

Altova Authentic Server 2027



User & Reference Manual

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1 Welcome to Authentic Server

Altova Authentic Server is a high-performance server product that brings Authentic's WYSIWYG XML content authoring and document editing to users, directly in the browser they already use.



Authentic Server runs on Windows and Linux machines.

This documentation

This documentation is organized into the following sections:

- An overview about [how Authentic Server broadly works](#) ⁶.
- [Installation and licensing](#) ⁷ of Authentic Server.
- How to work with Authentic Server in the browser, from [navigating the interface](#) ²⁶ to [working with Authentic Editor](#) ⁴³.
- [Description of the command line interface](#) ⁴⁹ (CLI) and its commands.
- A [reference section](#) ⁶² with useful information.

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2 How It Works

Authentic editing has long given non-technical users a familiar, forms-based way to work with XML content, with the schema validation and XML rules enforced behind the scenes. Authentic Server extends that same functionality to the web. Users open a document in a browser, edit it in a clean WYSIWYG view, and save the valid XML, all of it done from the browser.

For IT, deployment is simple. Install Authentic Server where it fits your infrastructure, on a server or in the cloud. The system is managed from a central admin interface. Document editing permission can be granted per user or for a group of users.

How Authentic Server works is explained in broad outline below.

Before using Authentic Server

Altova's Authentic View of an XML document is a graphical template for an XML document. These Authentic templates are created in [Altova StyleVision](#) and saved in StyleVision's native **SPS file format** (StyleVision Power Stylesheet).

The starting point for creating an SPS is an XML document structure, typically defined in an XML schema. In StyleVision, the elements and attributes of the XML schema are laid out in a page design, and the design is stored as an SPS file. If an XML file is now assigned to the SPS and the SPS is opened in Authentic View, then the XML document is presented in the graphical layout of the associated SPS. In Authentic View, the actual XML content takes the place of the elements and attributes that were used in the design.

The XML content can be formatted in a wide variety of ways, for example, into tables, lists, and data-entry devices such as combo boxes. The layout can also be enhanced with dynamic or static content. Dynamic content is calculated from the XML content—summations or percentages, for example. Static content is extraneous to the XML content—fixed text in the layout or graphics.

In StyleVision, you can also generate a **PXF file**, which is a zipped archive that contains the SPS file and all its associated files (such as XML, XML schema, and graphics files). The advantage of using a PXF file in Authentic Server is that all the files of an Authentic project are packaged together into one file.

Authentic Server users can open an SPS or PXF file to view and edit the associated XML documents.

Using Authentic Server

Authentic Server works as follows:

1. Authentic Server is installed on a server machine.
2. Users are registered and assigned various (admin or user) rights. Each user thus has an account with certain permissions.
3. Users can create folders in their respective accounts. In each folder they place the files of one or more Authentic projects. An Authentic project contains either (i) an SPS file with its associated files or (ii) a single PXF file.
4. Users specify whether the folders in their account can be viewed by other users. They can further specify whether other users can only read the files or edit them as well.
5. Edits to a document can be saved to the file on the server. Note that a shared file can be edited by multiple persons. Files can also be downloaded to the browser's *Downloads* folder.

3 Installation and Licensing

This section describes installation, licensing and other setup procedures. It is organized into the following sections:

- [Setup on Windows](#) ⁸
- [Setup on Linux](#) ¹⁵
- [Upgrade Authentic Server](#) ²⁰
- [Security Considerations](#) ²¹

3.1 Setup on Windows

This section describes the [installation](#)⁸ and licensing of Authentic Server on Windows systems. The setup comprises the following steps:

1. [Install Authentic Server](#)⁸
2. [Install LicenseServer](#)¹⁰
3. [Start LicenseServer and Authentic Server](#)¹¹
4. [Register Authentic Server with LicenseServer](#)¹³
5. [Assign a license to Authentic Server](#)¹³

The setup steps described above do not need to occur in exactly the same order in which they are listed. However, you do need to install before you start. And you do need to register Authentic Server with LicenseServer before you can assign a license to Authentic Server from LicenseServer.

System requirements (Windows)

Note the following system requirements:

- Windows 10, Windows 11
- Windows Server 2016 or newer

Prerequisites

Note the following prerequisites:

- Perform installation as a user with administrative privileges.
- A 32-bit version of Authentic Server cannot be installed over a 64-bit version, or a 64-bit version over a 32-bit version. You must either (i) remove the older version before installing the newer version or (ii) upgrade to a newer version that is the same bit version as your older installation.

3.1.1 Install on Windows

Installing Authentic Server

You can select your installation language from the box in the lower left area of the wizard. Note that this selection also sets the default language of Authentic Server. You can change the language later from the command line.

After installation, the Authentic Server executable will be located by default at the following path:

`<ProgramFilesFolder>\Altova\AuthenticServer2027\bin\AuthenticServer.exe`

Uninstall Authentic Server

Uninstall Authentic Server as follows:

1. Right-click the Windows **Start** button and select **Settings**.
2. Open the Control Panel (start typing "Control Panel" and click the suggested entry).

3. Under *Programs*, click **Uninstall a program**.
4. In Control Panel, select Authentic Server and click **Uninstall**.

Evaluation license

During the installation process, you will be given the option of requesting a 30-day evaluation license for Authentic Server. After submitting the request, an evaluation license will be sent to the email address you registered.

3.1.2 Install on Windows Server Core

Windows Server Core is a minimal Windows installation that does not use a number of GUI features. You can install Authentic Server on a Windows Server Core machine as follows:

1. Download the Authentic Server installer executable from the Altova website. This file is named **AuthenticServer.exe**. Make sure to choose the executable matching your server platform (32-bit or 64-bit).
2. On a standard Windows machine (not the Windows Server Core machine), run the command **AuthenticServer.exe /u**. This unpacks the **.msi** file to the same folder as the installer executable.
3. Copy the unpacked **.msi** file to the Windows Server Core machine.
4. If you are updating an earlier version of Authentic Server, shut down Authentic Server before carrying out the next step.
5. Use the **.msi** file for the installation by running the command **msiexec /i AuthenticServer.msi**. This starts the installation on Windows Server Core.

Important: Keep the MSI file!

Note the following points:

- Keep the extracted **.msi** file in a safe place. You will need it later to uninstall, repair, or modify your installation.
- If you want to rename the MSI file, do this before you install Authentic Server.
- The MSI filename is stored in the registry. You can update its name there if the filename has changed.

Register Authentic Server with LicenseServer

If you are installing Authentic Server for the first time or are upgrading to a **major version**, you will need to register Authentic Server with an Altova LicenseServer on your network. If you are upgrading to a non-major version of Authentic Server, then the previous LicenseServer registration will be known to the installation and there is no need to register Authentic Server with LicenseServer. However, if you want to change the LicenseServer that is used by Authentic Server at any time, then you will need to register Authentic Server with the new LicenseServer.

To register Authentic Server with an Altova LicenseServer during installation, run the installation command with the **REGISTER_WITH_LICENSE_SERVER** property, as listed below, providing the name or address of the LicenseServer machine as the value of the property, for example:

```
msiexec /i AuthenticServer.msi REGISTER_WITH_LICENSE_SERVER="localhost"
```

To register Authentic Server with an Altova LicenseServer after installation, run the following command:

```
msiexec /r AuthenticServer.msi REGISTER_WITH_LICENSE_SERVER="<MyLS-IPAddress>"
```

Useful commands

Given below are a set of commands that are useful in the installation context.

To test the return value of the installation, run a script similar to that below. The return code will be in the %errorlevel% environment variable. A return code of 0 indicates success.

```
start /wait msiexec /i AuthenticServer.msi /q
echo %errorlevel%
```

For a silent installation with a return code and a log of the installation process:

```
start /wait msiexec /i AuthenticServer.msi /q /L*v! <pathToInstallLogFile>
```

To modify the installation:

```
msiexec /m AuthenticServer.msi
```

To repair the installation:

```
msiexec /r AuthenticServer.msi
```

To uninstall Authentic Server:

```
msiexec /x AuthenticServer.msi
```

To uninstall Authentic Server silently and report the detailed outcome in a log file:

```
start /wait msiexec /x AuthenticServer.msi /q /L*v! <pathToUninstallLogFile>
```

To install Authentic Server using another language (available language codes are: German=de; Spanish=es; French=fr):

```
msiexec /i AuthenticServer.msi INSTALLER_LANGUAGE=<languageCode>
```

Note: On Windows Server Core, the charts functionality of Authentic Server will not be available.

3.1.3 Install LicenseServer (Windows)

In order for Authentic Server to work, it must be licensed via an [Altova LicenseServer](#) on your network. When you install Authentic Server on Windows systems, you can install LicenseServer together with Authentic Server. If a LicenseServer is already installed on your network, you do not need to install another one—unless a newer version of LicenseServer is required. (See next point, [LicenseServer versions](#).)

During the installation process of Authentic Server, check or uncheck the option for installing LicenseServer as appropriate.

Note the following points:

- If you have not installed LicenseServer yet, leave the default settings as is. The wizard will install the latest version on the computer where you are running the wizard.

- If you have not installed LicenseServer yet and want to install Altova LicenseServer on another computer and use it from there, then clear the check box *Install Altova LicenseServer on this machine* and choose **Register Later**. In this case, you will need to install LicenseServer separately on the other machine and register Authentic Server afterwards with the LicenseServer on that machine.
- If LicenseServer has already been installed on your computer but is a lower version than the one that would be installed by the installation wizard, then leave the wizard's default setting (for upgrading to the newer version) as is. In this case, the installation wizard will automatically upgrade your LicenseServer version. The existing registration and licensing information will be carried over to the new version of LicenseServer.
- If LicenseServer has already been installed on your computer or network and has the same version as the one indicated by the wizard, do the following:
 - Clear the check box *Install Altova LicenseServer on this machine*.
 - Under *Register this product with*, choose the LicenseServer with which you want to register Authentic Server. Alternatively, choose **Register Later**. Note that you can always select **Register Later** if you want to ignore the LicenseServer associations and carry on with the installation of Authentic Server.

For information, see how to [register](#)¹³ and [license](#)¹³ Authentic Server with [Altova LicenseServer](#). Also see the [LicenseServer documentation](#) for more detailed information.

LicenseServer versions

- Altova products must be licensed either (i) with a version of LicenseServer that corresponds to the installed Authentic Server version or (ii) with a later version of LicenseServer.
- The LicenseServer version that corresponds to the current version of Authentic Server is **3.20**.
- On Windows, you can install the corresponding version of LicenseServer as part of the Authentic Server installation or install LicenseServer separately. On Linux, you must install LicenseServer separately.
- Before a newer version of LicenseServer is installed, any older one must be de-installed.
- At the time of LicenseServer de-installation, all registration and licensing information held in the older version of LicenseServer will be saved to a database on your server machine. This data will be imported automatically into the newer version when the newer version is installed.
- LicenseServer versions are backwards compatible. They will work with older versions of Authentic Server.
- The latest version of LicenseServer available on the Altova website. This version will work with any current or older version of Authentic Server.
- The version number of the currently installed LicenseServer is given at the bottom of the [LicenseServer configuration page](#) (all tabs).

3.1.4 Start LicenseServer, Authentic Server (Windows)

Altova LicenseServer (LicenseServer for short) and Authentic Server are both started via Altova ServiceController.

Altova ServiceController

Altova ServiceController (ServiceController for short) is an application for conveniently starting, stopping and configuring Altova services **on Windows systems**. ServiceController is installed with Altova LicenseServer and with Altova server products that are installed as services (Authentic Server, DiffDog Server, FlowForce Server, Mobile Together Server, and RaptorXML(+XBRL) Server). ServiceController can be accessed via the system tray

(screenshot below).

