Determining the Number of Licenses for V-locity VM

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Condusiv™ Technologies

1. Introduction

Condusiv Technologies *V-locity* is priced by the number of hardware cores for each host operating system where the *V-locity* software will be installed.

V-locity VM supports both VMware ESX and ESXi versions and Microsoft Windows Server running Hyper-V.

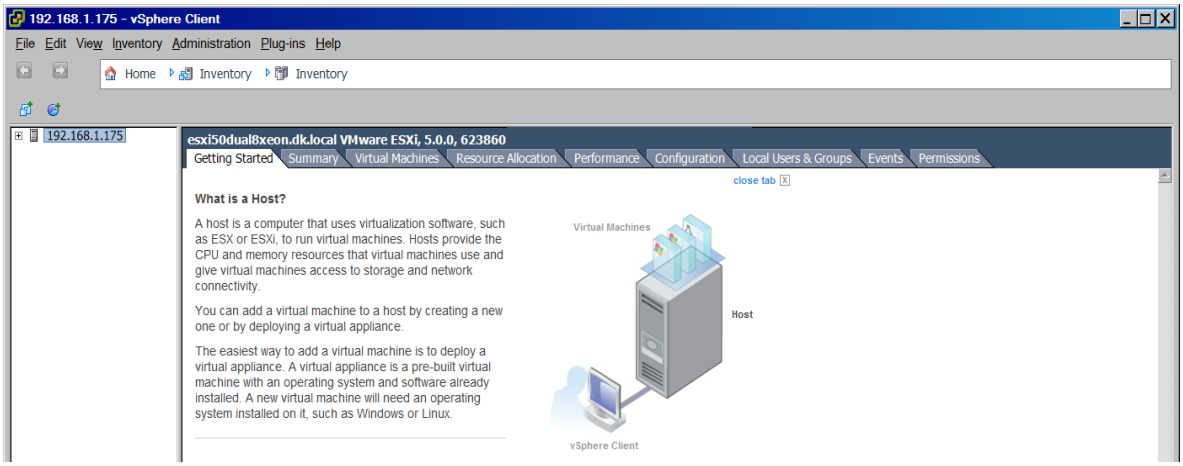
This document provides the necessary information to determine the proper number of licenses for *V-locity VM* on these platforms.

2. Determining V-locity VM Licenses for VMware ESX/ESXi

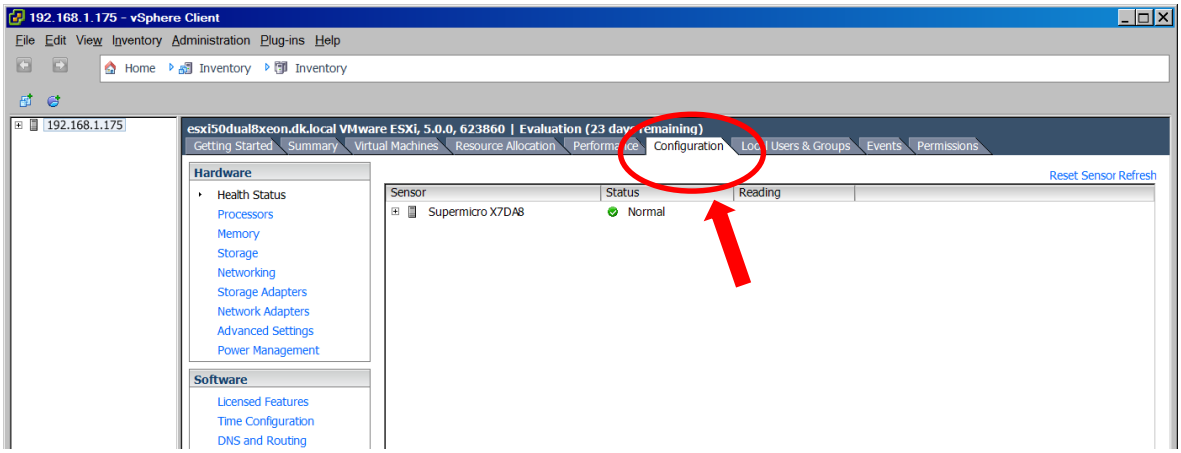
The following information is provided to help customers determine the number of cores on their ESX or ESXi Server to ensure that *V-locity VM* is properly licensed for their enterprise.

