



White Paper

License Asset Manager vs. Do It Yourself/home-grown solutions for license monitoring

The issue of make vs. buy is one each company needs to carefully consider. Virtually anything can be made given enough time, money, and expertise. A company needs to choose a core-competency and focus on that. Building tools is not core competency unless your business is tool development. Wasting time and money to build software tools, when inexpensive state-of-the-art tools are available just doesn't make sense. Justification based on "keeping people busy" doesn't make sense either. People should be employed in efforts focused on your core competency.

What is "best practices"? Most likely you do not know. Only a Vendor like TeamEDA who talks to many Customers, who focuses on the problem, studies methodology and functionality can know what is considered "best practice", and has built such a tool. So you may think you are saving money but you could be building an inferior solution, which may affect your competitive advantage. Don't be penny wise and pound foolish.

Another consideration is the amount of functionality needed. It is not good to say "we are fine with basic, limited functionality" based on the fact that you don't have the time, money or expertise to go further with tool development. That is like saying "I am fine being only half dressed", or "We don't need to save 20% with a commercial solution if we can save 5% with our home-grown solution".

There are 2 home-grown scenarios-

- 1) Home-grown code that was written long ago and has been in use for some time. Although limited, perhaps out of date, it is installed and working, and probably doesn't cost anything. But consider this:
 - a. What functionality are you missing and how important are those features?
 - b. How many are using the home-grown code (getting reports)? Should other people be using it and if so, why aren't they using it?
 - c. Can anyone support the code? Are there bugs? What is the risk of not having someone around to maintain the code?
 - d. When was the last update? Is there any documentation? If so, is the documentation up to date?
 - e. What are the Opportunity costs of having someone work on this code, vs. doing other things more important? We assume maintaining license monitoring code is not why they were hired. We assume there are important projects they could be working on.
 - f. Are you realizing the greatest possible benefit, like saving the most possible, like fully understanding usage patterns and dependencies,...? If not, what are you missing?
- 2) Home-grown code to be written. The only reason a Company would want to write their own code for license management is
 - a. They don't want to spend the money on a commercial solution
 - i. Writing you own code is not free. There are opportunity costs (see above). Moreover, since License monitoring is NOT your core competency, you cannot

possibly develop a solution anything like ours. It would be cheaper to buy ours if you want that level of solution. Again, being satisfied with a minimal solution is not necessarily wise. This is an area where the savings, the benefits, can be significant.

- b. They haven't found anything that meets their needs
 - i. This would imply that you have not seen our License Asset Manager, which represents a state-of-the-art, complete solution for License Asset/Inventory management and utilization reporting.

So the first question – **Is there room for improvement? Do you want to improve your effectiveness as a manager of expensive engineering tools?** We can help you to be a better manager. You can use “Implementation of a more effective license management solution” as a way to get personal recognition, save money, and make yourself known to upper management.

So what makes License Asset Manager™ so good:

- Intranet, web-based, shared and protected solution. A comprehensive solution for engineering software license management.
- A very intuitive, easy to use interface (GUI)
- Complete Vendor and Reseller information, including Contacts and Contracts
- Complete License Inventory
 - o Shared License Asset tracking (FLEXUM, Reprise,I license managers), with Feature-Product mapping
 - o Node-locked License Asset tracking
- Full Tool/Product information, including Part#, Discipline, and Price
- Extensive Inventory reporting
- Extensive Utilization reporting
- “Favorite” views (Current Checkout Status, Historical usage graphs,...)
- Concurrency reports
- User Detail reports
- Colorful, 3D graphics/pictures. A .jpg image that can be copied, pasted, or saved
- Long-checkout and Capacity threshold Alerts
- Expiration Alerts (for renewals and license keys)

For more information, ask about our Brochure and “LAMUM Justification” white papers. Of course we would be happy to show you a demo of our product, or set up a free Trial. Run LAMUM in parallel to your in-house tool and see if there is a difference. It's free. Just ask.

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