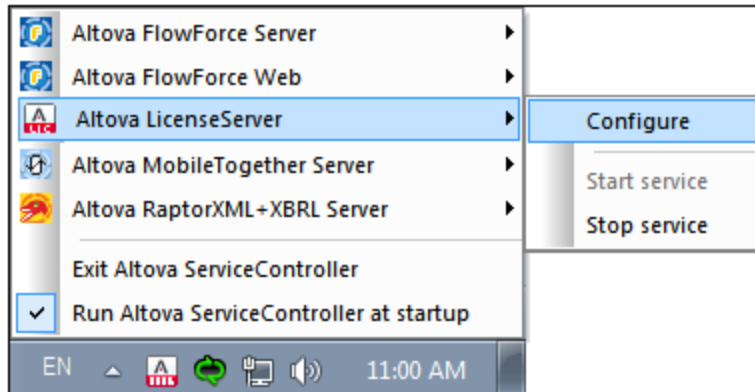


To specify that ServiceController starts automatically on logging in to the system, click the **ServiceController** icon in the system tray to display the **ServiceController** menu (screenshot below), and then toggle on the command **Run Altova ServiceController at Startup**. (This command is toggled on by default.) To exit ServiceController, click the **ServiceController** icon in the system tray and, in the menu that appears (see screenshot below), click **Exit Altova ServiceController**.



Start LicenseServer

To start LicenseServer, click the **ServiceController** icon in the system tray, hover over **Altova LicenseServer** in the menu that pops up (see screenshot below), and then select **Start Service** from the LicenseServer submenu. If LicenseServer is already running, then the *Start Service* option will be disabled. You can also stop the service via ServiceController.



Start Authentic Server

To start Authentic Server, click the **ServiceController** icon in the system tray, hover over **Altova Authentic Server** in the menu that pops up, and then select **Start Service** from the Authentic Server submenu. If

Authentic Server is already running, the *Start Service* option will be disabled. You can also stop the service via `ServiceController`.

3.1.5 Register Authentic Server (Windows)

To be able to license Authentic Server from Altova LicenseServer, Authentic Server must be registered with LicenseServer. To register Authentic Server from the command line interface, use the `licenseserver` command and supply the address of the LicenseServer machine (see *below*).

```
AuthenticServer licenseserver [options] ServerName-Or-IP-Address
```

For example, if `localhost` is the name of the server on which LicenseServer is installed, use the following command:

```
AuthenticServer licenseserver localhost
```

After successful registration, go to the [Client Management tab of LicenseServer's configuration page](#) to assign a license to Authentic Server.

For more information about registering Altova products with LicenseServer, see the [LicenseServer user manual](#).

3.1.6 Assign License (Windows)

After successfully registering Authentic Server, it will be listed in the Client Management tab of the configuration page of LicenseServer. Go there and [assign a license](#) to Authentic Server.

The licensing of Altova server products is based on the number of processor cores available on the product machine. For example, a dual-core processor has two cores, a quad-core processor four cores, a hexa-core processor six cores, and so on. The number of cores licensed for a product must be greater than or equal to the number of cores available on that server machine, whether the server is a physical or virtual machine. For example, if a server has eight cores (an octa-core processor), you must purchase at least one 8-core license. You can also combine licenses to achieve the core count. So, two 4-core licenses can also be used for an octa-core server instead of one 8-core license.

If you are using a computer server with a large number of CPU cores but only have a low volume to process, you may also create a virtual machine that is allocated a smaller number of cores and purchase a license for that number. Such a deployment, of course, would have less processing speed than if all available cores on the server were utilized.

Note: Each Altova server product license can be used for only one client machine at a time, even if the license has unused licensing capacity. (A client machine is the machine on which the Altova server product is installed.) For example, if a 10-core license is used for a client machine that has 6 CPU cores, then the remaining 4 cores of licensing capacity cannot be used simultaneously for another client machine.

Single-thread execution

If an Altova server product allows single-thread execution, an option for *Single-thread execution* will be available. In these cases, if an Altova server-product license for only one core is available in the license pool, a machine with multiple cores can be assigned this one-core license. In such a case, the machine will run that product on

a single core. Processing will therefore be slower, because multi-threading (which is possible on multiple cores) will not be available. The product will be executed in single thread mode on that machine.

To assign a single-core license to a multiple-core machine in LicenseServer, select the *Limit to single thread execution* check box for that product.

Estimate of core requirements

There are various external factors that influence the data volumes and processing times your server can handle (for example: the hardware, the current load on the CPU, and memory allocation of other applications running on the server). In order to measure performance as accurately as possible, test the applications in your environment with data volumes and in conditions that approximate as closely as possible to real business situations.

3.2 Setup on Linux

This section describes the [installation](#)¹⁵ and licensing of Authentic Server on Linux systems (Debian, Ubuntu, CentOS, RedHat). The setup comprises the following steps:

1. [Install Authentic Server](#)¹⁵
2. [Install LicenseServer](#)¹⁷
3. [Start LicenseServer and Authentic Server](#)¹⁷
4. [Register Authentic Server with LicenseServer](#)¹⁸
5. [Assign a license to Authentic Server](#)¹⁹

The setup steps described above do not need to occur in exactly the same order in which they are listed. However, you do need to install before you start. And you do need to register Authentic Server with LicenseServer before you can assign a license to Authentic Server from LicenseServer.

System requirements (Linux)

- Red Hat Enterprise Linux 9 or newer
- CentOS Stream 9, 10
- Debian 11 or newer
- Ubuntu 22.04 LTS, 24.04 LTS, 26.04 LTS
- AlmaLinux 9, 10
- Rocky Linux 9, 10

Prerequisites

- Perform installation either as **root** user or as a user with **sudo** privileges.
- The previous version of Authentic Server must be uninstalled before a new one is installed.
- The following libraries are required as a prerequisite to install and run the application. If the packages below are not already available on your Linux machine, run the yum command (or apt-get if applicable) to install them.

CentOS, RedHat	Debian	Ubuntu
krb5-libs	libgssapi-krb5-2	libgssapi-krb5-2

3.2.1 Install on Linux

Authentic Server is available for installation on Linux systems. Do the installation either as root user or a user with sudo privileges.

Uninstall Authentic Server

Before you install Authentic Server, you should uninstall any older version.

To check which Altova server products are installed:

```
[Debian, Ubuntu]:  dpkg --list | grep Altova
[CentOS, RedHat]:  rpm -qa | grep server
```

To uninstall an old version of Authentic Server:

```
[Debian, Ubuntu]:  sudo dpkg --remove authenticserver
[CentOS, RedHat]:  sudo rpm -e authenticserver
```

On Debian and Ubuntu systems, it might happen that Authentic Server still appears in the list of installed products after it has been uninstalled. In this case, run the **purge** command to clear Authentic Server from the list. You can also use the **purge** command *instead* of the **remove** command listed above.

```
[Debian, Ubuntu]:  sudo dpkg --purge authenticserver
```

Download the Authentic Server Linux package

Authentic Server installation packages for the following Linux systems are available at the [Altova website](#).

Distribution	Package extension
Debian	.deb
Ubuntu	.deb
CentOS	.rpm
RedHat	.rpm

After downloading the Linux package, copy it to any directory on the Linux system. Since you will need to license Authentic Server with an [Altova LicenseServer](#), you may want to download LicenseServer from the [Altova website](#) at the same time as you download Authentic Server.

Install Authentic Server

In a terminal window, switch to the directory where you copied the Linux package. For example, if you copied it to a user directory called MyAltova that is located in the /home/User directory, switch to this directory as follows:

```
cd /home/User/MyAltova
```

Install Authentic Server using the relevant command:

```
[Debian]:  sudo dpkg --install authenticserver-2027-debian.deb
[Ubuntu]:  sudo dpkg --install authenticserver-2027-ubuntu.deb
[CentOS]:  sudo rpm -ivh authenticserver-2027-1.x86_64.rpm
[RedHat]:  sudo rpm -ivh authenticserver-2027-1.x86_64.rpm
```

You may need to adjust the name of the package above to match the current release or service pack version.

The Authentic Server package will be installed in the following folder:

```
/opt/Altova/AuthenticServer2027
```

3.2.2 Install LicenseServer (Linux)

In order for Authentic Server to work, it must be licensed via an [Altova LicenseServer](#) on your network. Download LicenseServer from the [Altova website](#) and copy the package to any directory. Install it just like you installed Authentic Server (see [previous topic](#)¹⁵).

```
[Debian]:  sudo dpkg --install licenseserver-3.20-debian.deb
[Ubuntu]:  sudo dpkg --install licenseserver-3.20-ubuntu.deb
[CentOS]:  sudo rpm -ivh licenseserver-3.20-1.x86_64.rpm
[RedHat]:  sudo rpm -ivh licenseserver-3.20-1.x86_64.rpm
```

The LicenseServer package will be installed at the following path:

/opt/Altova/LicenseServer

For information, see how to [register](#)¹⁸ and [license](#)¹⁹ Authentic Server with [Altova LicenseServer](#). Also see the [LicenseServer documentation](#) for more detailed information.

LicenseServer versions

- Altova products must be licensed either (i) with a version of LicenseServer that corresponds to the installed Authentic Server version or (ii) with a later version of LicenseServer.
- The LicenseServer version that corresponds to the current version of Authentic Server is **3.20**.
- On Windows, you can install the corresponding version of LicenseServer as part of the Authentic Server installation or install LicenseServer separately. On Linux, you must install LicenseServer separately.
- Before a newer version of LicenseServer is installed, any older one must be de-installed.
- At the time of LicenseServer de-installation, all registration and licensing information held in the older version of LicenseServer will be saved to a database on your server machine. This data will be imported automatically into the newer version when the newer version is installed.
- LicenseServer versions are backwards compatible. They will work with older versions of Authentic Server.
- The latest version of LicenseServer available on the Altova website. This version will work with any current or older version of Authentic Server.
- The version number of the currently installed LicenseServer is given at the bottom of the [LicenseServer configuration page](#) (all tabs).

3.2.3 Start LicenseServer, Authentic Server (Linux)

Start Altova LicenseServer and Authentic Server either as root user or a user with sudo privileges.

Start LicenseServer

To correctly register and license Authentic Server with LicenseServer, LicenseServer must be running as a daemon on the network. Start LicenseServer as a daemon with the following command:

```
sudo systemctl start licenseserver
```

If at any time you need to stop LicenseServer, replace **start** with **stop** in the command above. For example:

```
sudo systemctl stop licenseserver
```

Start Authentic Server

Start Authentic Server as a daemon with the following command:

```
sudo systemctl start authenticserver
```

If at any time you need to stop Authentic Server, replace **start** with **stop** in the command above. For example:

```
sudo systemctl stop authenticserver
```

Check status of daemons

To check if a daemon is running, run the following command, replacing **<servicename>** with the name of the daemon you want to check:

```
sudo service <servicename> status
```

3.2.4 Register Authentic Server (Linux)

To be able to license Authentic Server from Altova LicenseServer, Authentic Server must be registered with LicenseServer.

To register Authentic Server, go to its CLI and use the `licenseserver` command:

```
sudo /opt/Altova/AuthenticServer2027/bin/authenticserver licenseserver [options]  
ServerName-Or-IP-Address
```

For example, if `localhost` is the name of the server on which LicenseServer is installed:

```
sudo /opt/Altova/AuthenticServer2027/bin/authenticserver licenseserver localhost
```

In the command above, `localhost` is the name of the server on which LicenseServer is installed. Notice also that the location of the Authentic Server executable is:

```
/opt/Altova/AuthenticServer2027/bin/
```

After successful registration, go to the [Client Management tab of LicenseServer's configuration page](#) to assign a license to Authentic Server.

For more information about registering Altova products with LicenseServer, see the [LicenseServer user manual](#).

3.2.5 Assign License (Linux)

After successfully registering Authentic Server, it will be listed in the Client Management tab of the configuration page of LicenseServer. Go there and [assign a license](#) to Authentic Server.

The licensing of Altova server products is based on the number of processor cores available on the product machine. For example, a dual-core processor has two cores, a quad-core processor four cores, a hexa-core processor six cores, and so on. The number of cores licensed for a product must be greater than or equal to the number of cores available on that server machine, whether the server is a physical or virtual machine. For example, if a server has eight cores (an octa-core processor), you must purchase at least one 8-core license. You can also combine licenses to achieve the core count. So, two 4-core licenses can also be used for an octa-core server instead of one 8-core license.

If you are using a computer server with a large number of CPU cores but only have a low volume to process, you may also create a virtual machine that is allocated a smaller number of cores and purchase a license for that number. Such a deployment, of course, would have less processing speed than if all available cores on the server were utilized.