Note: This procedure will need to be performed on each ESX or ESXi Server where *V-locity VM* will be installed.

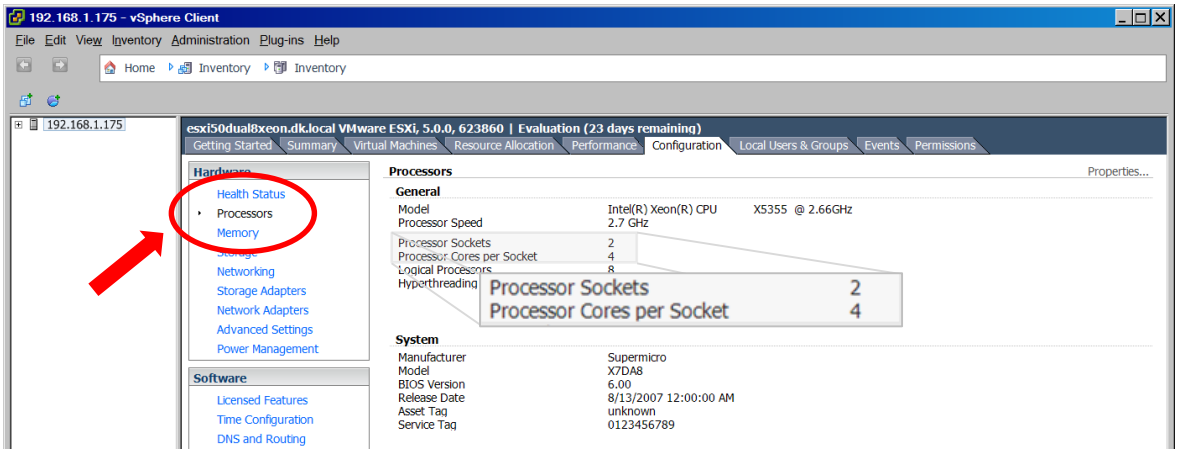
To determine the number of cores on an ESX Server, start the **VMware vSphere Client**. After entering in your user name and password, a screen similar to the following will appear on your display.



Select the **Configuration** tab to bring up information on the ESX server.



On the left side under **Hardware**, Select "**Processors**" to bring up the following screen:



Multiply the number of "**Processor Sockets**" by the "**Processor Cores per Socket**" to determine the total number of physical cores per ESX Server. In this example:

2 (Processor Sockets) x 4 (Processor Cores) = 8 Total Physical Cores

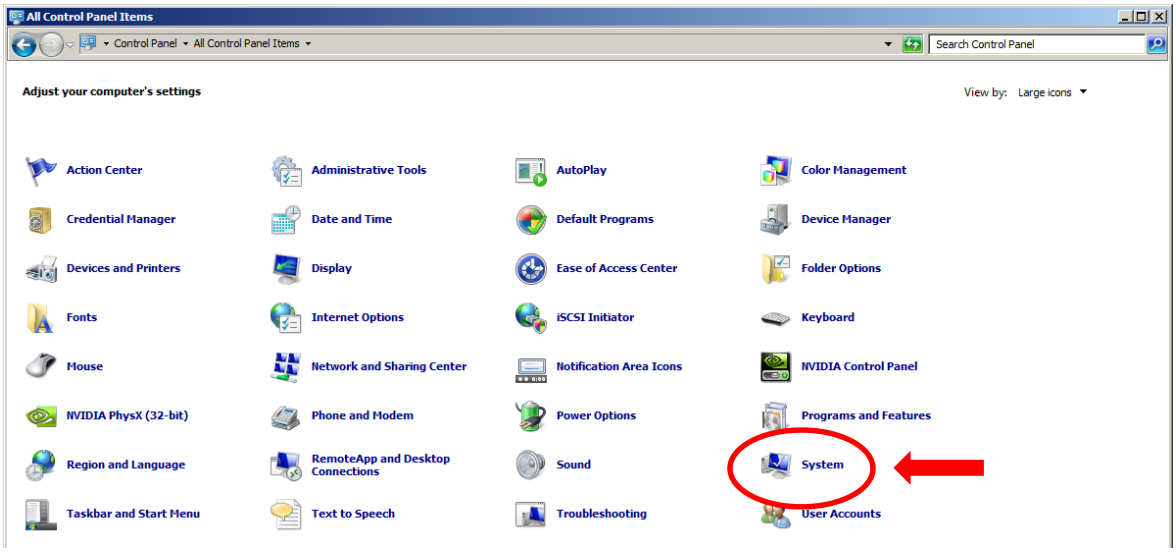
Please repeat this procedure for each ESX or ESXi Server where *V-locity VM* will be installed.

