



# Guide to Borrowing Licenses from the SNL

**DESCRIPTION:** This guide will go over the steps for borrowing and returning SOLIDWORKS licenses from the SNL (SolidNetwork License Manager). The purpose of license borrowing is to ensure the proper usage of SolidWorks from any location where the licenses currently reside on a host/server. Machines that borrow licenses from the SNL can then be used anywhere without staying connected and can be returned to the remote server as needed.

**NOTE:** The borrowing of a license initially requires the machine to be on the same network connection as the server. For more information on borrowing licenses, please refer to the FAQ below.

## FAQ:

### **Q: What is the SNL?**

A: The SNL allows users to consume a dedicated license on their machine until SolidWorks is no longer being used. By doing so, the licenses are transferred and shared amongst other users as long as the machine is connected to the same network where the host/server distributes the licenses.

### **Q: What is the difference between obtaining versus borrowing a license from the SNL?**

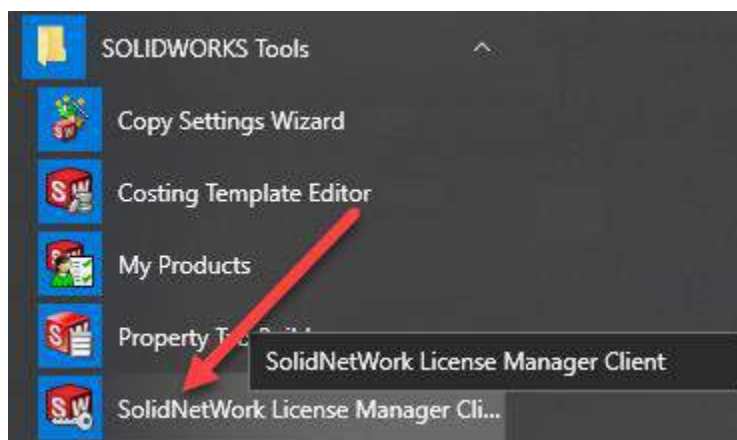
A: When the user closes SolidWorks (obtained from the SNL), the license will be automatically returned to the host/server. With the borrow functionality, the license remains on the machine until it is manually returned or when the borrow date is reached. This is especially useful for when the machine needs to be used outside the host/server location without remaining on the same network connection.

### **Q: What if the user is unable to return a borrowed license (or if the borrow fails to work)?**

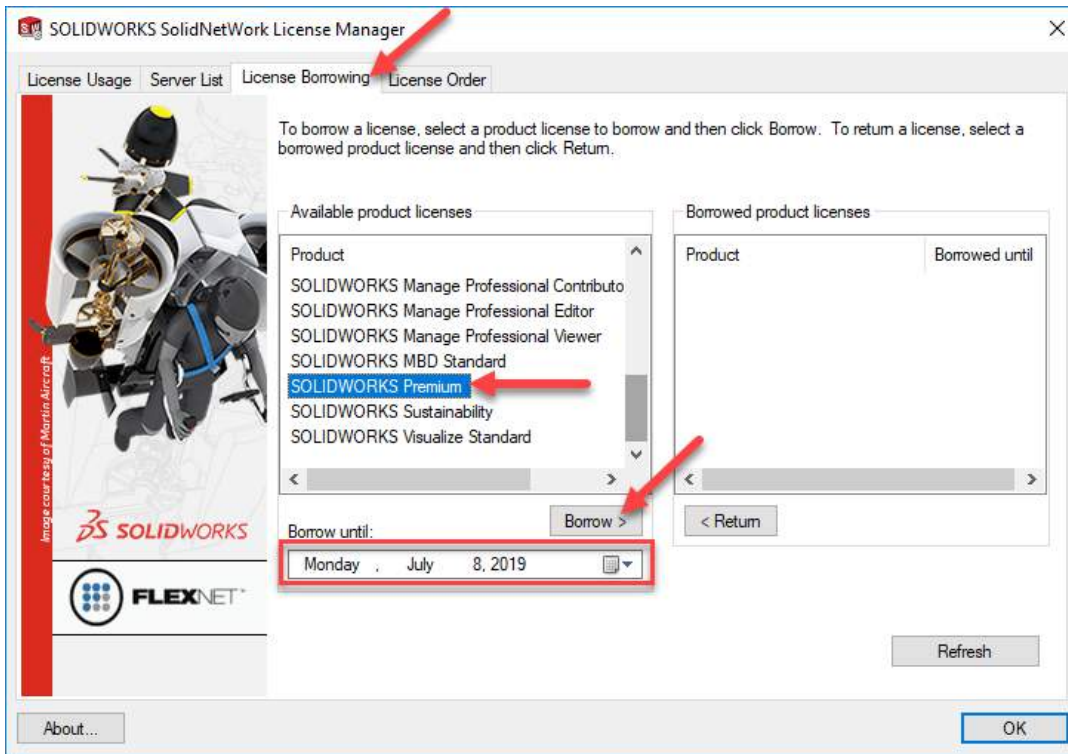
A: The borrowing of a license needs to be on the same network connection where the SNL host/server resides before the machine is taken offline. Ensure that the borrow date is set to be to an appropriate time to be returned automatically. In rare instances where borrowing or returning a license is unsuccessful, please contact technical support by visiting <https://www.alignex.com/support>.

