

NAME

vlmcsdmulti – a multi-call binary containing **vlmcs**(1) and **vlmcsd**(8)

SYNOPSIS

```
vlmcsdmulti vlmcs [ options ] [ hostname|ip-address[:port] ] [ options ] | vlmcsd [ options ]
```

DESCRIPTION

vlmcsdmulti is a multi-call binary that contains **vlmcs**(1) and **vlmcsd**(8) in a single binary. Since both programs share a lot of code and data, the combined binary is significantly smaller than the sum of both files.

vlmcsdmulti should not be called directly. Instead you may want to create symbolic links named **vlmcs** and **vlmcsd** which point to **vlmcsdmulti**. You then use these links to call the respective program. You may however call **vlmcsdmulti** followed by a complete command line of either **vlmcs**(1) or **vlmcsd**(8).

Creating symbolic links in unixoid operating systems

cd to the directory containing **vlmcsdmulti** and type

```
ln -s vlmcsdmulti vlmcsd
ln -s vlmcsdmulti vlmcs
```

You may use a destination directory, e.g.

```
ln -s vlmcsdmulti /usr/local/sbin/vlmcsd
ln -s vlmcsdmulti /usr/local/bin/vlmcs
```

Ensure that **vlmcsdmulti** has execute permissions. You can do that by typing "chmod 755 vlmcsdmulti". See **chmod**(1) for details.

Creating symbolic links in Windows (Vista and higher only)

cd to the directory containing **vlmcsdmulti** and type

```
mklink vlmcsd.exe vlmcsdmulti.exe
mklink vlmcs.exe vlmcsdmulti.exe
```

You may use a destination directory, e.g.

```
mklink C:\tools\vlmcsd.exe vlmcsdmulti.exe
mklink C:\tools\vlmcs.exe vlmcsdmulti.exe
```

Memory considerations

While you definitely save disk space by using **vlmcsdmulti** you will need more RAM when you run **vlmcsdmulti** as a daemon (KMS server) instead of **vlmcsd**. You should consider running **vlmcsdmulti** via an internet superserver like **inetd**(8) or **xinetd**(8).

BUGS

vlmcsdmulti has the same bugs as **vlmcs**(1) and **vlmcsd**(8).

AUTHOR

Written by Hotbird64

CREDITS

Thanks to CODYQX4, crony12, deagles, DougQaid, eIcn, mikmik38, nosferati87, qad, vityan666, ...

SEE ALSO

vlmcs(1), **vlmcsd**(8), **vlmcsd**(7)