License Deployment Instructions

Installing and activating Unity on an internal network requires you to work in the command line, and in some cases, to adjust firewalls and proxies. You should ask a system administrator or somebody very familiar with your IT network to handle this set-up.

Installation

Follow the instructions to 'Installing Unity from the command line':
http://docs.unity3d.com/Manual/InstallingUnity.html

For guidance on how to deploy the Editor to all machines via the command line (without the Unity Hub) see Unity documentation on deploying Unity offline:
https://docs.unity3d.com/Manual/DeployingUnityOffline.html

If you decide to run Unity without the Unity Hub, you cannot use online services such as the Asset Store in 2019.X versions of the Editor.

You can also install the Unity Hub through command line. For guidance, see Unity documentation on Unity Hub advanced deployment:
https://docs.unity3d.com/Manual/GettingStartedHubAdvancedConsiderations.html

Once installed, the Unity Hub automatically detects the Editor versions you have installed. If this does not happen, you can manually load an Editor version to the Hub following these steps:

1. Open the Unity Hub
2. Select **Installs**
3. Select the **Locate** button

A dialog box prompts you to enter the location where the Editor is installed, so that the Unity Hub can locate and add it. Now, when you create Projects, they should automatically have the license features applied.

Allowing access to non-admin accounts

If you are able to install from a non-admin account in your operating system, activation applies to all non-admin accounts on that machine.

If you can only install from an admin account, locate the license file after you activate Unity, and save it in a shared area for that machine. This ensures that if a different user signs into the machine, the license file is shared and the activation applies to their account.

Find License files in the following directories:

- **Windows:** *C:\ProgramData\Unity* (If the files alf are hidden, click **View** and tick the **Hidden Items** checkbox.)

- **macOS**: *Library/Application Support/Unity*

Unity can only give you suggestions on the activation process within an educational environment, because each organisation has a different network configuration.

Activation

Unity does not support activation through imaging software, so the fastest way to activate multiple machines is to use the command line/terminal. See this link for guidance: http://docs.unity3d.com/Manual/CommandLineArguments.html

We cannot give you the exact commands, because every institute's system is set up in different ways. However, we can give you some typical commands and you can make changes where you see fit.

Windows:

```
C:\Program Files\Unity\Editor\Unity.exe" -batchmode -username name@example.edu.uk -
password XXXXXXXXXXXXX -serial E3-XXXX-XXXX-XXXX-XXXX-XXXX –quit
```

Mac:

```
/Applications/Unity/Unity.app/Contents/MacOS/Unity- quit -batchmode -serial
E3-XXXX-XXXX-XXXX-XXXX-XXXX -username name@example.edu.uk -password
XXXXXXXXXXXXX
```

If the command line does not work, your firewall might be blocking the activation process. Educational firewalls sometimes block Unity licences by default. See the section titled 'Firewall Exceptions' for guidance on enabling permissions for Unity licenses.

Email registration

The email address you use depends on whether you want your students to be able to go online and access the Asset Store.

1. If you want students to work offline, use a private email address and password to create your account, and have the students select the 'work offline' button when opening the software. Note that students working offline do not have access to the Asset Store.

2. If you want students to work online, you can use a general email account (e.g. unity@mcc.edu) and an easy password like 'Password123' to share among all students, so that all students can sign in with this one account. This allows students to access the Asset Store.

Firewall exceptions

Add the following host names (IPs may vary):
- license.unity3d.com
- activation.unity3d.com
- sl-http.unity3d.com
- developer.cloud.unity3d.com
- core.cloud.unity3d.com
- accounts.unity3d.com

Add the following IPs:
- 74.125.226.222
- 173.194.43.30

In addition, you also need to open ports 80 and 443.

If the above online activation does not work, attempt Manual Activation instead. For guidance, see documentation:
http://docs.unity3d.com/Manual/ManualActivationGuide.html

Troubleshooting

Network issues
To check that you have internet access to the server, attempt a command line ping to https://core.cloud.unity3d.com/api/login.
Note that some education networks only have an internal network and no internet access by design. Check with the system administrator to find out what type of access your network has.

Certification issues
To verify if it is a CACerts.pem issue, follow the steps outlined in this GitHub project:
https://github.com/justin-zheng/travisbuildtest
CACerts.pem is included in the repository.