Note: Each Altova server product license can be used for only one client machine at a time, even if the license has unused licensing capacity. (A client machine is the machine on which the Altova server product is installed.) For example, if a 10-core license is used for a client machine that has 6 CPU cores, then the remaining 4 cores of licensing capacity cannot be used simultaneously for another client machine.

Single-thread execution

If an Altova server product allows single-thread execution, an option for *Single-thread execution* will be available. In these cases, if an Altova server-product license for only one core is available in the license pool, a machine with multiple cores can be assigned this one-core license. In such a case, the machine will run that product on a single core. Processing will therefore be slower, because multi-threading (which is possible on multiple cores) will not be available. The product will be executed in single thread mode on that machine.

To assign a single-core license to a multiple-core machine in LicenseServer, select the *Limit to single thread execution* check box for that product.

Estimate of core requirements

There are various external factors that influence the data volumes and processing times your server can handle (for example: the hardware, the current load on the CPU, and memory allocation of other applications running on the server). In order to measure performance as accurately as possible, test the applications in your environment with data volumes and in conditions that approximate as closely as possible to real business situations.

3.3 Upgrade Authentic Server

The simplest way to carry over a license from the previous version of Authentic Server to a newer version is via the installation process. The key steps during installation are:

1. Register the new version of Authentic Server with the LicenseServer that holds the license of the older version of Authentic Server.
2. Accept the license agreement of Authentic Server. (If you do not accept the agreement, the new version will not be installed.)

Note: If you do not register Authentic Server with LicenseServer during the installation process, you can do this later and then complete the licensing process.

3.4 Security Considerations

XSLT, XPath, XQuery are Turing-complete functional programming languages with local and remote file access and dynamic execution possibility — therefore, it is recommended to only permit access to them for transformations and/or file processing in a safe and regulated environment, where one has control over the input files and can ensure to execute only previously audited scripts. Should there be a need to access them from an external/public network (or a non-secure sub-network), then it is recommended to limit access with a reverse proxy that implements user authentication and authorization. Furthermore, it is recommended to run the process with a separate user account with access control configured at OS-level to restrict access only to authorized parts of the file system.

4 Start and Login

Start Authentic Server

Start Authentic Server in a browser window by entering the Authentic Server URL in the address bar:

`http(s)://Servername:PortNumber`

For users

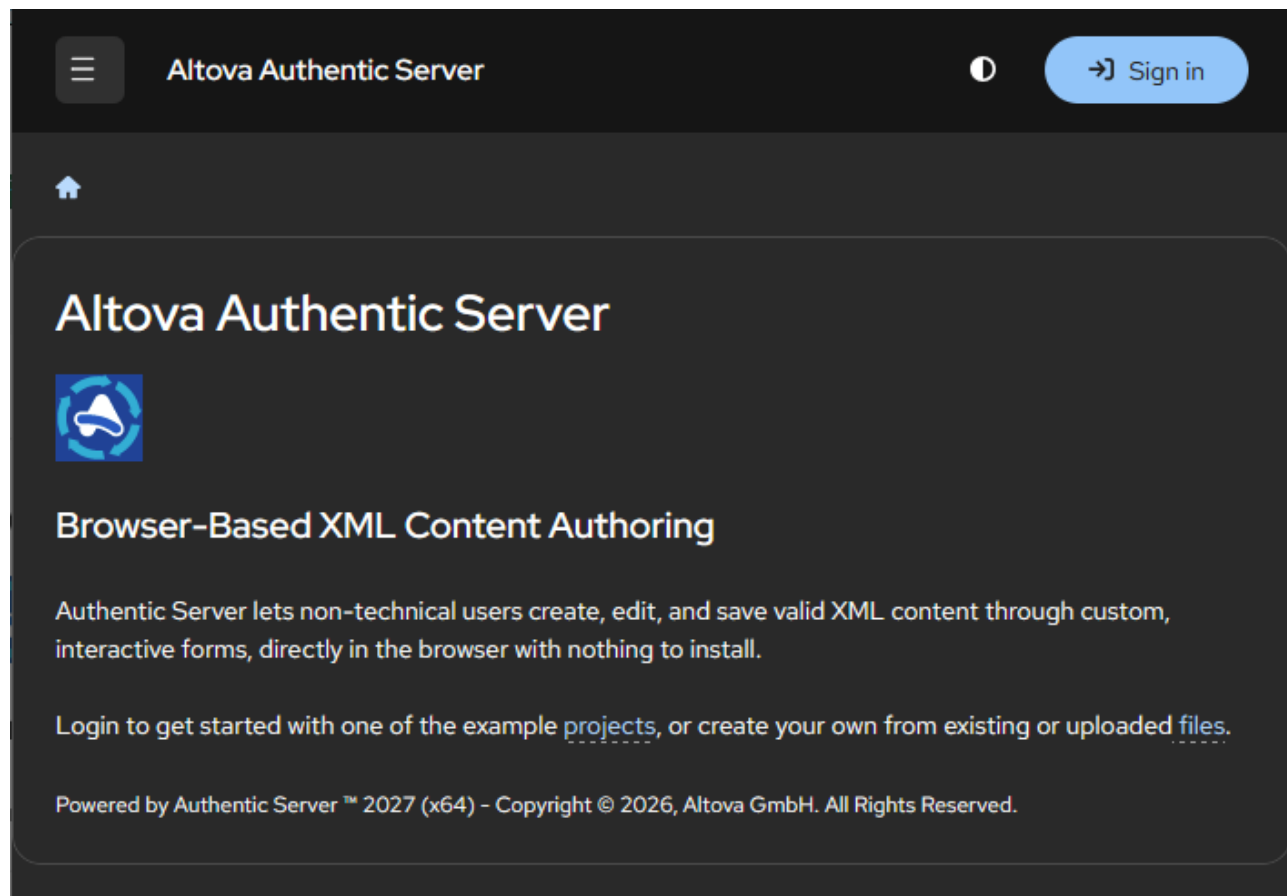
Your administrator will inform you about the address.

For admins

The port number will be set during the installation. The default port at which the installer tries to install Authentic Server is **8091**. If this port is unavailable at the time of installation, then the installer will install at the next available port number, incrementing by 1 till it finds the next free port. So, if **8091** does not work in the address URL, try **8092** and so on, till you identify the port through which Authentic Server communicates. You can also use your system tools to find out the port being used by Authentic Server. You can subsequently set up a port number of your choice via the [Config File](#)⁶³.

Login

When you start Authentic Server, it will open at its Home Page (*screenshot below*). To access the Login page, click **Sign In** at top right of the Home page.



On doing this, the Login page will be displayed (*screenshot below*). Enter your username and password and click **Sign in**.

Altova Authentic Server

> Login

Log in to access resources that require authentication and authorization

Username *

userMe

Password *

Remember this device

Sign in

Register...

For users

If you are a new user, you must register before being able to log in. In this case, click **Register**. This opens the [registration form](#)³¹, where you can enter your user details. Note that an admin might need to enable your access before you can use Authentic Server.

If you are an already enabled user, enter your login details and click **Sign in**.

For admins and root user

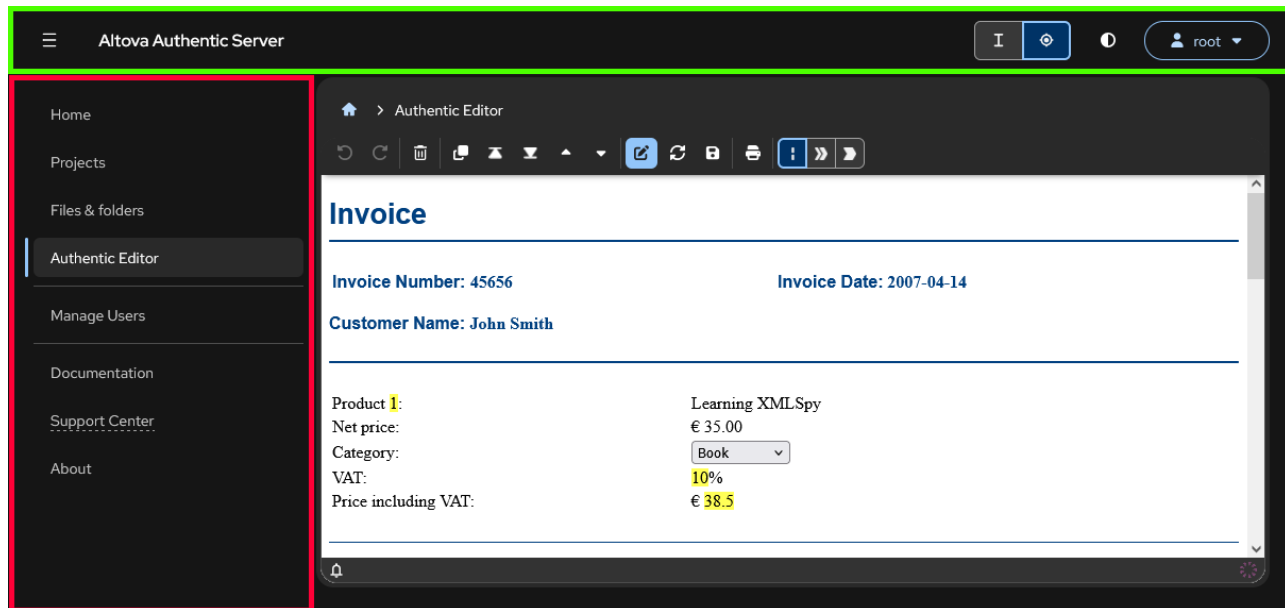
You can initially log in as the root user, with username **root** and password **root**. The root user has full admin rights, and this cannot be changed.

Subsequently, you (as the root user) can create a new user with admin rights and work as this user. Or you can continue working as the root user. The root user cannot be deleted.

5 Navigate the Interface

The Authentic Server interface (*screenshot below*) can be seen as having three parts:

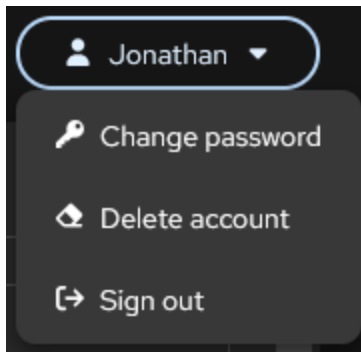
- A header bar (highlighted green below)
- A navigation bar (highlighted red below)
- A main window (the rest of the interface)



Header bar

The header bar (highlighted green above) contains, from left, the following:

- A button to show/hide the navigation bar.
- The application title: *Altova Authentic Server*.
- A button pair to toggle the cursor between a beam and a crosshair. These buttons appear only when [Authentic Editor](#)⁴³ is active in the main window—as in the screenshot above, .
- A button to toggle between light and dark modes.
- The **User** button, which (i) displays the username of the currently logged-in user and (ii) provides a dropdown menu of user-level actions available to the current user (*screenshot below*).



The commands in the dropdown menu enable the user to change the user password (if this has been [enabled by an admin](#)²⁹), delete the user account, and log out. Admins additionally have a **Manage User** command that takes them to the [Manage Users](#)²⁹ page.

Navigation bar

The navigation bar (highlighted red above) contains the following items. Select an item in the navigation bar to display it in the main window.

Home

- When no user is logged in or the current user [has not marked any project as a favorite](#)⁴¹, displays the contents of the About page (see *below*).
- When a user is logged in and at least one project has been marked as a favorite, displays a list of the user's [Favorite projects](#)⁴¹. This enables you to click a favorite project right away and start work.

Projects

Displays projects available to the current user together with their details. Projects can be filtered in various ways, by selections made at the top of the [Projects](#)⁴¹ page.

Files & Folders

Displays the [files and folders](#)³⁴ available to the current user. Click an item's **Actions** button (on the item's right-hand side) to select an action. The available actions for files are different than those for folders.

Authentic Editor

Displays the XML file for Authentic editing in the main window. You can display this page in the main window either by (i) clicking an SPS/PXF file on the [Projects](#)⁴¹ page or (ii) clicking Authentic Editor in the navigation bar. In Case (i), the document is opened in the main window for editing (as in the screenshot above). In Case (ii), the main window displays a list of recently opened documents; you can click a document to open it.

