

Sheriff Clock

The Sheriff license manager incorporates a *heartbeat* to maintain the integrity of the license controls. The Sheriff Clock application (SlsClock.exe) ensures that the heartbeat is not misinterpreted because of system clocks that are not synchronized consistently across a network.

Sheriff Clock is required only for network licenses. It is not necessary for standalone licenses.

Sheriff Clock in no way interferes with the system clocks themselves. It simply ensures that each Sheriff-protected application will run correctly even if a client workstation's system clock is out of sync with the server's system clock.

All that is required is to run SlsClock on the network license server and to keep it running at all times. It should therefore be designated as a Startup application, to make sure it launches automatically after each system restart.

While SlsClock is running, it will create and maintain a small file called "clock.sls" in the license directory of each Sheriff-protected application, where the application's other license files ("Licence.sls," "ActiveUser.sls" and "CheckOut.sls") are located. SlsClock will update each protected application's "clock.sls" file once every 10 seconds. That file (if found) will be read periodically by each running instance of the application. If SlsClock is minimized, it will display its icon in the system tray. When SlsClock is shut down, it will delete all of the "clock.sls" files it created.

It is possible to run SlsClock as a service. In order to do so, copy the files from the "SlsService" directory to the same directory as SlsClock.exe and run the following command there:

SlsService -i

Then reboot the server (running Windows NT/2000/2003 or later).