GaeaSynergy

License Manager User Guide



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GaeaSynergy License Manager

Version 4

User Guide

GaeaSynergy is an application suite for mapping and resource/contaminant evaluation of ore, oil sands, oil and gas, soil and rock properties, and contaminants. The application is ideal for the environmental, geotechnical, mining, oil sands, and petroleum industries.

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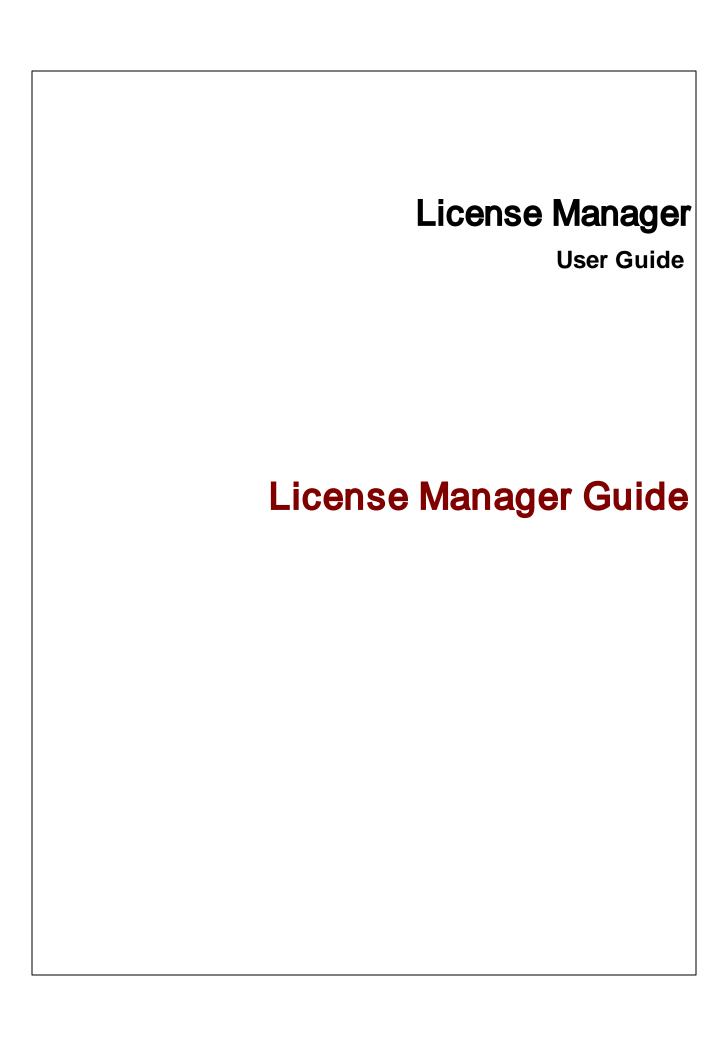
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License Manager Guide

GaeaSynergy can be licensed either on individual computers, a network, or a combination of both. When licensed on a network the licensing is based on concurrent usage, where the number of concurrent users must be less than or equal to the maximum number of users licensed. Before installing the GaeaSynergy application on client computers, the Network Monitor program should be installed on the server. This documentation describes how to install and manage the licenses on the network.

1.1 Network Server Installation

When the application is managed on a network the databases and datastore for the application are also normally stored on the network server. There are two ways to install the databases and datastore on the server. The easiest method is to install the GaeaSynergy application on the server and select the location of the database and datastore directories when the application is first run on the server. Alternatively, if you prefer not to have the GaeaSynergy application on the server you can install it on a client computer and set the database and datastore directories to the server when the application is first run on the client.

After the databases and datastore have been installed on the server it is important not to overwrite them each time GaeaSynergy is installed on a client computer. To do this make sure you answer "No" to the last question about installing the databases and datastore when the program is first run on a client computer. Instead database and datastore directories should be set to the server when the application is first run.

It is important to make sure that the directories on the server where the databases and datastore are located are shared have their file access permissions set to "Full Control" for all users.

The licensing of GaeaSynergy on a network is handled through the a service called GaeaSynergy 4 License Manager. The service handles the logging in of users and grants license requests and has no user interface. The GaeaSynergy 4 License Monitor application provides a user interface for adding/removing users and managing licenses.

