

# **ADOBE PROVISIONING TOOLKIT ENTERPRISE EDITION TECH NOTE**

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*Adobe Provisioning Toolkit Enterprise Edition Tech Note*

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# Adobe Provisioning Toolkit Enterprise Edition

The Adobe Provisioning Toolkit Enterprise Edition is a command-line tool for supported platforms that helps you track and manage *serialization* of Adobe® products that you have deployed using the Adobe Application Manager Enterprise Edition.

This toolkit is available for download from the Enterprise Deployment page on DevNet:  
<http://www.adobe.com/devnet/creativesuite/enterprisedeployment.html>

**NOTE:** If you are using Adobe Application Manager Enterprise Edition to create serialized packages or to serialize trial packages, Adobe Provisioning Toolkit Enterprise Edition might not be needed.

In this section:

- ▶ [“Introduction”](#)
- ▶ [“Using the Adobe Provisioning Toolkit Enterprise Edition”](#)
  - ▷ [“Syntax For Creative Suite 6”](#)
  - ▷ [“Syntax For Creative Suite 5.5 and Creative Suite 5”](#)
  - ▷ [“Logging”](#)
  - ▷ [“Product identification”](#)
  - ▷ [“Locale Codes”](#)
- ▶ [“Serialization Examples”](#)
  - ▷ [“Creative Suite 6”](#)
  - ▷ [“Creative Suite 5.5 and Creative Suite 5”](#)

## Introduction

The toolkit supplies commands that enable you to conveniently manage the serialization of an installed product. You might need to do this for example, in Creative Suite 6, users needs to be online for serialization to be successful. However if there are client machines that are not connected to the internet, you can use the Adobe Provisioning Toolkit Enterprise Edition to serialize a package on the machine.

## Using the Adobe Provisioning Toolkit Enterprise Edition

The syntax of the tool is different for the following types of packages:

- ▶ Creative Suite 6
- ▶ Creative Suite 5 and 5.5

This document includes syntax for both the cases. The toolkit itself is a platform-specific executable file, `adobe_prtk.exe` in Windows or `adobe_prtk` in Mac OS.

The toolkit contains commands to:

- ▶ serialize or unserialize previously deployed products
- ▶ perform other actions such as generating request code and accepting response code to complete offline activation (for Creative Suite 6)

Bring up a DOS command shell in Windows or a Terminal in Mac OS, go to the folder where you have downloaded the executable, and invoke the command per the tool syntax described in the subsequent sections.

## Syntax For Creative Suite 6

### Serializing a package

Use the following command to serialize a package:

```
adobe_prtk --tool=Serialize --leid=LEID --serial=serialNum --adobeid=AdobeID
```

#### ARGUMENTS:

<code>--leid LEID</code>	The product's licensing identifier (see <a href="#">"Product identification"</a> ).
<code>--serial serialNum</code>	The serial number of the package.
<code>--adobeid AdobeID</code>	User's Adobe ID

**NOTE:** The usage guidance provided on screen when you run the command `adobe_prtk --h` displays the `personGUID <personGUID>` option for serializing. However, this option is not required and should not be specified when actually using the command.

### Unserializing a package

Use the following command to unserialize a package:

```
adobe_prtk --tool=UnSerialize --leid=LEID [--locale=locale]
```

#### ARGUMENTS:

<code>--leid LEID</code>	The product's licensing identifier (see <a href="#">"Product identification"</a> ).
<code>--locale locale</code>	Optional, a locale code. For a list of the codes and the corresponding locales, see <a href="#">"Locale Codes"</a> .

### Serializing a package when a user is offline

In Creative Suite 6, users need to be online for serialization to be successful. However, if there are client machines that are not connected to the internet, the following process, called the *Type 1 Exception process*, can be followed to serialize a package.

This process requires generation of a keycode on the offline client machine. The keycode is then used to generate a response code from an online machine. The response code generated using the online machine is then used to serialize the package on the offline client machine.

This process can be used for both Retail and Volume customers.

