

# Arnold 6 Licensing

## Get single-user licenses for Arnold 6

Monthly, annual, and 3-year **single-user subscriptions** of Arnold 6 are now available on the [Autodesk e-store](#)

No more license servers! With a new single-user subscription, you **just sign in** with your Autodesk ID.

## Get a 30-day trial

If you want to try Arnold for 30 days, all you have to do is [create an Autodesk account and sign in](#).

## You need a new network license for Arnold 6

For network licenses, Arnold 6 switches to **ARNOL\_2020** licenses (Arnold 5 uses **ARNOL\_2018**)

That means you have to [log on to your Autodesk account](#) and generate a new network license.

Your new license will include both ARNOL\_2020 and ARNOL\_2018 licenses, so you can use the new license file with either Arnold 6 or Arnold 5.

## Manage licenses with the new Arnold License Manager

There's a new [Arnold License Manager](#) that provides a user interface for:

- Signing in (and, if necessary, installing the necessary single-user licensing components)
  - Maya and 3ds Max users may also **sign in** in the main application.
- Switching between single-user and network licensing
- Connecting to network license servers
- Getting diagnostics
- Installing the Autodesk Network License Manager (super helpful for macOS, where it sets up a plist daemon to automatically restart lmgrd)

The Arnold License Manager is available from the **Arnold > Licensing menu** in Maya, 3ds Max, Houdini, CINEMA 4D, and Katana. You can also run the Arnold License Manager from the command line.



See [this playlist](#) to learn how to use the *Arnold License Manager*.