a port number which the server will listen for connections on. Choose any one from the list and keep a note of it in case you need to configure your firewall later on. If that port is already being used then when **DinkeyServer** is started it will ask you to select another port.

Note: **DinkeyServer** will list the Product Code for each Network dongle attached to the computer. The product code for all Déjà Vu X 2 dongles is `DVX2`.

To start **DinkeyServer** click the *Start* button. It will then either run as an application and launch the viewer screen or install itself as a service and run in the background. You will need to have Admin Rights to install a service.

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Using DinkeyServer

The DinkeyServer Viewer

When **DinkeyServer** is running as an Application, it will display the **DinkeyServer** Viewer. This utility displays the status of **DinkeyServer**, the Product Codes it is serving and the network users currently connected to it. A **DinkeyServer** icon will appear in the Windows System Tray.

You can also open the server's log file using this utility. The log file records important events during the running of the server and may need to be viewed to diagnose problems.

When **DinkeyServer** is running as a Service, it will not display the viewer because Services cannot display Graphical User Interfaces (GUIs). However, you can still use the **DinkeyServer** Viewer by running *DinkeyServer.exe* with the */viewer* command-line parameters.

Command-Line Parameters

DinkeyServer can accept several command-line parameters which control its behavior. These are as follows:

/s	Configures **DinkeyServer** to install/run as a Service.
/a	Configures **DinkeyServer** to run as an Application.
/q	Quiet mode. Only displays errors.
/u	Uninstalls the **DinkeyServer** Service.
/viewer	Just display the **DinkeyServer** Viewer.
/logfile	Just open the **DinkeyServer** logfile.
/listen=IPADDRESS	Sets the IP Address on which **DinkeyServer** accepts connections (replace "IPADDRESS" with your chosen IP Address). You would only need to set this if your machine has more than one IP address.
/port=PORT	Sets the port on which **DinkeyServer** listens for connections (replace "PORT" with your chosen port number).
/?	Displays a help window documenting these command-line parameters.

General Notes

Like any Service, **DinkeyServer** can be controlled through Windows Services Management (*Control Panel | Administrative Tools | Services*).

If you remove or add a dongle to the machine running **DinkeyServer** then you need to restart **DinkeyServer** in order for it to be detected.

If you have multiple network cards installed on your client machine then the protected program may fail to automatically detect **DinkeyServer** (this can also be caused by virtualization software, such as VMWare, installing "virtual" network adapters onto your system). In this case try disabling ones that don't connect to the LAN on which **DinkeyServer** runs.

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Network

Firewalls

Failure to correctly configure your firewall(s) could result in **DinkeyServer** being inaccessible by client machines.

- Your firewall must allow both TCP and UDP traffic through to **DinkeyServer**.

- Your firewall must allow **DinkeyServer** to accept incoming connections on the IP Address and Port that you chose when setting up **DinkeyServer**.

- Clients (your protected software) auto-detect **DinkeyServer** by performing a multicast broadcast to 229.255.219.183 and whichever port you configured **DinkeyServer** to listen on. Your firewall must not block traffic destined for this address/port.

Like most server software, **DinkeyServer** accepts incoming connections by "listening" on a given IP Address and port. If the machine which runs **DinkeyServer** also runs firewall software (either the Windows one or a third party one) then the firewall software will need to be explicitly told to allow the incoming connections to get through to **DinkeyServer**. Likewise, if a firewall exists on a machine between the machine running **DinkeyServer** and the client machines then this will need to be configured too.

Note: sometimes anti-virus programs can also include a firewall as part of the package.

Overriding DinkeyServer Auto-detection

If your network does not properly support UDP broadcast, Déjà Vu X2 will not be able to auto-detect DinkeyServer on the network. It is possible to override this behavior in the Déjà Vu X2 and instruct the program to look for the dongle in a specific place.

This is possible by creating a file called *DVX2.ini*. This file should be in Déjà Vu X2's installation folder:

- In 32-bit versions of windows, this is usually the following: *C:\Program Files\ATRIL\Deja Vu X2*

- In 64-bit versions of windows, this is usually the following: *C:\Program Files (x86)\ATRIL\Deja Vu X2*

The folder names shown above may be different if your clients' operating systems are in languages other than English.

This file will contain the IP address (or name) of the server that the Dinkey Server runs on as well as the port the server is configured to listen on. You specify this information by editing the file with a text editor and typing it yourself. The file uses the following syntax:

[ddpro]

server=<ip address>:<port> OR server=<machine name>:<port>

autodetect=FALSE

Where:

- the *server* key indicates either the **ip address** of the machine where DinkeyServer is located *or* the **machine's name**. You should use one or the other, but not both.

- **<port>** indicates the value of the port you chose in DinkeyServer.

- The *Autodetect* key is used to tell Déjà Vu X2 if you want it to try to auto-detect the server if DinkeyServer was not found in the ip address and port you specified. The default value for this is FALSE.

An example of a correctly formated file is:

[ddpro]

server=192.168.1.4:32768

autodetect=FALSE

Log File

DinkeyServer maintains its own log file in which it records various important events during its execution. While the server is running, all events are recorded to this log file rather than being displayed on-screen. The most common reason for needing to view the log file is to begin diagnosing a problem.

You can view the logfile by running **DinkeyServer** with the */logfile* command-line parameter. Alternatively, you can view it from the **DinkeyServer** Viewer.

The logfile is actually stored on disk in the "All Users" profile under the *DinkeyServer/10016* directory.