1. On the offline client machine, generate a request code for activation by running the following command:

```
adobe_prtk --tool=Type1Exception --generate --serial=serialNum
```

where *serialNum* is the serial number

This command returns a 44-character request code.

2. Using an online machine, visit the AOES website:

<http://www.adobe.com/go/getactivated>

3. At the AOES website, log in with the Adobe ID.
4. Once authenticated, enter the Adobe serial number and the request code that was generated in step 1. Once the activation service successfully activates it, the response code is displayed.
5. Note down the response code
6. On the offline client machine, run the following command to activate the package:

```
adobe_prtk --tool=Type1Exception accept --serial=serialNum
--responsecode=responseCode --leid=LEID
```

where:

- ▷ *serialNum* is the serial number
- ▷ *responseCode* is the code generated on the online machine in step 4
- ▷ *LEID* is the product's licensing identifier (see "[Product identification](#)" on page 9).

## Starting a trial for products that do not have a user interface

Some products such as Adobe® InDesign® CS6 Server do not have a user interface. For these products, start a trial using the following command:

```
adobe_prtk --tool=StartTrial --leid=LEID
```

where *LEID* is the product's licensing identifier (see "[Product identification](#)").

## Suppressing registration

In Creative Suite 6, user must register using their Adobe ID if the machine is online. However, the `RegisterTrial` command can be used to suppress registration for specified product.

```
adobe_prtk --tool=RegisterTrial --driveradobecode=driverAdobeCode
[--adobeid=adobeID] [--personguid=personGUID]
```

- ▷ where *driverAdobeCode* is the media signature and can be found in the `Setup.xml` file, which is available at the path `<Installer location>\payloads\`
- ▷ *adobeID* is the user's Adobe ID

▷ *personGUID* is optional and is the person's GUID

## Serializing using Adobe Application Manager Enterprise Edition

You can use Adobe Application Manager Enterprise Edition (AAMEE) to serialize Trial packages on client machines. For more information, see "Creating a CS 6 Serialization File" in the AAMEE Deployment Guide.

## Syntax For Creative Suite 5.5 and Creative Suite 5

```
adobe_prtk --tool=ReplaceSN --serialize=LEID --serial=SN
adobe_prtk --tool=ReplaceSN --unserialize=LEID [--locale=locale]
adobe_prtk --tool=ReplaceSN --reserialize=LEID --replacement=pseudoSN
adobe_prtk --tool=MakeReplacementSN --old=oldSN --new=newSN
```

## Description of Syntax

### ReplaceSN

Replaces serial numbers for products installed on the current computer. The different forms can be combined so as to perform multiple actions with a single invocation.

#### serialize option

```
adobe_prtk --tool=ReplaceSN --serialize=LEID --serial=SN
```

#### ARGUMENTS:

<code>--serialize LEID</code>	The product's licensing identifier (see <a href="#">"Product identification"</a> ).
<code>--serial SN</code>	The new serial number.

Applies the given serial number to the given product. If the product has only been pre-serialized, applies the new number as a replacement pre-serialization; otherwise, validates the serial number and applies it to the correct locale, replacing any existing serial for that locale.

#### unserialize option

```
adobe_prtk --tool=ReplaceSN --unserialize=LEID [ --locale=locale ]
```

#### ARGUMENTS:

<code>--unserialize LEID</code>	The product's licensing identifier.
<code>--locale locale</code>	Optional, a locale code. For a list of the codes and the corresponding locales, see <a href="#">"Locale Codes"</a> .

Removes all existing non-trial serializations applied to the given product, including any pre-serialization. If locale is specified, removes the serialization only for that locale.

## reserialize option

```
adobe_prtk --tool=ReplaceSN --reserialize=LEID --replacement=newSN
```

### ARGUMENTS:

---

<code>--reserialize LEID</code>	The product's licensing identifier (see " <a href="#">Product identification</a> ").
<code>--replacement pseudoSN</code>	An encoded replacement serial number created with the <a href="#">MakeReplacementSN</a> command.