Installation

To get the GaeaSynergy network up and running, the service and application first need to be installed on the server. The program can be downloaded from GAEA's website at "www.gaeatech.com\\public\\GaeaSynergy4 Network License Setup.exe".

The following steps occur during the installation:

- The GaeaSynergy 4 License Manager application is installed on your computer
- The GaeaSynergy 4 License Manager service is installed.
- Shortcuts are placed on your Programs menu under GaeaSynergy

Starting the Service

After the service has been installed on the server it needs to be started before it can be used. This is done automatically when the server is restarted or it can be done manually through the Windows Services Manager. To do it manually open the Services list from Administrative tools in the Windows Control Panel. Select the GaeaSynergy 4 License Manager in the Services list and then select Start.

Uninstalling the Service

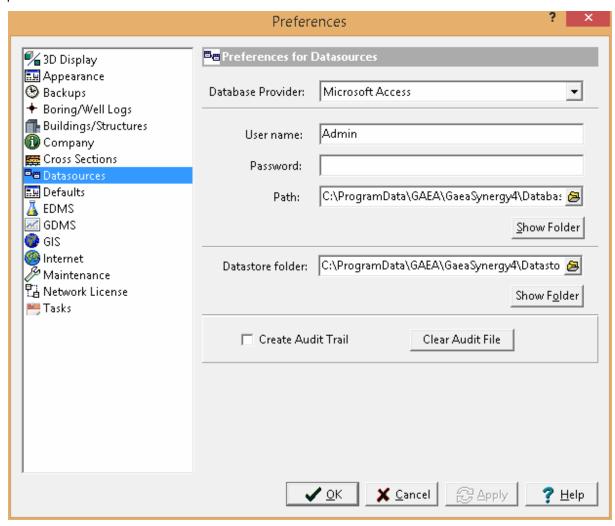
To stop the service, open the Services list from Administrative tools in the Windows Control Panel. Select the GaeaSynergy 4 License Manager in the Services list and then select Stop. To uninstall the network service automatically, select Uninstall Network Service from the GaeaSynergy shortcuts on the Programs menu. The service will then be uninstalled the next time the server is restarted. To uninstall the service immediately, it needs to be stopped first and then uninstalled.

1.2 Network Client Installation

The installation of GaeaSynergy on a client is the as the single user installation. The only difference from the single user installation is that the network option should be selected during the first-run setup stage of the program. In addition, after the databases and datastore have been installed on the server it is important not to overwrite them each time GaeaSynergy is installed on a client computer. To do this make sure you use the default database and datastore directories (on the local C drive) during program installation.

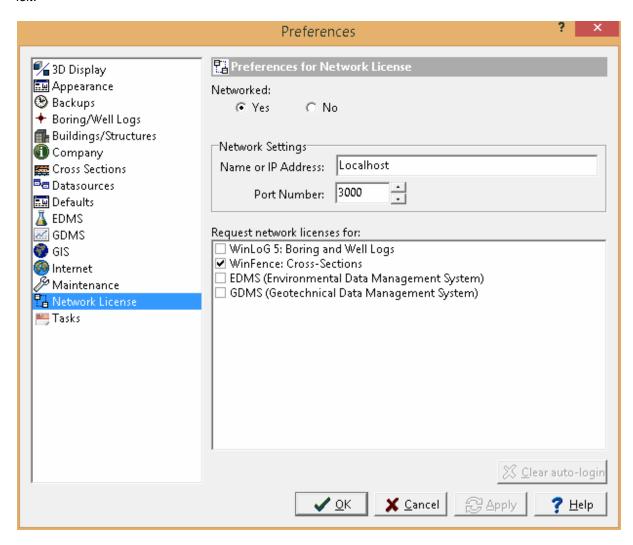
1.2.1 Setting the Database and Datastore Folders

After the program has been installed on the client, the database and datastore folders need to be set to the server. To do this run the program and log in as an administrator (this option is not available to non-administrator users). Select *File > Preferences* and go to the Datasources tab. On this tab set the folder paths for the database and datastore to the ones on the server.



1.2.2 Setting Network Options

If the network option was not selected during the installation on the client computer, then it can be set in the preferences for the application. Select *File > Preferences*, and select the Network License tab on the left.