## Part One: Obtaining a license using the SNL Manager Client

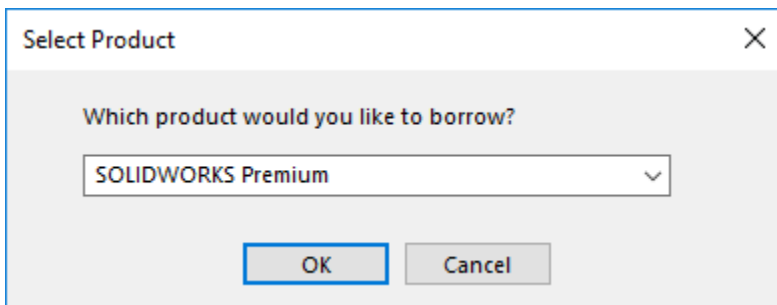
**STEP 1:** Go to Start >> **SOLIDWORKS Tools 20xx** and select the **SolidNetWork License Manager Client 20xx**. If there are multiple versions installed, pick the latest version.



**STEP 2:** Under the **License Borrowing** tab, select the product you want to borrow and confirm the date you want to borrow until. The maximum length of time you may borrow a license for is 30 days. Click **Borrow >** to proceed.



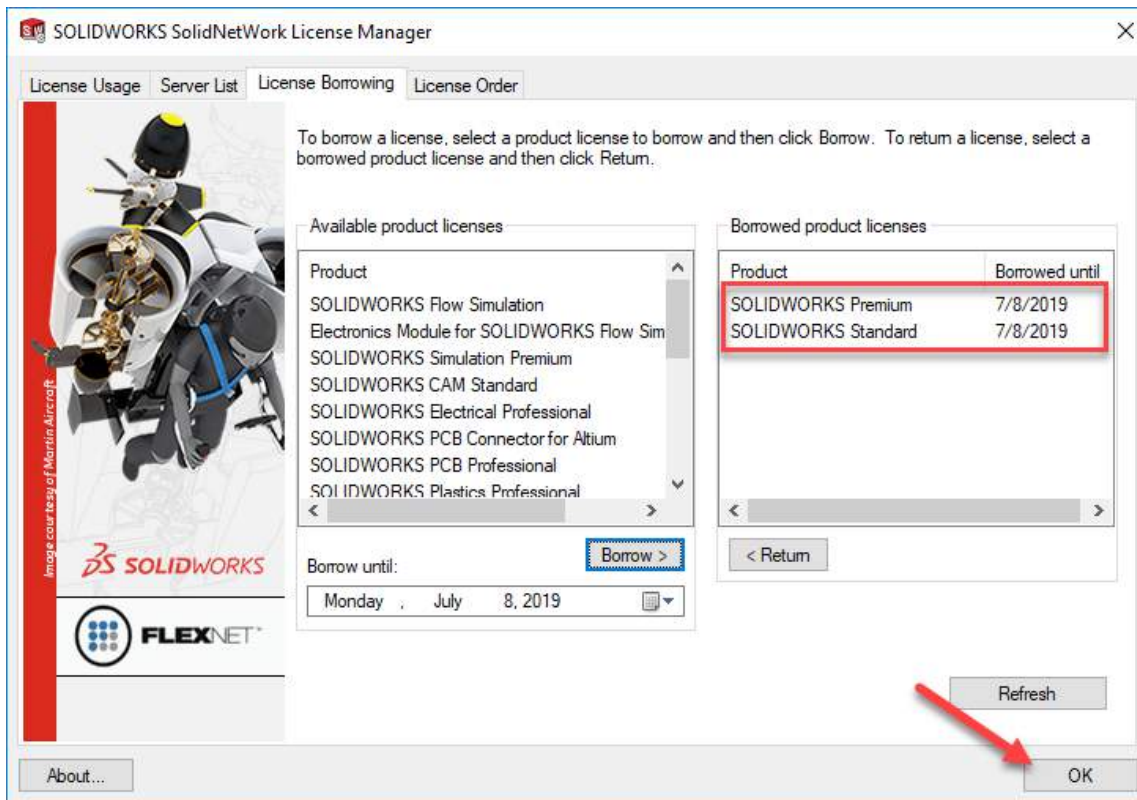
**STEP 3:** Confirm the product that you want to borrow and select **OK**.