---

Examines all serializations for the specified product (including pre-serializations) to find one whose existing serial number can correctly decrypt the replacement serial number; replaces the serial number for that product.

## MakeReplacementSN

This helper function creates an encoded version of a new serial number that can be decoded using the old serial number. Run this function on the administrative system, and save the result to use with the [reserialize option](#) for the [ReplaceSN](#) command on client machines.

```
adobe_prtk --tool=MakeReplacementSN --old=oldSN --new=newSN
```

### ARGUMENTS:

---

<code>--old=oldSN</code>	The serial number being replaced.
<code>--new newSN</code>	The new serial number.

---

**RETURN:** A pseudo-serial number, which is a simply-encoded version of the new serial number to pass to the [reserialize option](#) for the [ReplaceSN](#) command.

## Logging

The tools write information about the progress and result of each command to the licensing log:

---

```
oobelib.log Location in Windows: %temp%
           Location in Mac OS: /tmp/
```

---

These are the error codes that can be reported if serialization is unsuccessful

## Error Codes for Creative Suite 6

1	Arguments passed in command line are invalid.
14	Unknown error
19	The prov.xml file is missing
20	Loading of permanent activation grace failed (due to malformed xml, corrupt or missing Enigma data, or some other error)
21	Unable to update PCF/SLCache
22	Unable to open a PCF/SLCache session
23	The prov.xml file contains invalid empty tag values
24	Enigma data has serial number of a language different from that of installed product.
25	If no product is installed on the target machine or enigma data of serial number could not be decoded

## Error Codes for Creative Suite 5.5 and Creative Suite 5:

1	Arguments passed in command line are invalid.
2	Serial number entered is not a valid Adobe serial number.
3	Serial number is not well formed.
4	Locale of serial number is not installed for the target product.
5	Serial number entered is not for the current operating system.
6	Product whose LEID is entered is not installed on the target computer.
7	User does not have write permissions to the cache database.
8	AMTConfigPath is incorrect or missing, possibly due to an unsuccessful or incomplete installation.
9	Serial number entered is of type upgrade.
10	Old and new serial numbers are the same.
11	Cache and/or PCD database is not accessible.
12	Pseudo serial number entered is not a valid code.
13	Target product does not contain the old serial number to be replaced.

## Product identification

A serialized product, as installed from a deployment package you create with Adobe Application Manager Enterprise Edition, is uniquely identified by a *licensing identifier* (LEID). For example, if the product name is *Photoshop CS5 Extended*, and it is installed in Mac OS, the LEID is `Photoshop-CS5-Mac-GM`.

Use the LEID to identify the installed products whose serial numbers you want to query or change.

For a list of LEIDs, see:

[http://www.adobe.com/go/aptee\\_leid](http://www.adobe.com/go/aptee_leid)

## Locale Codes

The following table lists the locale codes that you can use with the [unserialize option](#) to remove the serialization only for that locale.

da_DK	Danish
de_DE	German
en_GB	English, International
en_US	English, U.S.
es_LA	Spanish, Latin America
es_MX	Spanish, Spain
es_NA	Spanish, North America
fi_FI	Finnish
fr_CA	French, Canada
fr_FR	French, France
hr_HR	Croatian
hu_HU	Hungarian
it_IT	Italian
ja_JP	Japanese
ko_KR	Korean
nb_NO	Norwegian
nl_NL	Dutch
pl_PL	Polish
pt_BR	Portuguese, Brazilian
ro_RO	Romanian
ru_RU	Russian
sk_SK	Slovak
sl_SI	Slovenian
sv_SE	Swedish
tr_TR	Turkish
uk_UA	Ukrainian

---

zh_CN	Chinese, Simplified
zh_TW	Chinese, Traditional

---

## Serialization Examples

### Creative Suite 6

1. Suppose you want to serialize the Design Standard suite that you installed in trial mode. Run the following command to accomplish this:

```
adobe_prtk --tool=Serialize --leid=DesignSuiteStandard-CS6-Win-GM  
--serial=Design_Standard_Serial_Number --adobeid=Your_Adobe_ID
```

This command will serialize the Design Standard suite.