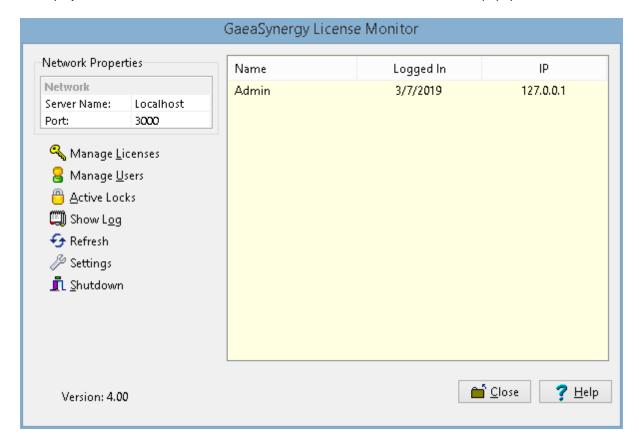


To get the licenses from the network, set Networked to yes and enter the network name or IP address. The port number. should always be 3000 for the network. This information is displayed on the Network Monitor 13 form on the network. In the box below the network settings select the licenses to request from the network.

1.3 Using the License Monitor

When the GaeaSynergy License Monitor is being run as a process a program icon will be displayed in the system tray. A popup menu can be displayed by right clicking on the program icon in the system tray. This menu can be used to display the network monitor form, manage licenses, manage users, show the network log, and shutdown the network monitor. Shutting down the network monitor will stop the network monitor process but will not stop the network service.

To display the license monitor form double-click on the icon or select it from the popup menu.

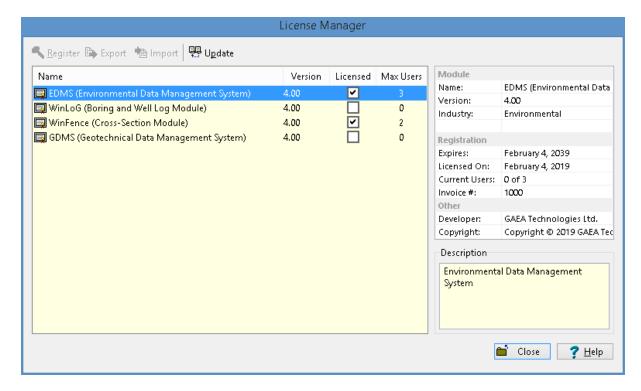


On the right side of the form a list of users that are currently logged into the program is displayed. And on the left side is a box displaying the network server name and port. These network properties are the ones required to be entered into the preferences of GaeaSynergy on client computers, as described in the section on linking client computers 12.

Below the Network Properties box are buttons for managing licenses, managing users, showing active locks (licenses being used), showing the network log, and adjusting settings. These buttons are described in the sections below.

1.3.1 Manage Licenses

To use GaeaSynergy on client computers, the modules must be licensed on the network. The modules will run in demo mode on the client computers until the network is licensed. It is not necessary to license all of the optional modules, any modules that are not licensed will run in demo mode for a short period. To manage the licenses for the click on the Manage Licenses button on the GaeaSynergy License Manager form, the License Manager form will be displayed.

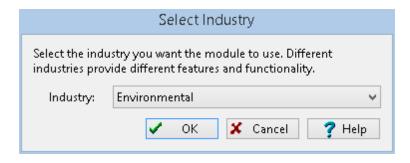


On the left side of the form is a list showing the licensing of the modules. If the module is licensed the Licensed box will be checked and the maximum number of users will be displayed. When a module is selected the details for the license will be displayed in the box on the right side of the form.

At the top of the form there are buttons to Register (unlock), Export, Import and Update the license for the selected module. Prior to registering the module the industry type of some modules must be selected. If the module has not been licensed the Register, Export and Import buttons will be enabled, after the module have been licensed the Update button will be enabled.

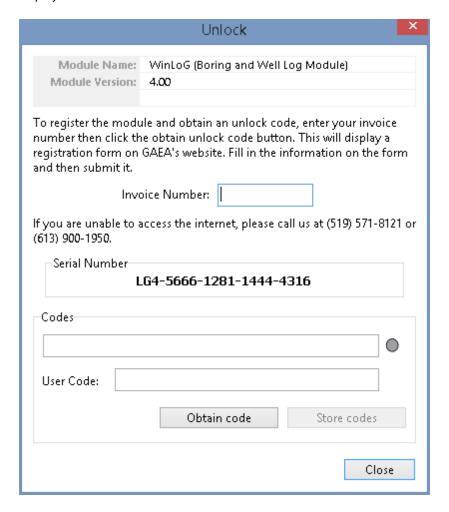
1.3.1.1 Select Industry

Prior to licensing some modules the industry must be selected. The industry can be selected from the drop down box on this form.