Manage Users

The [Manage Users](#)²⁹ page is listed in the navigation bar only if the current user is an admin. This page lists all users and allows the admin to create new users and manage users. For example, an admin can enable a user and set user permissions, change user passwords, and delete a user.

Documentation

Opens the Authentic Server user manual (this document) in the main window.

Support Center

Opens an Altova Support Form at the Altova website, in which you can enter a support request.

About

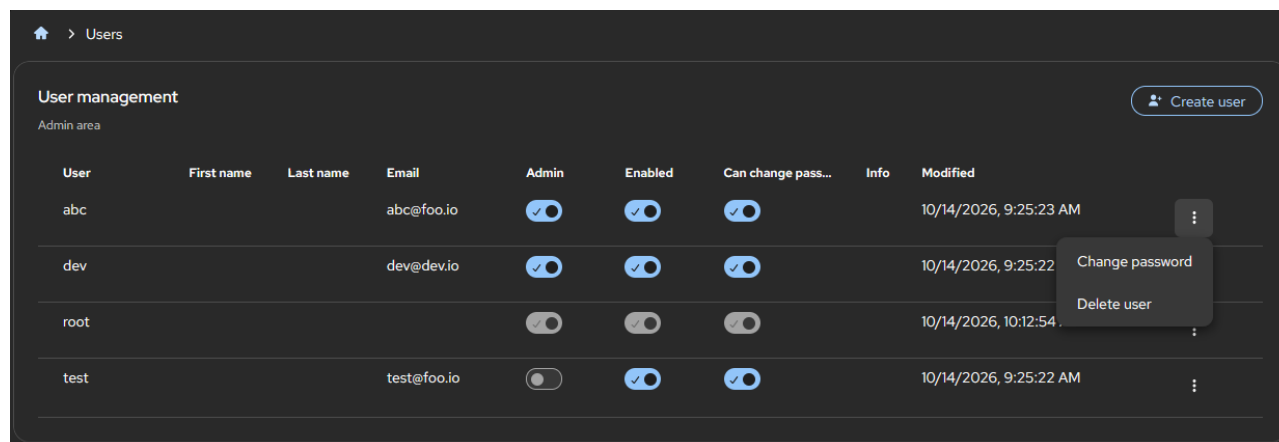
Contains information about Altova Authentic Server.

Main window

The main window displays the item clicked in the navigation bar. At the top left of the main window is a navigation element that shows your location within the structure of the navigational hierarchy.

6 Manage Users (Admins Only)

The Manage Users page (*screenshot below*) is listed in the [navigation bar](#)²⁶ only if the current user is an admin. The page lists all users and allows the admin to create new users and manage users.



Admin procedures

Every Authentic Server has a root user, with the username **root** and password **root**. After you log in as the root user, you can [change the password](#)²⁶ of the root user so that only authorized users can log in as the root user. The next steps would be to create and activate users (*see below*) and to [set up the folders for Authentic editing of your documents](#)³⁴.

Create new users

An admin can create new users, register them, enable them, and assign them permissions. The procedure consists of the following three steps:

1. Click **Create User** at top right of the main window (*see screenshot above*). This brings up the user registration form.
2. In the user registration form, enter the user's details. See the topic [Register User](#)³¹ for more information.
3. On registering the new user, you are returned to the Manage Users page. The new user will be in the list of users. In order for a user to be able to use Authentic Server, the user must be enabled. Additional permissions are described in the *Manage Users* section below.

Manage users

As an admin, you can set the following permissions for any user except the root user.

- *Admin*: Whether the user is an admin or not. Click the toggle button on or off. The default is *Off*.
- *Enabled*: Whether the user has access to the system or not. Click the toggle button on or off. The default is *Off*.
- *Can change password*: Whether the user can change the user password or not. Click the toggle button on or off. If this permission is granted, then a user can change the user password via the dropdown menu on the [User button](#)²⁶ (at top right of the interface). The default is *On*.

The **More Actions** button at the far right of each user row drops down a menu with more admin actions for that user (see *screenshot*). The available actions are:

- Change the user's password. The *Change Password* form will open and you, as admin, can enter the new user password there. Note that you can also reset a user's password by using the CLI command [passwd](#)⁵⁷.
- Delete the user. You will be prompted for a confirmation.

About the root user

Note the following points about the root user:

- The root user cannot be deleted.
- The root user permissions cannot be changed.
- The root user password can be changed.

7 Register User

User registration refers to a two-step process: (i) enter user details; (ii) enable the user to access the system and assign the user permissions. These steps are described below.

How to register users

There are two ways in which a user is registered:

- An admin creates a new user and registers the user. This is done from the [Manage Users](#)²⁹ page.
- On the [Login](#)²² page, a new user is directed to the registration form to carry out the first step of registration (entering user details). The second step (activation and permissions) must be carried out by an admin, who should inform the user once activation has been completed.

Registration form (for user details)

The registration form (*screenshot below*) is opened when an Admin clicks **Create User** on the [Manage Users](#)²⁹ page or a new user clicks **Register** on the Login page.

The form is straightforward. The *Username*, *Email*, and *Password* fields are mandatory. The username and password are required for logging in. The email is required so that Admins can contact the user.

 **Altova Authentic Server**  [→ Sign in](#)

 > User registration form

Register a user to access resources that require authentication and authorization

Username *

Please enter your username

Email

Please enter your email

First Name

Last Name

Password *

Repeat the password *

[Register](#)

Click **Register** when done.

Activation by Admin

After a user's details have been registered (*see above*), the user appears in the [Manage Users](#)²⁹ page of admins (who are [users with admin rights](#)²⁹). In order to activate a user, an admin switches on the user's [Enabled](#)²⁹ setting. Once a user has been activated in this way, the user can access the user account and start using Authentic Server. See the topic [Manage Users](#)²⁹ for more information about how to create users and set up permissions for them.

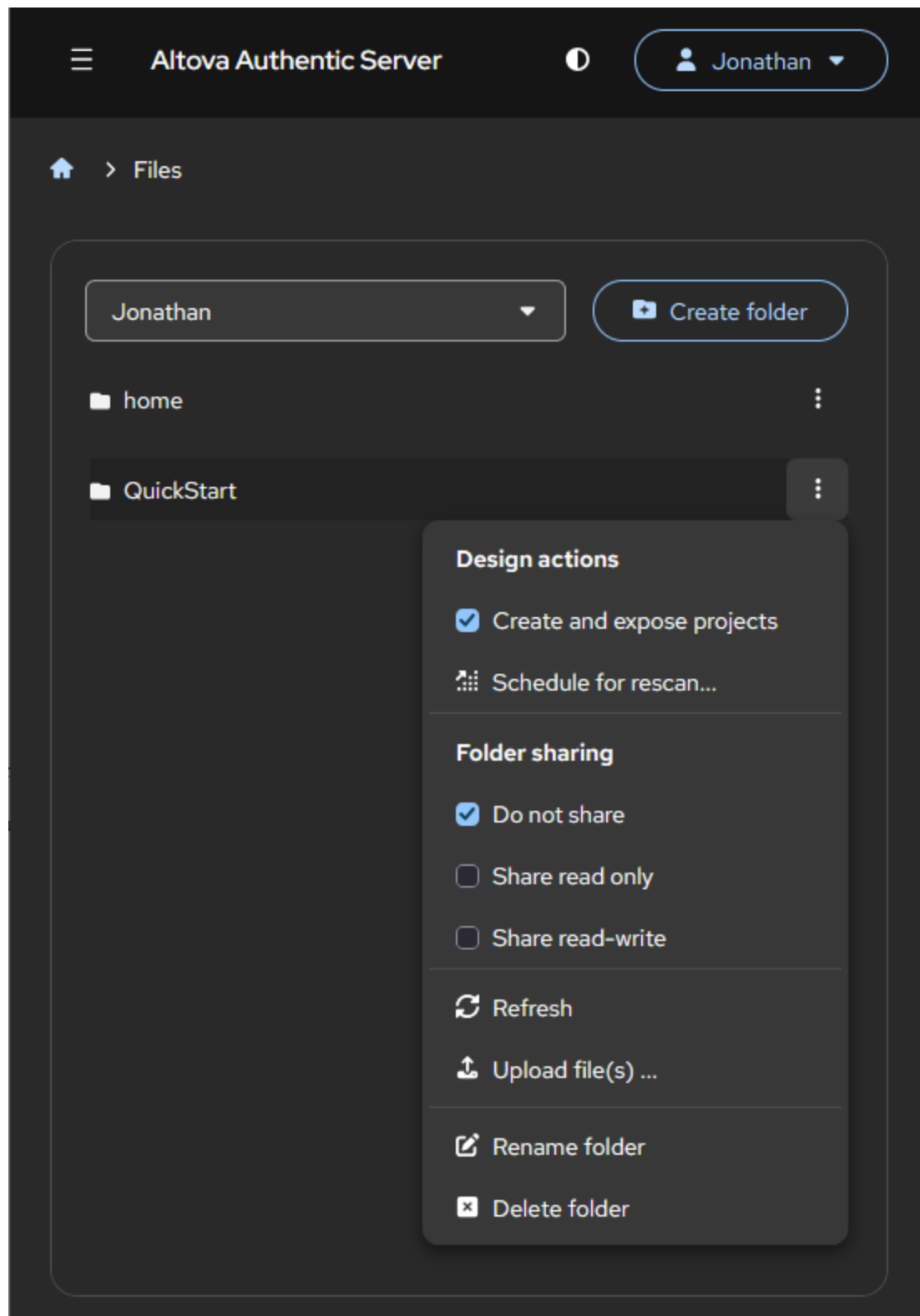
After an admin has enabled a user and set the user's permissions, the admin should inform the user about their activation and permissions.

Note: By default, every registered user must be activated by an admin. However, user activation can be set to occur automatically after registration has been completed. The setting for this is in the [Config file](#)⁶³.

8 Files and Folders

The Files and Folders page is where users manage their folders. They can add, rename, share, and delete folders, and they can upload files to folders. These folders are then scanned for displaying SPS and PXF files on the [Projects](#)⁴¹ page, where the SPS or PXF file can be clicked to view or edit it on the [Authentic Editor](#)⁴³ page.

When a user is registered, an initial folder, called **home**, will automatically be created for storing uploaded files (see *screenshot below*). More folders can be added by clicking **Create folder**. For example, in the screenshot below, we created a new folder named *Quick Start*, which has been added to the list of folders. Users can create as many new folders as they like.



About folders and their contents

A folder is where you upload the files that you want to work with in Authentic Editor. The file-set that you would need for a single Authentic project will be one of two types.

- An SPS file together with its associated files, which are XML and XML schema files, as well as other files, such as graphics files, that are used in the SPS design.
- A single PXF file, which is a package that contains the SPS file and all the files associated with the SPS design.

Both the [SPS file and PXF file are generated in Altova StyleVision](#)⁶.

SPS and associated files

In [Altova StyleVision](#), an SPS designer creates an Authentic template on the basis of an XML schema. This Authentic template is the SPS file. Now, if an XML file that is valid according to the schema is associated with the SPS, then that XML file can be edited graphically in Authentic Editor. It is this SPS file and its associated files that must be uploaded to a user folder so that the XML file can be viewed or edited as an Authentic project in Authentic Editor.

PXF file

In [Altova StyleVision](#), you can package an SPS and all its associated files together into a PXF file. This is useful because all the relevant source files of your Authentic project are packaged into a single file. You would need to upload only this one file to a user folder.

Folders and projects

The relationship of a user folder to Authentic projects can be either one of the following:

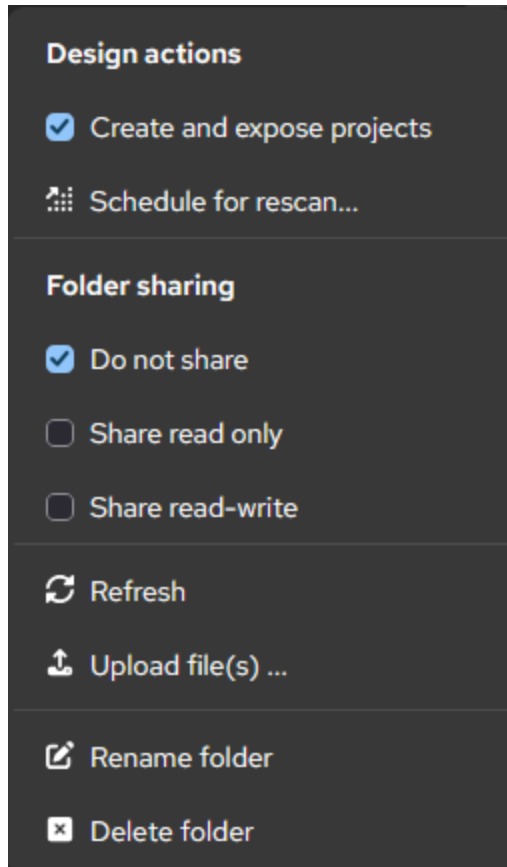
- One user folder contains the files of one Authentic project.
- One user folder contains the files of multiple Authentic projects.