3. Determining V-locity VM Licenses for Microsoft Hyper-V

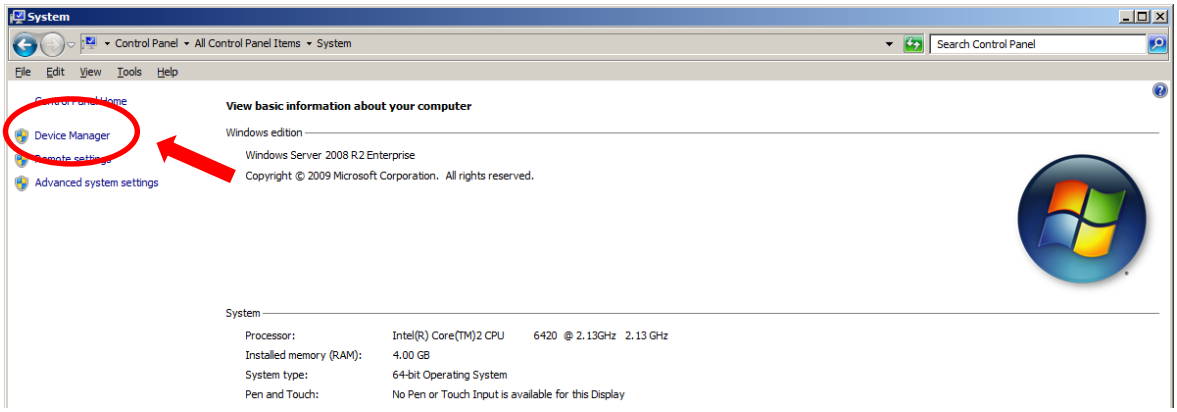
The following information is provided to help customers determine the number of cores on their Windows Server to ensure that *V-locity VM* is properly licensed for their enterprise.

Note: This procedure will need to be performed on each Windows Server operating system where *V-locity VM* host will be installed.

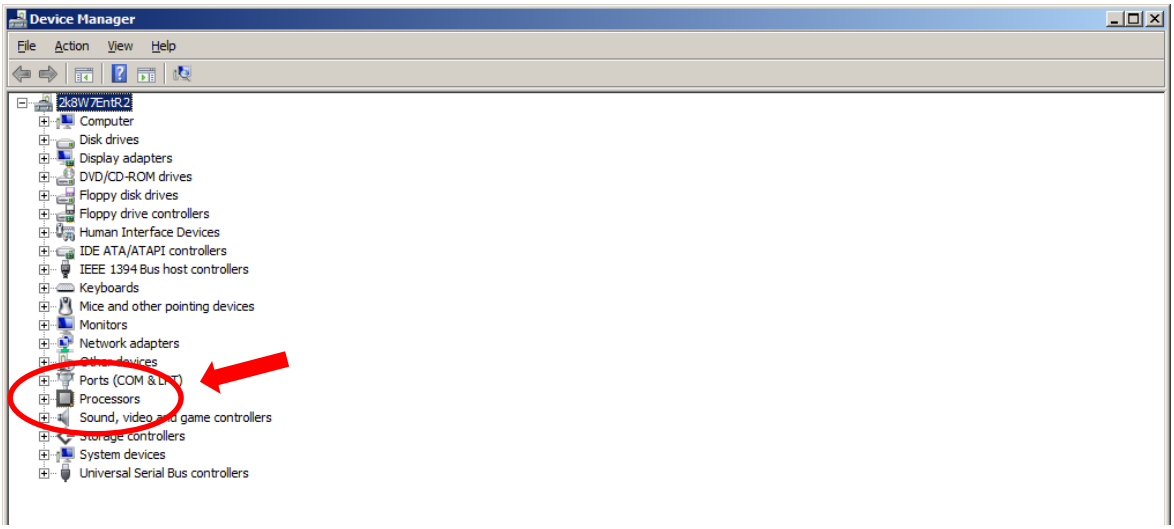
To determine the number of cores under Windows Server, select **Start – Settings – Control Panel.** This will bring up the following screen.