1.3.1.2 Register License

To license and unlock a module, select the module then click on the Register button at the top of the License Manager form. After the industry has been selected for some modules, the Unlock form will be displayed.



This form displays the unique serial number for the module that is based on the specific computer hardware that it is installed on. The network and user unlock codes are based on this unique serial number and invoice number. To obtain the unlock codes, fill in the invoice number and click on the Obtain code button. This will take you to a form on the GaeaSynergy web site that can then be filled out

and sent to GAEA for the codes. After we receive the request we will email you back the codes. If you would prefer to contact us directly for the codes you can email us at support@gaeatech.com.

After you receive the codes from GAEA, enter them on the form along with the invoice number and click on the Store codes button. You must enter the correct invoice number for the codes to work.

1.3.1.3 Export Serial Number

Another way to register a module is to export the serial number and then importing the received registration file. To export the serial number information, select the module and click on the Export button at the top of the License Manager form. The Export Serial Numbers form will be displayed.

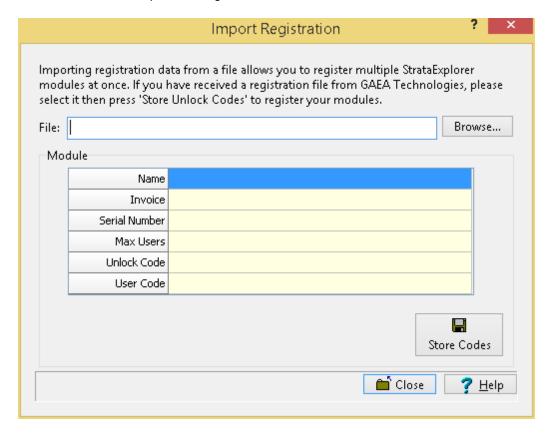


This form displays the unique serial number for the module that is based on the specific computer hardware that it is installed on. The invoice number, contact information, email address, and file name must be specified. After this information is specified it can be emailed to GAEA or a file exported that can be emailed to sales@gaeatech.com.

After GAEA receives your email we will process your request and send you back a registration file that can be imported as described in the section below.

1.3.1.4 Import License

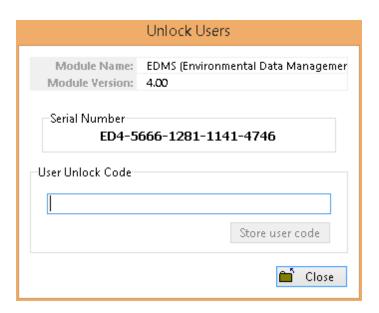
After GAEA receives and processes your registration request, we will email you a registration file that can be imported. To import the registration file, select the module and click on the Import button at the top of the License Manager form. The Import Registration form will be displayed. Then use the Browse button to select and import the Registration file.



After the file has been selected the module information and unlock codes will be displayed. Click on the Store Codes to store the unlock codes and complete the registration.

1.3.1.5 Update License

After a module has been licensed, the maximum number of users can be updated by clicking on the Update button at the top of the License Monitor form. On the Update Users form, to update the maximum number of users enter the user unlock code from GAEA and click on the Store user code button.

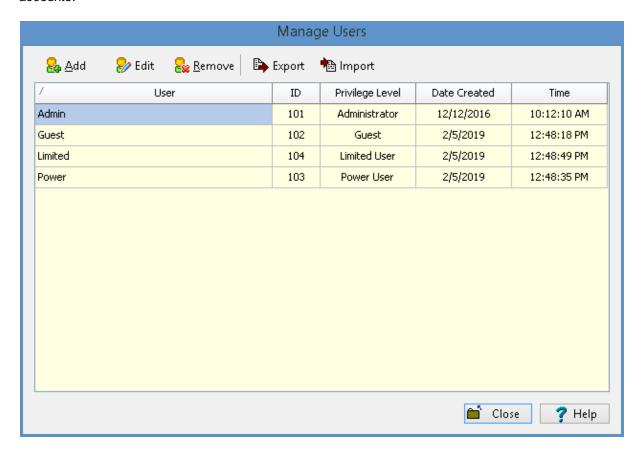


1.3.2 Manager Users

Prior to using GaeaSynergy on a client computer a user must have an user account setup in the network monitor program. This user account is used to login to the application on the client computer. When user accounts are setup they are assigned a username, password, and user type (privilege). Different privilege levels are used to control access to functions of the program and data. The different user types are administrator, power user, limited user, and guest. The functionality of different privilege levels is described in the User Privilege Level Functionality [2] section below.

