



DSLS installation and licensing

DSLS (Dassault Systèmes License Server) is a licensing system developed by Dassault Systèmes that provides such benefits as:

- License usage statistics, debugging, and simple UI to administer and view statistics.
- Licenses are bound to expiration date rather than product version.
- Nodelock, floating, and [managed](#) licensing options.

DSLS and modeling tools compatibility

 You **must** choose the DSLS version compatible with the modeling tool version you use.

Modeling tool	DSLS version	Compatible
2024x	R2024x	

* To run DSLS 2024x licensing on Linux, glibc 3.4.20 (at a minimum) is required.

****IMPORTANT.** To use modeling tools with DSLS licenses, Microsoft Visual C++ Redistributable must be installed (see [Latest supported Visual C++ Redistributable downloads](#)). This applies to Windows OS only.

DSLS hosting restrictions

- DSLS servers can only be hosted on physical computers (with the exception of using HyperV virtualization; see the [Installation Guide](#)).

DSLS licensing client-side main limitations

Supported license types

- Client on a physical machine - floating (online), floating (offline/borrowed), nodelock.
- Client on a virtual machine - floating (online).
- Offline (borrowed) licenses are not supported on macOS/Linux.

More information can be found in the DSLS server [Installation Guide](#).

Product trigrams

With DSLS, product licenses are checked out using trigrams instead of the full product name. To know the specific trigrams denoting each product, see the [Product trigrams](#) page.

Detailed licensing information

- [Obtaining License Keys](#)
- [Modeling tools and plugins licensing](#)

3DS DSLS installation guide and software keys

- [DSLS Installation and Configuration Guide](#)
- [Dassault Systèmes License Server and License Keys](#)
- [Software License Keys](#)