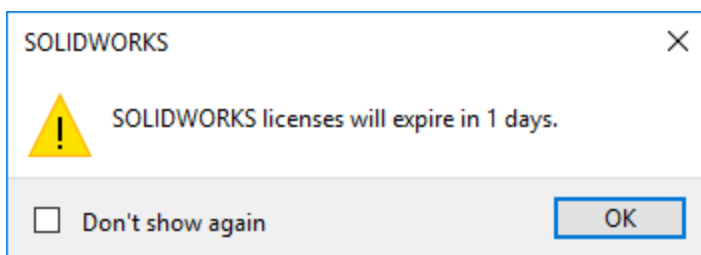
**NOTE:** Multiple products can be selected at the same time by using the Ctrl key. The confirmation window will be skipped.

**STEP 4:** Confirm that the products are borrowed in the list and select **OK**.

**NOTE:** If borrowing a SolidWorks Professional or Premium license, the SNL will automatically borrow a SOLIDWORKS Standard for the same length of time.



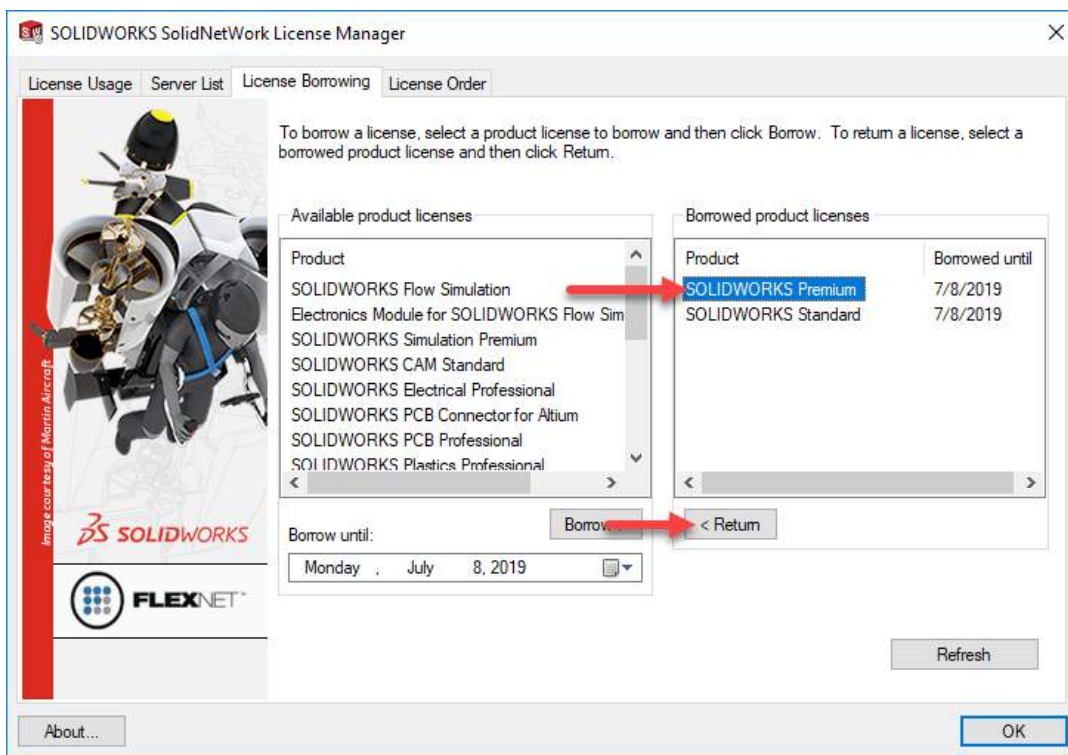
**STEP 5:** When launching SOLIDWORKS, a notification appears identifying the number of days until the borrowed license will expire. It is recommended to have this message enabled that a borrowed license is in use. The machine may now be used offline.



## Part Two: Returning a borrowed license to the SNL

**STEP 1:** Reopen the license manager client by going to **Start >> SOLIDWORKS Tools 20xx** and select the **SolidNetWork License Manager Client 20xx**. Under the License Borrowing tab, highlight the product(s) you'd like return and select **< Return**. The selected products will then be returned to Available products licenses.

**NOTE:** If licenses are not returned manually, it will be automatically returned once the 'Borrowed until' date is reached.



**STEP 2:** Once the computer is reconnected to the same host network, feel free to relaunch SOLIDWORKS and ensure that the system is able to obtain a license automatically.