After the users have been setup in the program, they should be assigned to personnel if the EDMS module is to be used.

To manage the user accounts click on the Manage Users button on the Network Monitor form. The Manage Users form displays the current user accounts and is used to add, edit and remove user accounts.

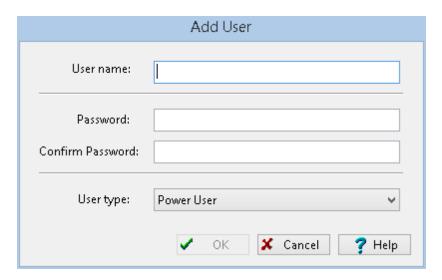


At the top of the form there are buttons to Add, Edit, and Remove users. There are also buttons to Export and Import the users.

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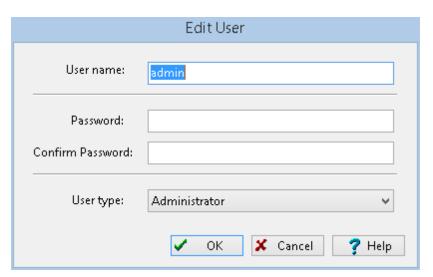
1.3.2.1 Adding a User

To add a user account click on the Add button at the top of the Manage Users form, the Add User form below will be displayed. This form is used to enter the user name, password, and user type for the account. The user name should be unique for each user.



1.3.2.2 Editing a User

To edit a local user select the user in the list and click on the Edit button at the top of the Manage Users form, the Edit User form below will be displayed. This form is used to edit the user name, password, and user type for the account. The user name should be unique for each user.



1.3.2.3 Removing a User

After a user account has been created it can be removed by selecting it on the Manager Users form and clicking on the Remove button.

1.3.2.4 Exporting Users

The user accounts can be exported to a file that can then be imported on another server. This functionality can be used when moving the network licensing from one server to another. To export the user accounts click on the Export button at the top of the Manage Users form. An export user file dialog will be displayed where you can specify the export file name.

1.3.2.5 Importing Users

The user accounts can be imported from a file that has been previously exported. This functionality can be used when moving the network licensing from one server to another. To import the user accounts click on the Import button at the top of the Manage Users form. An import user file dialog will be displayed where you can specify the file name.

1.3.2.6 User Privilege Level Functionality

The features and functionality that can be assessed in the application is controlled by the privilege level of the user. In the sections below an "x" beneath a privilege level indicates that this functionality is granted for that level.

Main

| Feature | Admin | Power | Limited | Guest |
|------------------------------------|-------|-------|---------|-------|
| Manage Users | Х | | | |
| Manage Licenses | Х | | | |
| View Connection Log | Х | | | |
| Restore Main Database | Х | | | |
| Restore Project Database | Х | | | |
| Preferences (limited individually) | Х | Х | Χ | |
| Edit Project Tree | Х | Х | | |
| New Project | Х | Х | Χ | |
| Open Project | Х | Х | Χ | Х |
| Edit Project Information | Х | Х | Χ | |
| Delete Project | Х | Х | | |
| New Page Template | Х | Х | Χ | |
| Open Page Template | Х | Х | Χ | Х |
| Delete Page Template | Х | Х | | |
| Print Page Preview | Х | Х | Χ | Х |
| New 3D View | Х | Х | Χ | Х |
| Open 3D View | Х | Х | Χ | Х |
| Delete 3D View | Х | Х | Χ | |
| Assign Local Project Coordinates | Х | Х | Χ | |
| Import XML Project | Х | Х | | |
| Import Project Database | Х | Х | | |

| Import Page Template | X | Χ | Х |
|-------------------------|---|---|---|
| Export XML Project | x | Х | |
| Export Project Database | X | Х | |
| Export Page Template | Х | х | Х |