How you organize your project files into folders is entirely up to you and would depend on the number and type of Authentic projects with which you will be working.

Note: In order for a folder to be listed on the [Projects](#)⁴¹ page, select its **Create and Expose Projects** command and then its **Schedule for Rescan** command (*see next section below*).

Folder actions

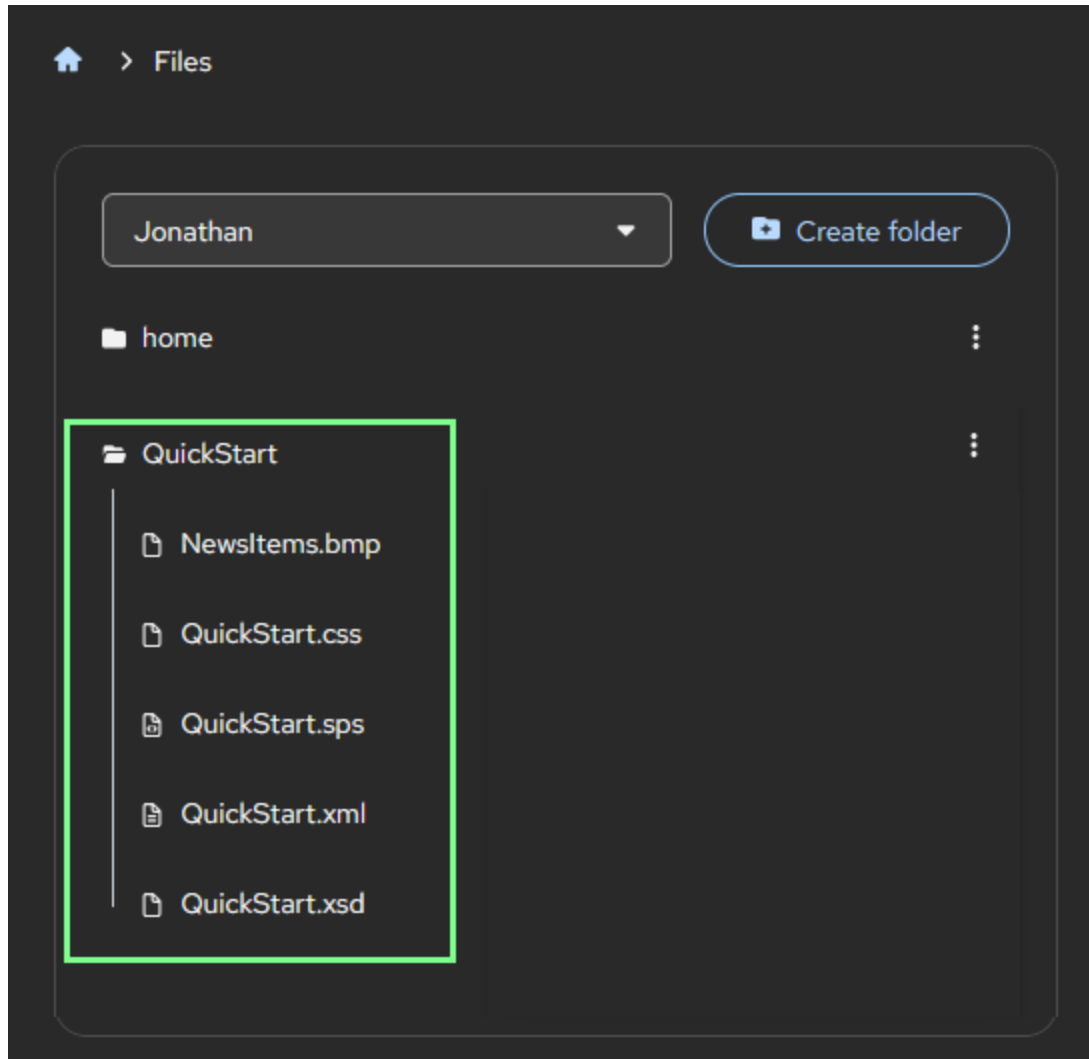
On each folder, you can run actions by clicking the **More Actions** button at the far right of each folder row (*screenshot below*) and then selecting the action you want from the dropdown menu.



Upload files. Refresh

Click **Upload file(s)** to upload files to the folder. In the *File Upload* pane that appears, add the files you want to add. You can also add an entire folder from your local disk as a subfolder. Do this by dragging the local folder into the *File Upload* pane and onto the entry field for file uploads. Note that subfolders on this page cannot be deleted or renamed because they represent actual folders on the local disk. However, you can refresh subfolders and upload files to it from other folders.

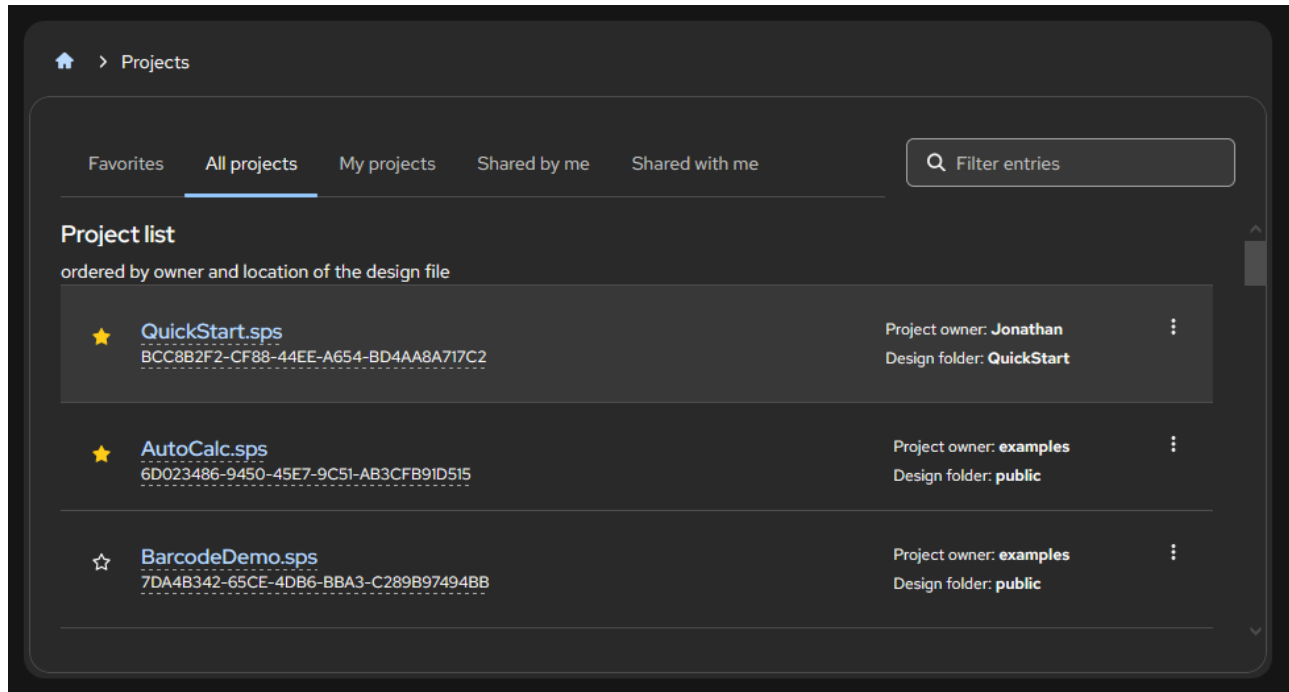
Click the **Refresh** command to reload the folder's file list and see the newly added files. In the screenshot below, for example, after uploading files to the QuickStart folder and refreshing the view, the uploaded files are displayed. The folder contains one SPS file and the files associated with the SPS.



Design actions

After files have been uploaded to the folder (see above), click the **More Actions** button of the folder (see first screenshot of this section). Then toggle on **Create and expose projects** so that all SPS and PXF files of the folder are displayed on the [Projects](#)⁴¹ page as Authentic projects. You should also click **Schedule for rescan** to rescan the folder and update project information on the [Projects](#)⁴¹ page.

For the *QuickStart* example shown in the screenshot above, **QuickStart.sps** will be displayed as an Authentic project on the [Projects](#)⁴¹ page (screenshot below). The project can then be clicked to view it in [Authentic Editor](#)⁴³ and to edit it there.



Note: The **Create and expose projects** command makes the folder public, displaying the folder's projects on the [Projects](#) ⁴¹ page. The **Schedule for rescan** command rescans the folder to discover the SPS and PXF files in it—and to update the [Projects](#) ⁴¹ page with any newly discovered Authentic projects. The two commands serve different functions. The first makes the folder public on the [Projects](#) ⁴¹ page, while the second scans the folder for new SPS and PXF files and updates the [Projects](#) ⁴¹ page.

Folder sharing

You can set sharing options on the folder. The selected setting would apply to all projects in the folder.

Select one of the following mutually exclusive options:

- *Do not share:* This means only the current user can view and edit projects in the folder.
- *Share read-only:* All users of the Authentic Server can view—but not edit or save—all projects of the folder.
- *Share read-write:* All users of the Authentic Server can view, edit, and save all projects of the folder.

Rename folder, Delete folder

Use these commands to rename or delete the folder, respectively. If you delete the folder, all the files in it will be deleted as well.

