

Adding licenses to an existing license server

If you already have the Autodesk Network License Manager (NLM) set up for your Maya or 3ds Max licenses, you can use that license server for Arnold too.

Windows

Save your Arnold license file in the folder where you installed NLM.

- For example, on Windows: C:\Autodesk\Network License Manager\licenses

In the NLM, go to the Start / Stop / Reread tab, and click ReRead License File.

On the Server Status tab, click Perform Status Enquiry to check that the Arnold license is available.

OSX

- Save the new license file in **/usr/local/flexnetserver/licenses**
- Open a Terminal and reread the new license file:

```
cd /usr/local/flexnetserver
./lmutil lmreread -c ./licenses
```

- To check the license status, run this command:

```
./lmutil lmstat -a -c @localhost
```