

Licensing Arnold

If you would like to use Arnold in production, you can buy a license from Solid Angle. With a valid license key installed, the Arnold watermark will disappear from your rendered images. Solid Angle issues floating licenses.

If you have a floating license, please refer to the [licensing](#) page for instructions on how to install it.

The RLM licensing tools can be found under `<max_root>/Plugins/MAXtoA/license (2018)` or `C:/ProgramData/Autodesk/ApplicationPlugins/MAXtoA/license (2019)`

License File

Once you have sent us the Mac address and received your license (.lic) file, you can install it. After installing it correctly, you will be able to [start rendering](#) with MAXtoA.

You must place the .lic file into the root folder of the MAXtoA plugin: `<max_root>/Plugins/MAXtoA (2018)` or `C:/ProgramData/Autodesk/ApplicationPlugins/MAXtoA/license (2019)`.

Information about setting up your license using an Environment Variable can be found [here](#).