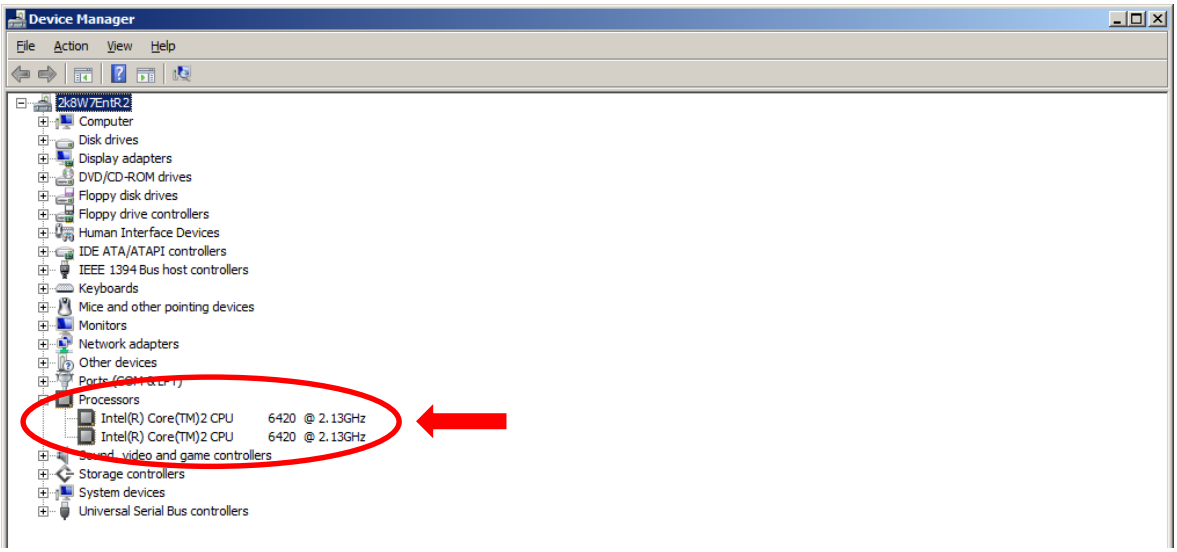
Double-click on the **System** icon to bring up the following screen.



Click on **Device Manager** on the left-hand side under **Tasks** to bring up the following screen.



Move down to **Processors** and select **+** (the plus sign) to expand information on the number of processors detected by Windows Server.