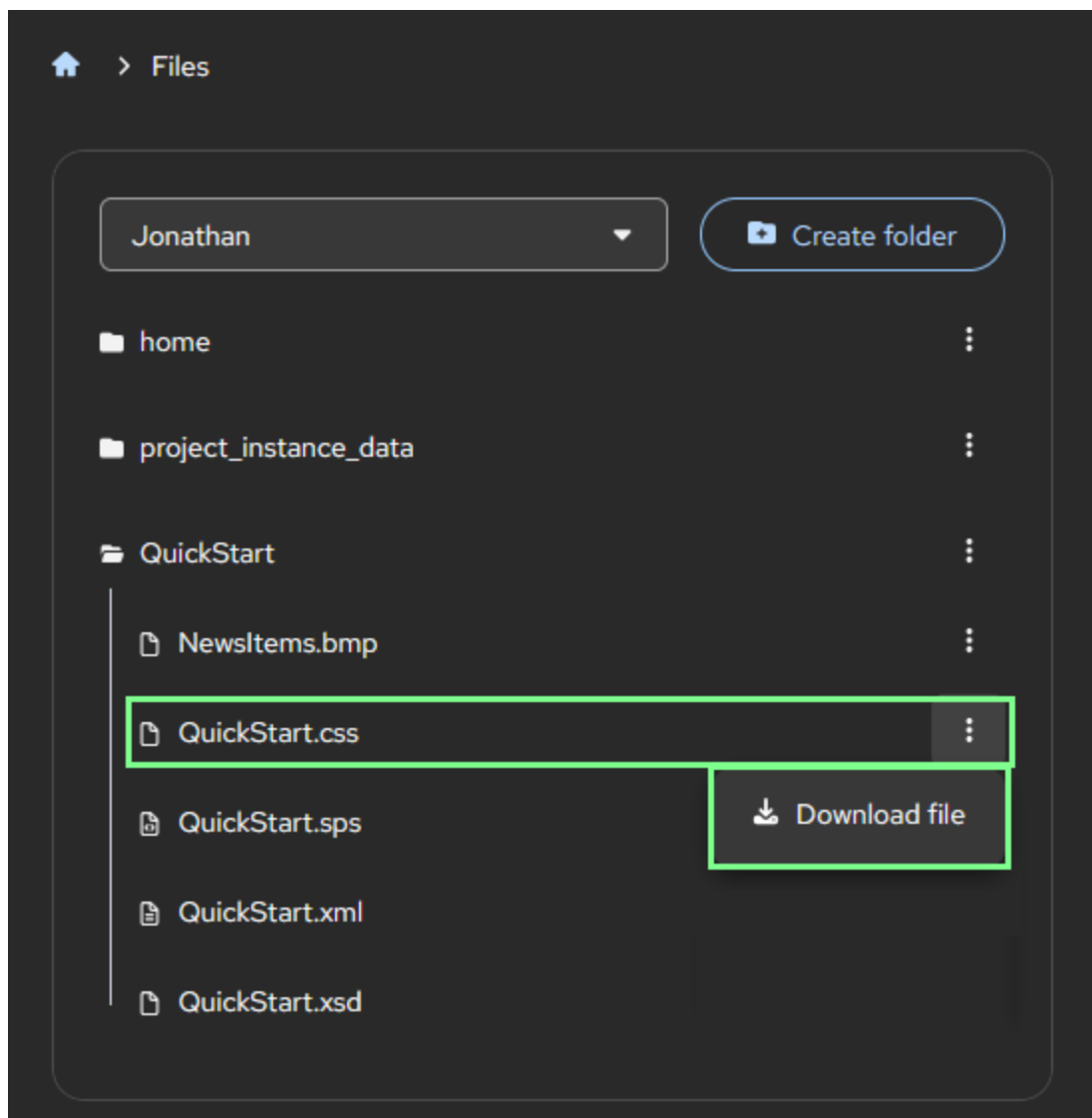
Local projects and local folders

You can create editable local projects from projects that are in the [Projects](#) ⁴¹ page. On a project of the [Projects](#) ⁴¹ page, click **More Actions | Create an Editable Local Copy**. This adds a new top-level folder for that project. The new folder has a name with the pattern `project_instance_data-<UniqueID>`. Being top-level folders, these folders will also display the menu commands that are listed in the *Folder Actions* section above. With these commands, you can, for example, [display the folder as a project](#) ⁴¹, or rescan a folder, or delete it.

The advantage of local projects is that you can work with a separate instance of a project, which enables multiple users to work separately. Users can also download the XML files of the project, either before or after editing them, via a file's **More Actions | Download File** command (see *below*).

File actions

Click the **More Actions** button at the far right of each file row (see *screenshot below*) to select a file action.

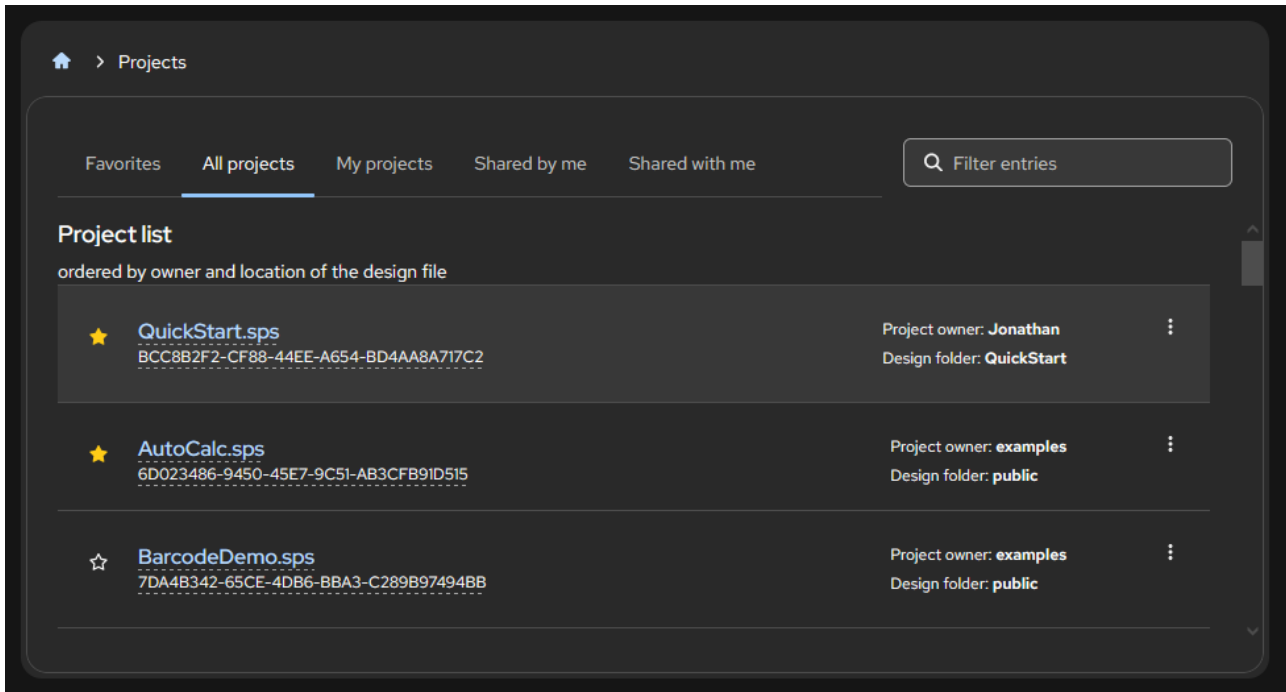


You can download the selected file to the browser's *Downloads* folder.

9 Projects

The Projects page displays SPS and PXF files of the [folders that have been made public by their creators](#)³⁴. For example, in the screenshot below, we see that the following Authentic projects are available:

- The user **Jonathan** has made public the folder **QuickStart**, which contains one project indicated by **QuickStart.sps**.
- The user **examples** has made public the folder **public**, which contains two projects.



The listed project names are links. Click a project name to open that Authentic project in [Authentic Editor](#)⁴³.

Filter the project list

The projects can be filtered in the following ways by selecting the respective tab at the top of the page.

- *Favorites*: This tab lists projects that have been marked as favorite. A favorite is marked by clicking the star icon on the left of a project name (see screenshot above). When a project has been marked as a favorite, the star icon turns yellow. To remove a favorite status, click the yellow star.
- *All projects*: This tab lists projects in the public folders of all users. In the screenshot above, the *All projects* tab has been selected—indicated by the blue underline.
- *My projects*: This tab lists projects of the current user.
- *Shared by me*: These are projects that are in [folders that the current user has shared](#)³⁴—either read-only or read-write. This set of folders will be a sub-set of the folders in *My projects*.
- *Shared with me*: These are projects in [folders that other users have shared](#)³⁴—either read-only or read-write. This set of folders will not include the folders in *My projects*.

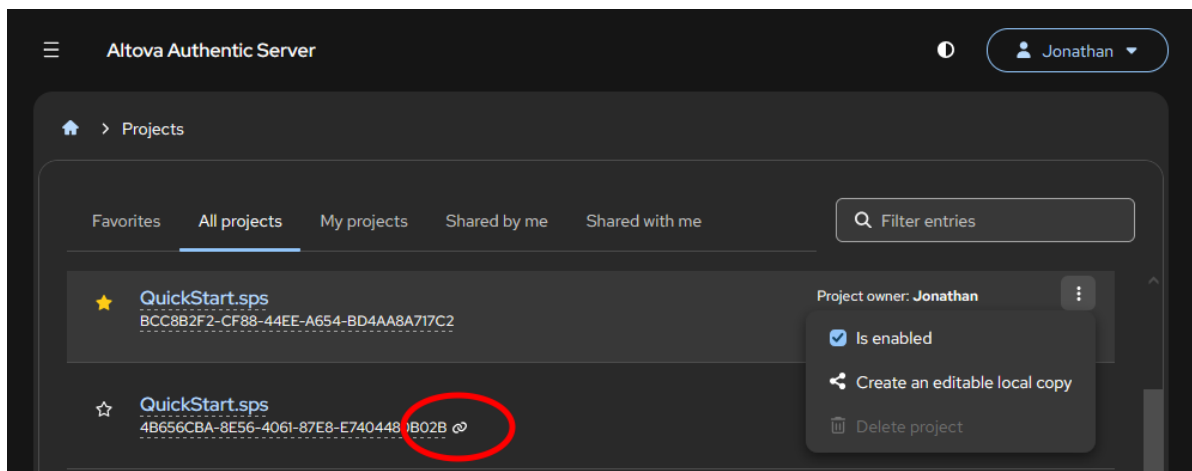
Another way to filter the project list is by entering a string in the *Filter entries* text box. Only projects with file names that match the filter string will be displayed.

Project actions

Click a project name to open it in [Authentic Editor](#)⁴³.

Additionally, the following actions are available in the menu of the **More Actions** button, which is located at the right of each project row.

- *Is Enabled*: If you have shared a folder, then this toggle command allows you to enable or disable the sharing of individual projects of the shared folder. The command will be disabled for projects that are in folders that do not belong to the current user or to folders that the current user has not shared..
- *Create an editable local copy*: Creates a local copy in a separate [project instance data](#)³⁴ folder. This local copy is indicated by a chain icon (circled red in screenshot below). You can click this project to edit it in [Authentic Editor](#)⁴³.



- *Delete*: This command is enabled only on projects that are local copies (see previous point), and enables you to delete a local copy.

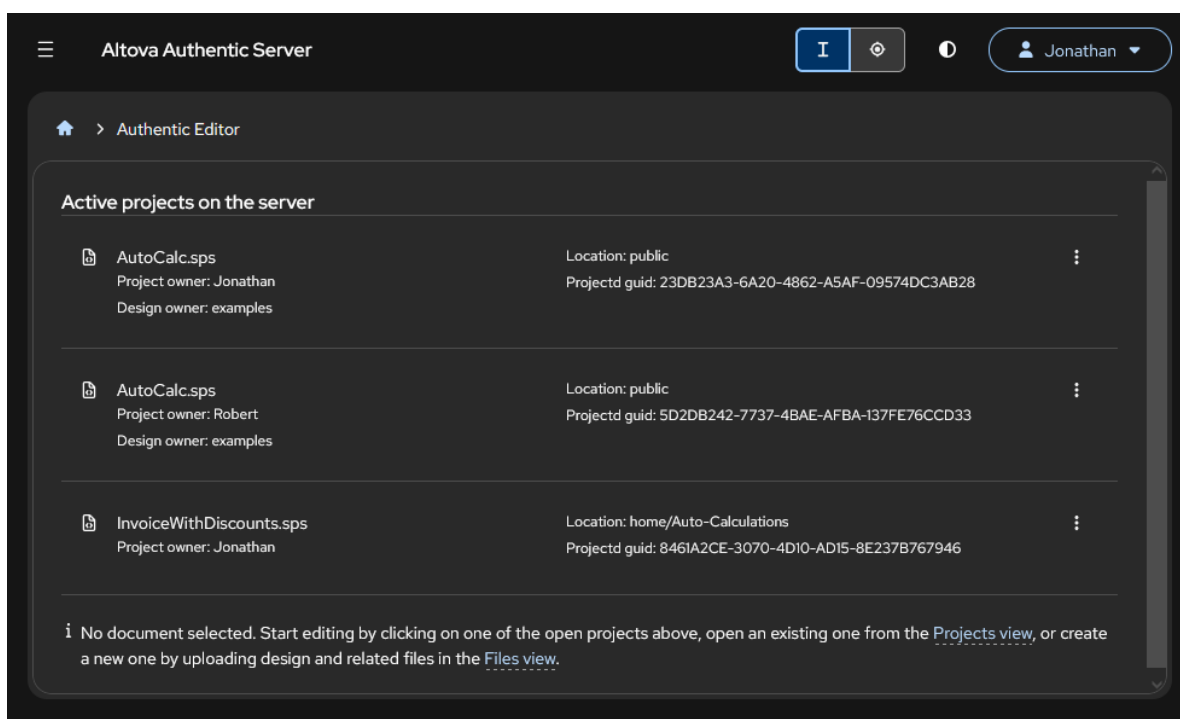
10 Authentic Editor

The Authentic Editor page is where the XML file of an Authentic project is edited.