EDMS

| Feature | Admin | Power | Limited | Guest |
|--------------------------------|-------|-------|---------|-------|
| New Task | Х | Х | Х | |
| Open Task | Х | Х | Х | Х |
| Edit Task | Х | Х | Х | |
| Delete Task | Х | Х | Х | |
| New Station | Х | Х | Х | |
| Open Station | Х | X | Χ | Х |
| Edit Station | Х | Х | Χ | |
| Delete Station | Х | Х | Χ | |
| New Sample | Х | Х | Χ | |
| Open Sample | Х | Х | Х | Х |
| Edit Sample | Х | Х | Х | |
| Delete Sample | Х | Х | Х | |
| Print Sample Labels | Х | Х | Х | Х |
| Print Chain of Custody | Х | Х | Х | Х |
| New Lab Analysis | Х | Х | Х | |
| Open Lab Analysis | Х | Х | Χ | Х |
| Edit Lab Analysis | Х | Х | Х | |
| Delete Lab Analysis | Х | Х | Χ | |
| Import XML Lab Analysis | Х | Х | Χ | |
| Import Regulations | Х | Х | | |
| Edit Regulations | Х | Х | | |
| Edit Regulatory Criteria | Х | Х | | |
| Edit Regulatory Parameters | Х | Х | | |
| Edit Detection Limits | Х | Х | | |
| Edit Station Lookup Lists | Х | Х | | |
| Edit Sample Lookup Lists | Х | Х | | |
| Edit Lab Analysis Lookup Lists | Х | X | | |
| Edit Other Lookup Lists | X | Х | | |

^{**} Data access rights in the EDMS module may also be restricted on an individual basis.

GIS

| Feature | Admin | Power | Limited | Guest |
|-----------------------|-------|-------|---------|-------|
| New Static Basemap | Χ | Х | | |
| Edit Static Basemap | Х | Х | | |
| Delete Static Basemap | Х | Х | | |
| Add Layers | X | Х | | |

| Link Layers | Х | X | |
|---------------------------|---|---|---|
| Remove Layers | X | X | |
| Add Web Map Service | Х | X | |
| Project Spatial Query | Х | X | х |
| Boring/Well Spatial Query | Х | X | х |
| Export GIS Data | Х | X | х |
| Georeference Project | Х | Х | х |

WinLoG

| Feature | Admin | Power | Limited | Guest |
|--------------------------------------|-------|-------|---------|-------|
| New Boring/Well | X | Х | Х | |
| Open Boring/Well | X | Х | Х | Х |
| Edit Boring/Well | X | Х | Х | |
| Delete Boring/Well | X | Х | Х | |
| Copy of Move Borings/Wells | X | Х | Χ | |
| Print Logs | X | Х | Х | Х |
| Send logs to PDF | X | Х | Х | Х |
| New Template | X | Х | | |
| Open Template | X | Х | | |
| Edit Template | X | Х | | |
| Delete Template | X | Х | | |
| Edit Graph Macros | X | Х | | |
| Edit Well Macros | X | Х | | |
| Edit Lithology Macros | X | Х | | |
| Edit Boring/Well Symbols | X | Х | | |
| Edit ASCII Import Scripts | X | Х | | |
| Edit Excel Import Scripts | X | Х | | |
| Import XML Boring/Well | X | Х | Х | |
| Export XML Boring/Well | X | Х | Х | |
| Import XML Template | X | Х | | |
| Export XML Template | X | Х | | |
| Import Project List | x | Х | | |
| Import Project | X | Х | | |
| Export Project | X | Х | | |
| Import version 3 and 4 Borings/Wells | X | Х | Х | |
| Import version 3 and 4 Templates | X | Х | | |
| Import Well Macros | X | Х | | |
| Import Lithology Macros | X | Х | | |
| Import Libraries | x | Х | | |
| Import Legends | X | Х | | |
| Import Government Data | X | Х | | |
| Import Excel Data | X | Х | Х | |
| Import Deviation Data | X | X | Х | |
| Import AGS Data | Х | x | | |

| Export AGS Data | Х | Х |
|------------------|---|---|
| Import gINT Data | Х | Х |

WinFence

| Feature | Admin | Power | Limited | Guest |
|--------------------------------|-------|-------|---------|-------|
| New Cross-section | Х | Х | Х | |
| Open Cross-section | Х | Х | Х | Х |
| Edit Cross-section | Х | X | Х | |
| Print Cross-section | Х | Х | Х | х |
| Delete Cross-section | Х | Х | Х | |
| New Style | Х | Х | | |
| Open Style | Х | Х | | |
| Edit Style | Х | Х | | |
| Delete Style | Х | Х | | |
| Import XML Cross-section | Х | Х | Х | |
| Export XML Cross-section | Х | Х | Х | |
| Import Project List | X | Х | | |
| Import Project | X | Х | | |
| Import version 2 Cross-section | Х | Х | Х | |
| Import version 2 Template | X | X | | |

