



License Deployment Instructions

Installation

Follow the instructions to 'Installing Unity without the Download Assistant' here:
<http://docs.unity3d.com/Manual/InstallingUnity.html>

Activation

At the moment, we do not support activation through imaging software, so the fastest way to activate multiple machines is to use Command Line/ Terminal.

See this link for guidance: <http://docs.unity3d.com/Manual/CommandLineArguments.html>

Please note, in the command line argument:

"C:\ProgramFiles\Unity\Editor\Unity.exe"-quit-batchmode -serial<serial#>-username<accountusername>-password <password>"

The account username is the email address, not the real username.

In terms of which email you use for it, this will depend on how you wish to let your students use the software.

1. If you wish the students to work offline (meaning they will not access the Asset Store) use a private email address and password to create your account and have the students select the 'work offline' button when opening the software
2. If you wish the students to sign in so that they can access the Asset store, you can use a general email account (e.g. unity@mcc.edu) and an easy password like 'Password123' so that the students can sign in with this account to use the software online.

Using Unity behind a proxy

Proxies may block the connection between your local network and our servers.

Resolution

Create New ENV Variable like this:

1. Open **"Control Panel"**
2. Go to **"System and Security"** Go to **"System"**
3. Click on **"Advanced system setting"**
4. In the "Advanced" tab click **"Environment Variables"**
5. At the top section which contains something like, **"UserVariablesfor[yourUsername]"** click **"New"** which is right below it.
6. Then set "Variable name" to **"HTTPS_proxy"** while the "VariableValue" should be in this format **http://YourProxyIp/Url:proxyport** (without the quotes)
7. Restart Unity

Mac equivalent (running Yosemite 10.10):

You need to setup user environment variables for your login session (look at Environment variables in Yosemite):

1. Edit "**~/MacOSX/environment.plist**" (Note that MacOSX is hidden and located at root of login user)
2. Add corresponding key, value pair as mentioned in the previous post:
Instead of:
Then set "Variable name" to "HTTPS_proxy"
[*]while the "Variable Value" should be in this format "http://Your Proxy Ip/Url:proxy port"
3. Plist file looks like the following:

```
<?xml version="1.0" encoding="UTF-8"?>
<!DOCTYPE plist PUBLIC "-//Apple//DTD PLIST 1.0//EN" "http://www.apple.com/DTDs/PropertyList-1.0.dtd">
<plist version="1.0">
<dict>
<key>HTTPS_proxy</key>
<string>http://"proxy_ip":"proxy_port"</string>
</dict>
</plist>
```

Where the quoted placeholders should be your correct proxy IP and port.
4. Restart user session by logging out and/or restarting computer
5. Start Unity

Firewall Exceptions

Add the following host names

license.unity3d.com

activation.unity3d.com

or IP Addresses (these may vary over time—so if possible use the URLs above):

52.203.218.241

52.203.139.56

In addition to the exemptions to your firewall you need to open ports 80 and 443.

If, for some reason, the above online activation does not work, you can revert to Manual Activation - see the guide here: <http://docs.unity3d.com/Manual/ManualActivationGuide.html>