Access the Authentic project

There are two ways to access an Authentic project:

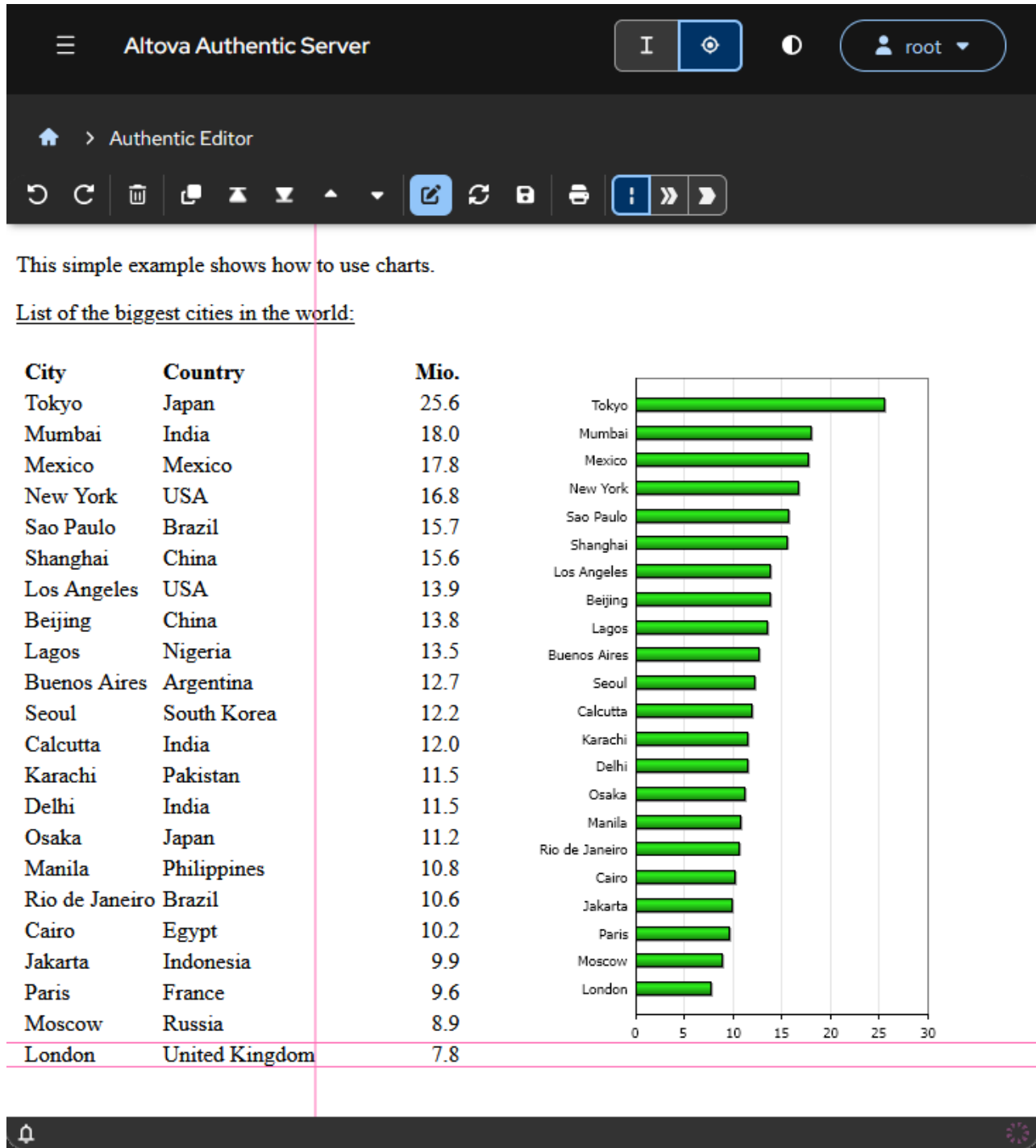
- Select a project from the projects list displayed on the [Projects](#) ⁴¹ page.
- Click Authentic Editor in the [navigation bar](#) ²⁶. This displays a list of projects that are active (open) on the server. Select the project you want.



Note that the list of active projects displays the projects of all users of the server. Furthermore, if one project has been opened by multiple users, then all the open instances of that project are listed, each with a different GUID (globally unique ID). A project is active on the server if it has not been explicitly closed or has not been timed out. To close an active project, click **More Actions | Close project on server**.

Authentic Editor features

Authentic Editor displays the XML file in an Authentic template that has been designed to enable you to graphically edit the XML data. This template can additionally contain presentation information that is not part of the XML data and which you will not be able to edit. For example, in the XML file shown below, the names of cities and their populations can be edited by you, but you cannot edit the column headers, which are not part of the XML data—but have been added as part of the table-form presentation of the data. The template can additionally process the data in order to generate new data (for example, column summations or percentage calculations) or other representations of the data. In the example shown in the screenshot below, the Authentic template dynamically generates a bar chart from the data as the data is edited.



You can do the following with the XML file in Authentic Editor:

- View the XML data as presented in the Authentic Editor template.
- Edit the XML data and save your modifications to the file.
- Validate the XML document.
- Print the XML document in its Authentic Editor representation.

View and edit the XML data file

Your projects are listed on the [Projects](#) ⁴¹ page. You can click a project there to open it for Authentic Editor viewing and editing.

The viewing and editing features of Authentic Editor are best explained by describing the commands available in the app's toolbar. These features are listed below and their descriptions should be read with reference to the screenshot below.

This simple example shows how to use charts.

List of the biggest cities in the world:

City	Country	Mio.
Tokyo	Japan	25.6
Mumbai	India	18.0
Mexico	Mexico	17.8
New York	USA	16.8
Sao Paulo	Brazil	15.7
Shanghai	China	15.6
Los Angeles	USA	13.9
Beijing	China	13.8
Lagos	Nigeria	13.5
Buenos Aires	Argentina	12.7
Seoul	South Korea	12.2
Calcutta	India	12.0
Karachi	Pakistan	11.5
Delhi	India	11.5
Osaka	Japan	11.2
Manila	Philippines	10.8
Rio de Janeiro	Brazil	10.6
Cairo	Egypt	10.2
Jakarta	Indonesia	9.9
Paris	France	9.6
Moscow	Russia	8.9
London	United Kingdom	7.8

The chart displays the population of the top 20 cities in millions, with Tokyo having the highest population at 25.6 million and London at 7.8 million.

Validate

Edit Mode on/off

To edit a document, make sure that the Edit Mode is toggled on with the Edit Mode button (see *screenshot below*). When the Edit Mode is off, you cannot use any of the editing features of Authentic Editor, but you can switch on/off XML markup, switch between cursor types, reload the document from the server, and print the Authentic document. In Editing Mode, you can edit content and modify selections via data entry devices (such as combo boxes and check boxes).

Note: If an Authentic project has already been opened by another user, then the XML file will automatically be locked for editing. The Edit Mode button will be toggled off, and you will not be able to toggle it on.

Cursor type

You can select between the well-known I-beam cursor type and a crosshair cursor type. The crosshair cursor is shown in the screenshot above and is a set of thin red lines: two parallel horizontal and one vertical. The cursor entry point is on the vertical line. To select the cursor type (I-beam or crosshair), use the buttons in the interface (*highlighted yellow in the screenshot*).

XML markup tags

The document can be displayed without XML markup tags, as in the screenshot above, or you can switch on XML markup tags. The markup tags enable you to see the XML markup of the document and can be useful to understand the structure of the document, especially what content is part of the XML document and what content is extraneous to the XML document. There are two types of XML markup that you can choose from: large markup (which shows XML node names) and small markup (where node names are not shown). To select the XML markup you want, use the corresponding buttons in the toolbar (*highlighted deep pink in the screenshot*).

The screenshot below shows large XML markup. Notice that each **City** element corresponds to a row of the table representation of the **BiggestCities** element and that the columns of each row are given by the attributes of the **City** element: **name**, **country**, and **population**. Notice also the difference between the tag symbols for elements and those for attributes.

This simple example shows how to use charts.

BiggestCities List of the biggest cities in the world:

City	Country	Mio.
Tokyo	Japan	25.6
Mumbai	India	18.0

Move table rows

A table row in which the cursor is placed can be moved by using the buttons highlighted green in the annotated screenshot above. The selected row can be moved one row up or down, or all the way to the top or bottom.

Duplicate table row or XML element

This button in the toolbar duplicates a table row or an XML element. If the cursor is in a table row, then a duplicate row is created below the selected row. If the cursor is inside an XML element *that is not inside a table row*, then the XML element is duplicated immediately after the currently selected XML element.

Delete table row or XML element

You can use this button in the toolbar to delete a table row or an XML element. If the cursor is in a table row and the button is clicked, then the table row is deleted. If the cursor is inside an XML element *that is not inside a table row*, then that XML element is deleted.

Undo, Redo

You can undo and redo as many editing steps as you like, including steps such as duplicating and deleting table rows, moving table rows up and down, adding new XML elements, and textual edits.

Reload, Save, Print

These three buttons, respectively, reload the XML file, save the XML file with your current modifications, and print the Authentic Editor template of the XML document.

Validate XML

Validate the XML document by clicking the **Validate** button at bottom left of the main window. Validation errors, if any, will be displayed in a pop-up frame at the bottom of the main window.

11 Command Line

Default location of Authentic Server executable

Given below are the default locations of the Authentic Server executable:

Linux /opt/Altova/AuthenticServer2027/bin/**authenticserver**

Windows <ProgramFilesFolder>\Altova\AuthenticServer2027\bin**AuthenticServer.exe**

Usage and list of CLI commands

The command line syntax is:

```
authenticserver --h | --help | --version | <command> [options] [arguments]
```

- **--help** (short form **--h**) displays the help text of the given command. If no command is named, then all commands of the executable are listed, each with a brief description of the command.
- **--version** displays the version number of Authentic Server.
- **<command>** is the command to execute. Commands are described in the sub-sections of this section (see list below).
- **[options]** are the options of a command; they are listed and described with their respective commands.
- **[arguments]** are the arguments of a command; they are listed and described with their respective commands.

▼ Casing and slashes on the command line

AuthenticServer on Windows

authenticserver on Windows and Linux

* Note that lowercase (**authenticserver**) works on both Windows and Linux, while upper-lower (**AuthenticServer**) works only on Windows.

* Use forward slashes on Linux, backslashes on Windows.

CLI commands

Available commands are listed below and are explained in the sub-sections of this section.

- [accepteula](#)⁵¹: (Linux only) Accepts the end user license agreement for the current installation of Authentic Server.
- [assignlicense](#)⁵²: Uploads a license to LicenseServer and assigns this license to Authentic Server.
- [exportresourcestrings](#)⁵³: Exports all application resource strings to an XML file.
- [help](#)⁵⁴: Displays information about the command that is submitted in the argument (or about all commands if no argument is submitted).
- [install](#)⁵⁵: Installs Authentic Server as a service on the server machine.
- [licenseserver](#)⁵⁶: Registers Authentic Server with a LicenseServer on the local network.
- [passwd](#)⁵⁷: Sets a new password for the specified user.
- [setdeflang](#)⁵⁸: Sets the default language of Authentic Server.

- [start](#)⁵⁹: Starts Authentic Server as a service on the server machine.
- [uninstall](#)⁶⁰: Uninstalls Authentic Server from as a service on the server machine.
- [verifylicense](#)⁶¹: Checks if current Authentic Server is licensed and, optionally, whether it is licensed with the given license key.

11.1 accepteula (Linux only)

Syntax and description

To run Authentic Server, you must accept the application's end user license agreement (EULA). You can accept the application's EULA by running the **accepteula** command.

This command is useful, for example, if you want to license and run Authentic Server directly via automated processes that use scripts.

authenticserver accepteula [options]

- The command works only for Altova server products that have been installed on Linux machines.
- Use the **--h, --help** option to display information about the command.
- Use lowercase authenticserver.
- Use forward slashes on Linux.

Examples

Examples of the **accepteula** command:

authenticserver accepteula

Options

Use the **--h, --help** option to display information about the command.

11.2 assignlicense

Syntax and description

The **assignlicense** command uploads a license file to the Altova LicenseServer with which Authentic Server is registered (see the `licenseserver` command), and assigns the license to Authentic Server. It takes the path of a license file as its argument. The command also allows you to test the validity of a license.

authenticserver assignlicense [options] *FILE*

- The *FILE* argument takes the path of the license file.
- The `--test-only` option uploads the license file to LicenseServer and validates the license, but does not assign the license to Authentic Server.

