FME CPU HOURS

FAQs

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Introduction

FME Flow CPU-Usage Engines (formerly Dynamic Engines) provide the same processing capabilities as Standard Engines but utilise a flexible, consumption-based licensing model.

Their powerful functionality has made them very popular, but administrators should be aware of the nuances of their deployment.

This document is a summary of the more frequently discussed factors regarding CPU Hour Engines.

Frequently Asked Questions

Internet Connectivity

Do CPU Usage Engines require an internet connection?

Yes, CPU Engines require an intermittent outbound connection to the licencing URLs.

The connection is required when licencing FME Flow with CPU engines and the connection is pinged every 70 minutes. The minimum outbound connection required is to https://fme-licensing.safe.com:443 and https://sns.us-east-1.amazonaws.com:443.

A persistent connection to these URL is not required but if a reconnection to the licencing server is not established within 7 days, the CPU licence disappears from FME Flow.

Please note that if you restart the hosting machine when offline FME Flow will delicence FME Flow CPU engines and it will need to be relicensed.

Are there any incoming pings?

No, CPU licencing is specifically designed to only utilise outgoing pings.

My machine automatically turns off and restarts to save money; will this affect CPU licencing?

This is only an issue if the machine cannot connect to the licencing services. When FME Flow is restarted, it de-licences and pings the licencing services to reestablish its CPU licencing. If it cannot reach the licencing service, it will not re-licence.

Metering

How can I see what CPU Hours have been consumed?

The simplest method of monitoring CPU usage is via the licencing page *(system configuration > licencing).* This provides a granular view and limited reporting. The most accurate data is accessed via the FME Flow REST API, which is very rich and provides greater functionality

Does CPU metering continue when FME Flow is offline?

Yes, metering continues offline, and CPU-Usage is recorded as expected as long as the workspace itself does not rely on an internet connection.

Licensing

Do CPU credits expire?

CPU credits expiry coincides with the subscription term.

Is there a limit to the number of Engines I can run from an account of CPU Hours?

No, there is no limit to the number of CPU-Usage Engines you can configure or run simultaneously in FME Flow once a CPU licence is applied. The only constraints are your available system resources (CPU, memory, etc.) and the number of CPU-Usage credits you have.

What happens when I run out CPU credits?

The CPU-Usage licence continues to operate, and the usage counter can go into a negative value. This will occur when connected to Safe's licencing service and offline. You will be charged for the overage.

Can CPU-Usage hours be reassigned to a different serial number after they have been allocated?

This is possible, but it is a complex process and best avoided.

What initial licensing do I need to begin using CPU Hours?

To use CPU-Usage Engine licences in FME Flow, you must have at least one Standard Engine licence installed, as CPU Engines can only be enabled in addition to a Standard Engine. They can either be added to an existing FME Flow Engine, or a new licence must be purchased as well.

Machine Requirements

What are the minimum machine requirements for CPU Hours?

There are no specific machine requirements for running FME Flow CPU engines outside of the standard FME Flow requirements. However, the specification of the FME Flow machine will limit the maximum number of engines that can be utilised by CPU hours.

The official recommendation is to allocate one CPU core per FME Engine, including CPU-Usage Engines. This means if you want to run 4 engines concurrently, you should have at least 4 CPU cores available. For larger or more complex jobs, you may need more resources per engine, but the 1:1 ratio is the standard guideline for most deployments.

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