Shared Device License Migration Workflow – Higher Ed/NP Institutions Using Adobe IDs

Preparation:

*These steps can be completed BEFORE you migrate your console. Do not hit the MIGRATE button in your console until you are fully prepared to complete the device migration. Once the console is migrated, you will have 30 days to complete the remainder of the set-up requirements or your access to Adobe apps will be suspended.

1. Make sure you meet the system requirements to install CC2019. It is required for shared device licensing.
   a. https://helpx.adobe.com/creative-cloud/system-requirements.html
2. Set a date for migration of the console and the devices
   a. Determine a time when you will have ample time and personnel to complete the set-up of the devices.
      i. in much the same way.

The Real Deal:

*When your preparatory steps have been completed, and you have the time and resources to prepare your devices, you can migrate your console.

1. Hit **MIGRATE** on the **Overview** Tab in your Admin Console to begin the migration of your console and follow the screen prompts. When complete, your device license product card will show the devices licenses have been migrated to shared device licenses. Your old licenses will continue to work for 30 days.
   *console migration does not change the packages that had been deployed to your devices. It only updates your console. Complete the rest of this workflow after the console migration and before the 30-day limit.
2. Review Profile Permissions by selecting **Set Up** on the bottom right of the **Shared Device Product Card** on the **Overview** tab and select **Review Profile**. Create new profiles, or use (or rename) the provided default. (Available in future release) Click on the profile name to review the permissions.
   a. Set Egress IP Ranges for each profile

    i. This setting can be left wide open, essentially allowing anyone with the installer or package to install, activate and use the software on a machine located anywhere. Why would you want to set limits on this? Consider the IP to be just like your house address. It notes a physical location. If you define a set of lab device's range, or a building's range, then users can only activate and access the products on machines that "live" at those addresses. This stops an installer or package from essentially going rogue if someone gets their hands on it and installs at home.

   b. Set User Access policy for each profile

    i. You will need to consider who can use the apps on the devices. End users will have to access the apps with a login. This is a change from former device licensing where anyone could access the apps without signing in.

     1. The default setting is to leave *access open*. With open access, anyone can access the lab license with an Adobe account. This is preferred when using Adobe IDs.

     2. If you choose *Organization User Only*, users not in your organization will not be able to use the lab license. All users in the organization who you would like to have access will need to be added as users in the admin console. This is not necessary with Adobe IDs

     3. If you choose *Enterprise/Federated ID User Only*, users with Adobe IDs will not be able to use the lab license. For those of you who are the contract owner, you do have an Adobe ID so note that if you plan to use the CC apps and cloud services.

3. Build Packages for Shared Devices

  a. Reminder: You will be installing CC2019 apps.

    i. You should have checked that your devices meet minimum system requirements in your preparation step 1.

  b. Build packages within the console. You will no longer need to use the Creative Cloud Packager found under "Tools" in the "Packages" tab. Go directly to the "Packages" tab and follow these directions:

    i. https://helpx.adobe.com/enterprise/using/create-sdl-packages.html

  c. Download and save for deployment. Reminder: If packages include Acrobat Pro, please use the exe file OR package Acrobat Pro separately and use msi.

4. Prepare your devices for new installs

  a. Uninstall Adobe products from devices or reimage machines

    i. https://edu.adobeeventsonline.com/cc/Resources/deployment-assets/Named%20User%20Deployment/All%20Named%20User%20Licen

ses/Named%20User%20License%20Overview/Uninstalling%20Adobe%20Products.pdf?pdf=Uninstalling-Adobe-Products

b. Install new package

    i. Device will not become activated in the console until a user signs in for the first time. Subsequent sign ins to that activated device will not affect your license count.

And you are done. Users can now sign in and access the Adobe Applications. Please visit this link for additional support information AND request an Expert Session in your Admin Console under the Support tab.