Mapping and Gridding

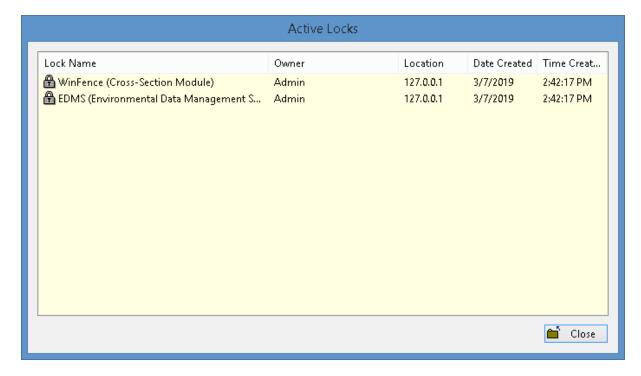
| Feature | Admin | Power | Limited | Guest |
|--------------------|-------|-------|---------|-------|
| New Contour Map | x | Х | Х | |
| Open Contour Map | x | Х | Х | Х |
| Edit Contour Map | x | Х | Х | |
| Delete Contour Map | x | Х | Х | |
| Print Contour Map | Х | Х | X | Х |

Buildings and Structures

| Feature | Admin | Power | Limited | Guest |
|-----------------------|-------|-------|---------|-------|
| New Structure View | х | Х | Х | |
| Open Structure View | Х | Х | Х | Х |
| Edit Structure View | х | Х | Х | |
| Delete Structure View | Х | х | x | |

1.3.3 Active Locks

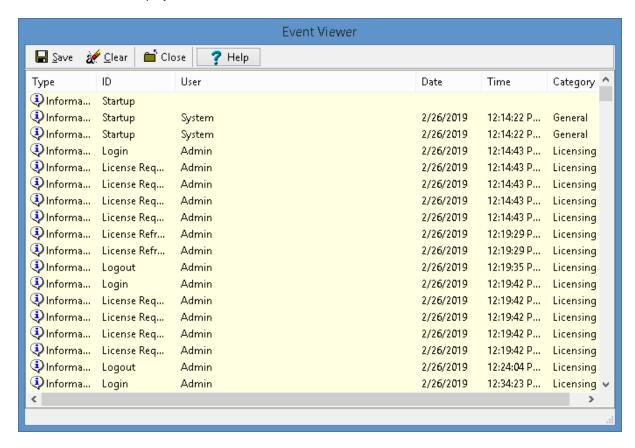
When a license is being used by a client, a lock is placed on that license. To view the active locks click on the Active Locks button on the Network Monitor form, the Active Locks form will be displayed.



This form will display the name of the lock (module being used), owner (user), location, date and time for each lock in current user.

1.3.4 Show Log

To show a log of network events click on the Show Log button the Network Manager form, the Event Viewer form will be displayed.



The details for an event can be displayed by double-clicking on the event in the list. A log file in XML format can be created containing the events by clicking on the Save button at the top of the form. The events in the list can be removed by clicking on the Clear button at the top of the form.

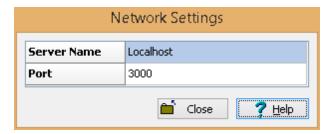
1.3.4.1 Display Event Details

When an event on the Event Viewer form is double-clicked, the details of the event will be displayed in the Event Details form.



1.3.5 Settings

The network server name and port can be adjusted by clicking on the Settings button on the Network Monitor form. The Network Settings form below will be displayed. It is not recommended to adjust these settings without first discussing it with GAEA.



1.3.6 Shutdown

The network monitor can either be closed and hidden or shutdown. To close and hide the network monitor click on the Close button on the Network Monitor form. After being closed the network monitor will continue to be run as a process and a program icon will be displayed in the system tray. A popup menu can be displayed by right clicking on the program icon in the system tray.

To shutdown the network monitor click on the Shutdown button on the Network Monitor form, The process will be shutdown and will not appear in the system tray.