For details about licensing, see the LicenseServer documentation (<https://www.altova.com/manual/en/licenseserver/3.20/>).

Examples

Examples of the `assignlicense` command:

```
authenticserver assignlicense C:\licensepool\mylicensekey.altova_licenses
authenticserver assignlicense --test-only=true C:\
licensepool\mylicensekey.altova_licenses
```

- The first command above uploads the specified license to LicenseServer and assigns it to Authentic Server.
- The last command uploads the specified license to LicenseServer and validates it, without assigning it to Authentic Server.

Options

Options are listed in short form (if available) and long form. You can use one or two dashes for both short and long forms. An option may or may not take a value. If it takes a value, it is written like this: `--option=value`. Values can be specified without quotes except in two cases: (i) when the value string contains spaces, or (ii) when explicitly stated in the description of the option that quotes are required. If an option takes a Boolean value and no value is specified, then the option's default value is `TRUE`. Use the `--h`, `--help` option to display information about the command.

▼ test-only [t]

`--t`, `--test-only = true|false`

Values are `true|false`. If `true`, then the license file is uploaded to LicenseServer and validated, but not assigned.

11.3 exportresourcestrings

Syntax and description

The **exportresourcestrings** command outputs an XML file containing the resource strings of the Authentic Server application in the specified language. The available export language is English (en).

```
authenticserver exportresourcestrings [options] LanguageCode XMLOutputFile
```

- The ***LanguageCode*** argument gives the language of the resource strings in the output XML file; this is the *export language*. The code for English is en.
- The ***XMLOutputFile*** argument specifies the path and name of the output XML file.

How to create localizations is described below.

Examples

Examples of the **exportresourcestrings** command:

```
authenticserver exportresourcestrings en c:\Strings.xml
```

- The command above creates a file called Strings.xml at c:\ that contains the resource strings of Authentic Server in English.

Creating localized versions of Authentic Server

You can create a localized version of Authentic Server for any language of your choice. The English version is available in the C:\Program Files (x86)\Altova\AuthenticServer2027\bin folder, and therefore does not need to be created.

Create a localized version as follows:

1. Generate an XML file containing the resource strings by using the exportresourcestrings command (see *command syntax above*). The resource strings in this XML file will be in English, and you must specify en as the ***LanguageCode*** argument used with the command.
2. Translate the resource strings from English into the target language. The resource strings are the contents of the <string> elements in the XML file. Do not translate variables in curly brackets, such as {option} or {product}.
3. Contact [Altova Support](#) to generate a localized Authentic Server DLL file from your translated XML file.
4. After you receive your localized DLL file from [Altova Support](#), save the DLL in the C:\Program Files (x86)\Altova\AuthenticServer2027\bin folder. Your DLL file will have a name of the form AuthenticServer2027_lc.dll. The _lc part of the name contains the language code. For example, in AuthenticServer2027_de.dll, the de part is the language code for German (Deutsch).
5. Run the setdeflang command to set your localized DLL file as the Authentic Server application to use. For the argument of the setdeflang command, use the language code that is part of the DLL name.

11.4 help

Syntax and description

The **help** command takes a single argument (Command), which is the name of the command for which help is required. It displays the command's syntax, its options, and other relevant information. If the Command argument is not specified, then all commands of the executable are listed, with each having a brief text description.

```
authenticserver help Command
```

Example

Example of the **help** command to display information about the **licenseserver** command:

```
authenticserver help licenseserver
```

The --help option

Help information about a command is also available by using the **--help** option of the command for which help information is required. The two commands below produce the same results:

```
authenticserver licenseserver --help
```

The command above uses the **--help** option of the **licenseserver** command.

```
authenticserver help licenseserver
```

The **help** command takes **licenseserver** as its argument.

Both commands display help information about the **licenseserver** command.

11.5 install

Syntax and description

The **install** command installs Authentic Server as a service on the server machine.

```
authenticserver install [options]
```

- Note that installing Authentic Server as a service does not automatically start the service. To start the service, use the **start** command.
- To uninstall Authentic Server as a service, use the **uninstall** command.
- Use the **--h, --help** option to display information about the command.

▼ Casing and slashes on the command line

AuthenticServer on Windows

authenticserver on Windows and Linux

* Note that lowercase (**authenticserver**) works on both Windows and Linux, while upper-lower (**AuthenticServer**) works only on Windows.

* Use forward slashes on Linux, backslashes on Windows.

Example

Example of the **install** command:

```
authenticserver install
```

11.6 licenseserver

Syntax and description

The **licenseserver** command registers Authentic Server with the Altova LicenseServer specified by the *Server-Or-IP-Address* argument. For the licenseserver command to be executed successfully, the two servers (Authentic Server and LicenseServer) must be on the same network and LicenseServer must be running. You must also have administrator privileges in order to register Authentic Server with LicenseServer.

authenticserver licenseserver [options] *Server-Or-IP-Address*

- The *Server-Or-IP-Address* argument takes the name or IP address of the LicenseServer machine.

Once Authentic Server has been successfully registered with LicenseServer, you will receive a message to this effect. The message will also display the URL of the LicenseServer. You can now go to LicenseServer to assign Authentic Server a license. For details about licensing, see the LicenseServer documentation (<https://www.altova.com/manual/en/licenseserver/3.20/>).

Examples

Examples of the **licenseserver** command:

```
authenticserver licenseserver DOC.altova.com
authenticserver licenseserver localhost
authenticserver licenseserver 127.0.0.1
```

The commands above specify, respectively, the machine named `DOC.altova.com`, and the user's machine (`localhost` and `127.0.0.1`) as the machine running Altova LicenseServer. In each case, the command registers Authentic Server with the LicenseServer on the machine specified. The last command calls the server-executable to execute the command.

Options

Options are listed in short form (if available) and long form. You can use one or two dashes for both short and long forms. An option may or may not take a value. If it takes a value, it is written like this: **--option=value**. Values can be specified without quotes except in two cases: (i) when the value string contains spaces, or (ii) when explicitly stated in the description of the option that quotes are required. If an option takes a Boolean value and no value is specified, then the option's default value is TRUE. Use the **--h, --help** option to display information about the command.

▼ json [j]

--j, --json = true|false

Values are `true|false`. If `true`, prints the result of the registration attempt as a machine-parsable JSON object.

11.7 passwd

Syntax and description

Sets a new password for the user specified in the **username** argument..

```
authenticserver passwd [options] Username NewPassword
```

- The *Username* argument is the login name of the Authentic Server user.
- The *NewPassword* argument is the new password to be assigned to the user specified by the *Username* argument.
- Use the **--h, --help** option to display information about the command.

Example

Examples of the **createuser** command:

```
authenticserver passwd MyUserName MyNewPwd
```

- The command creates a new password for the user with the login name MyUserName.

Options

▼ config

--config = FILE

Specifies an alternative configuration file to extend and override the installed configuration file. This is safer than modifying the original configuration file. Also see the topic [Config File](#) ⁶³.

11.8 setdeflang

Syntax and description

The **setdeflang** command (short form is **sdl**) sets the default language of Authentic Server. See the description of the **exportresourcestrings** command for information about generating string translations from English (en). The command takes a mandatory *LanguageCode* argument.

```
authenticserver setdeflang [options] LanguageCode
```

- The *LanguageCode* argument is required and sets the default language of Authentic Server.
- Use the **--h, --help** option to display information about the command.

Examples

Examples of the **setdeflang (sdl)** command:

```
authenticserver sdl de  
authenticserver setdeflang es
```

- The first command sets the default language of Authentic Server to German.
- The second command sets the default language of Authentic Server to Spanish.

Options

Use the **--h, --help** option to display information about the command.

11.9 start

Syntax and description

The **start** command starts Authentic Server as a service on the server machine.

authenticserver start [options]

- If Authentic Server is not installed as a service, install it first with the **install** command (before starting it).
- To uninstall Authentic Server as a service, use the **uninstall** command.
- Use the **--h, --help** option to display information about the command.

▼ Casing and slashes on the command line

AuthenticServer on Windows

authenticserver on Windows and Linux

* Note that lowercase (**authenticserver**) works on both Windows and Linux, while upper-lower (**AuthenticServer**) works only on Windows.

* Use forward slashes on Linux, backslashes on Windows.

▼ Backslashes, spaces, and special characters on Windows systems

On Windows systems: When spaces or special characters occur in strings (for example in file or folder names, or company, person or product names), use quotes: for example, "**My File**". Note, however, that a backslash followed by a double-quotation mark (for example, "**C:\My directory\"**) might not be read correctly. This is because the backslash character is also used to indicate the start of an escape sequence, and the escape sequence **\"** stands for the double-quotation mark character. If you want to escape this sequence of characters, use a preceding backslash, like this: **\\"**. To summarize: If you need to write a file path that contains spaces or an end backslash, write it like this: "**C:\My Directory****\"**".

Example

Example of the **start** command:

authenticserver start

11.10 uninstall

Syntax and description

The **uninstall** command uninstalls Authentic Server as a service on the server machine.

```
authenticserver uninstall [options]
```

To re-install Authentic Server as a service, use the **install** command.

▼ Casing and slashes on the command line

AuthenticServer on Windows

authenticserver on Windows and Linux

* Note that lowercase (**authenticserver**) works on both Windows and Linux, while upper-lower (**AuthenticServer**) works only on Windows.

* Use forward slashes on Linux, backslashes on Windows.

Example

Example of the **uninstall** command:

```
authenticserver uninstall
```

11.11 verifylicense

Syntax and description

The **verifylicense** command checks whether the current product is licensed. Additionally, the `--license-key` option enables you to check whether a specific license key is already assigned to the product.

authenticserver verifylicense [options]

- To check whether a specific license is assigned to Authentic Server, supply the license key as the value of the `--license-key` option.

For details about licensing, see the LicenseServer documentation (<https://www.altova.com/manual/en/licenseserver/3.20/>).

Examples

Example of the **verifylicense** command:

```
authenticserver verifylicense
authenticserver verifylicense --license-key=ABCD123-ABCD123-ABCD123-ABCD123-ABCD123-ABCD123
```

- The first command checks whether Authentic Server is licensed.
- The second command checks whether Authentic Server is licensed with the license key specified with the `--license-key` option.

Options

Options are listed in short form (if available) and long form. You can use one or two dashes for both short and long forms. An option may or may not take a value. If it takes a value, it is written like this: `--option=value`. Values can be specified without quotes except in two cases: (i) when the value string contains spaces, or (ii) when explicitly stated in the description of the option that quotes are required. If an option takes a Boolean value and no value is specified, then the option's default value is TRUE. Use the `--h`, `--help` option to display information about the command.

▼ license-key [l]

`--l`, `--license-key = Value`

Checks whether Authentic Server is licensed with the license key specified as the value of this option.

12 Reference

This section provides reference information on the following topics:

- [Config File](#) ⁶³
- [Limitations](#) ⁶⁴

12.1 Config File (Admins Only)

The Authentic Server configuration file specifies certain basic application properties. The config file is located here:

```
C:\ProgramData\Altova\AuthenticServer2027\authenticserver.ini
```

Useful application properties that you can modify are given below.

Server address

Modify the server's IP address and port as appropriate for you in the following parts of the configuration file. The **[Listen]** part is for HTTP communication and the **[ListenSSL]** part is for HTTPS communication.

[Listen]

```
active = 1
ssl = 0
host = 0.0.0.0
port = 8092
;hostname=authenticserver.example.com
```

[ListenSSL]

```
active = 0
ssl = 1
host = 0.0.0.0
port = 8092
hostname = authenticserver.example.com
```

User activation

You can set whether a new user should be activated automatically after [automatically after registration](#)³¹ or should be explicitly [activated by an admin](#)³¹. The setting for this is **user_activation_mode** in the **[General]** section. Allowed values are **admin** and **auto**, with **admin** being the default:

[General]

```
user_activation_mode = admin
```

12.2 Limitations

The following SPS functionality limitations are noted. Please see the [StyleVision user manual](#) for information about these features.

- Only XML and XML Schema input sources are currently supported.
- CALS/HTML tables are not supported.
- RichEdit is not supported.
- Output formatting is not supported.
- Grouping is not supported.

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