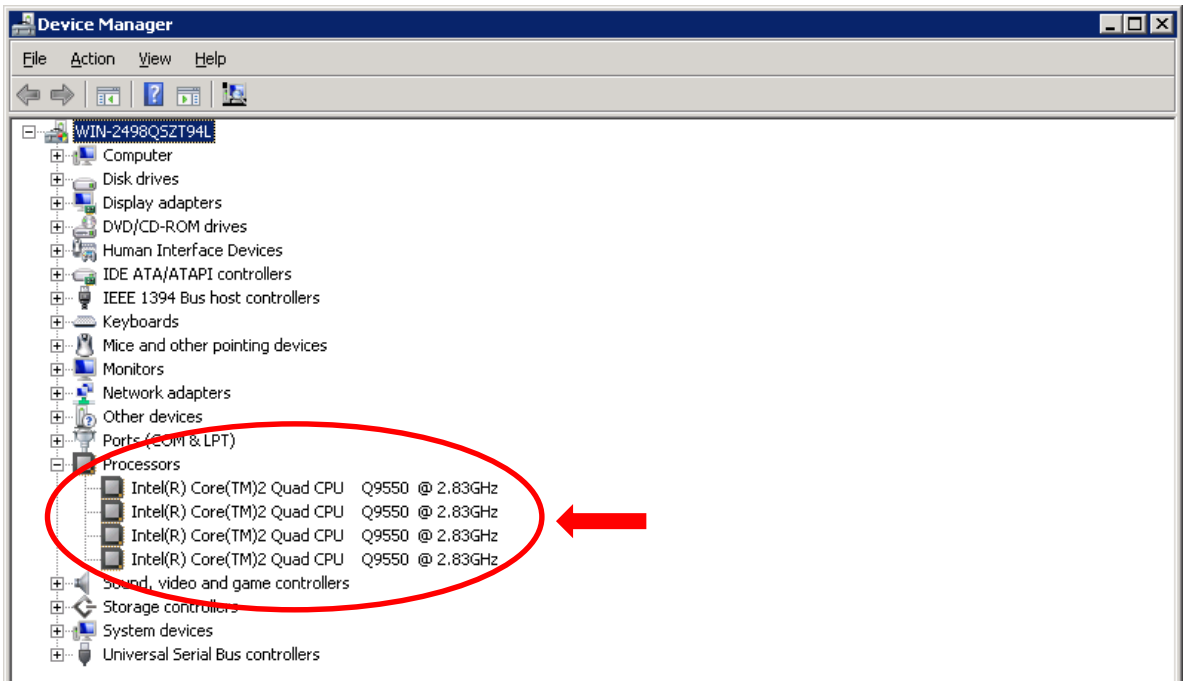


Once **Processors** has been expanded, there will be a description of the type of processors and the number of cores found by the Windows operating system. Count the number of entries listed under **Processors** and this information will be the number of cores (licenses) which you will need to buy for *V-locity* for this specific server.

In the above example, **Intel(R) Core(TM)2 CPU 6420 @ 2.13GHz** is listed twice under **Processors**. Therefore, this customer will need to purchase two (2) *V-locity VM* licenses.

Note: *The description used by the processor manufacturers can add confusion to determining the total number of hardware cores. When determining the number of processors in Hyper-V, please ignore the description (ex. Intel(R) Core(TM)2 CPU 6420 @ 2.83GHz in the screen capture above) and simply count the number of entries listed under "Processors."*

On a different server below, **Intel(R) Core(TM)2 Quad CPU Q9550 @ 2.83GHz** is listed four (4) times under **Processors**. Therefore, the customer would need to purchase four (4) licenses for this server.



Please repeat this procedure for each physical server where *V-locity* will be installed.

Note: *If the server running Hyper-V is using a processor which supports hyper-threading (and hyper-threading is enabled), the Windows device manager will report twice as many processors. (Example: an Intel Quad (4) Core processor with hyper-threading will show eight (8) cores.) In this case, please visit the processor vendor's web site to determine if your processor supports hyper-threading and to determine the correct number of physical cores on your server.*

4. Glossary

Core, aka **Microprocessor:**

There can be multiple cores/microprocessors within a processor. Each core/microprocessor can basically only do one thing at a time. By having multiple cores/microprocessors, it can do multiple things at the same time. In a dual core system, one core can be doing one type of calculations, while another does a different type of calculation at the same time. A quad will be able to perform four (4) things at the same time.

Now, some systems can have multiple processors and each processor has multiple cores. For example, a dual processor system (i.e. two processor sockets) and each processor contain four cores/microprocessors (quad-core).

In this last case, to calculate the total number of cores on this system, it would be two processors (2 processor sockets) times four cores (4 cores per processor) would be a total of eight (8) cores.

Processor, aka **CPU** (Central Processing Unit):

This is the MAIN processing unit that performs the operations given to the system. A processor can contain multiple cores/microprocessors.

Processor Socket, aka **CPU Socket:**

This is actually the Hardware connector that a processor connects to a motherboard in a computer. Some systems may contain more than one processor socket, so it can contain multiple processors to perform multiple processing at the same time.

More Information

Visit our website: www.Condusiv.com

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