**NOTE:** you must be connected to the internet to run this command.

After running this command, your product should activate on next launch of any product provided you are connected to internet.

2. Suppose you want to remove the serialization for Adobe Photoshop on the Mac OS for the English, United States locale. Run the following command to accomplish this:

```
adobe_prtk --tool=UnSerialize --leid=Photoshop-CS6-Mac-GM [ --locale=en_US ]
```

3. Suppose you want to install InDesign Server in the trial mode. As the InDesign Server does not have a user interface, you start the trial on the target machine using command line. To accomplish this, you build a trial package for InDesign Server. In Windows, when you build the SCCM program to deploy the trial package, you specify a standard `msiexec` command line to invoke the InDesign Server MSI, which then deploys the trial copy of InDesign Server.

You then run the following command to start the trial on the target machine:

```
adobe_prtk --tool=StartTrial --leid=InDesignServer-CS6-Win-GM
```

This command starts the trial license of InDesign Server on this machine.

4. Suppose you installed InDesign Server by running the installer and you chose to Sign In later. In CS6, product registration is mandatory but as InDesign Server does not have any user interface, you must serialize and register it using following command:

```
adobe_prtk --tool=Serialize --leid=InDesignServer-CS6-Win-GM  
--serial=Serial_Number --adobeid=Your_Adobe_ID
```

5. Suppose you installed InDesign Server in the trial mode and now you want to serialize it. As InDesign Server does not have any user interface, you must serialize and register it using following command:

```
adobe_prtk --tool=Serialize --leid=InDesignServer-CS6-Win-GM  
--serial=Serial_Number --adobeid=Your_Adobe_ID
```

### Creative Suite 5.5 and Creative Suite 5

1. Suppose you want to deploy all of the applications from the Design Premium suite for some users, and just Photoshop for others. You might build two packages:

- ▷ Package 1: Design Premium full suite. When you build this package, you specify the Design Premium suite serial number and select all of the applications for installation. This means that a standard deployment of the package installs and serializes the suite, so that the target machine is completely ready to use. The resulting `payloads/` folder in the target deployment location contains all of the application payloads.
- ▷ Package 2: Photoshop only. When you build this package, you choose a trial install (that is, no serialization), and select only Photoshop (and any optional recommended payloads) for installation. Stage the resulting package in the same folder as a copy of the `ReplaceSN` tool.

In Windows, when you build the SCCM program to do the deployment of package 2, you specify a standard `msiexec` command line to invoke the Photoshop MSI, which deploys the trial copy of Photoshop. You then add a second command line:

```
adobe_prtk --tool=ReplaceSN --serialize=Photoshop-CS5-Win-GM --serial=<PS-sn>
```

This second command licenses the trial copy using the supplied Photoshop serial number.

2. Suppose you want to deploy the video applications from the Master Collection. You build one package, specifying the Master Collection suite serial number (in order to install protected content), and selecting the desired products (Photoshop, Adobe Premiere® Pro, and After Effects®).

In Windows, when you build the SCCM program to do the deployment of this package, it contains five lines. The first is the standard `msiexec` invocation, followed by:

```
adobe_prtk --tool=ReplaceSN --unserialize=MasterCollection-CS5-Win-GM
```

This removes the Master Collection suite serial number that you used to build the package.

```
adobe_prtk --tool=ReplaceSN --serialize=Photoshop-CS5-Win-GM --serial=<PS-sn>
adobe_prtk --tool=ReplaceSN --serialize=Premiere-CS5-Win-GM --serial=<Premiere-sn>
adobe_prtk --tool=ReplaceSN --serialize=AfterEffects-CS5-Win-GM --serial=<AE-sn>
```

These commands then serialize the three applications that you are actually deploying.

3. Suppose you want to remove the serialization for Adobe Photoshop on the Mac OS for the English, United States locale. Run the following command to accomplish this:

```
adobe_prtk --tool=ReplaceSN --unserialize=Photoshop-CS5-Mac-GM
[ --locale=en_US ]
```