

# Arnold License Manager



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

**No more environment variables!** You can use the **Arnold License Manager** to configure licensing for Arnold:

- **Just sign in** to activate a single-user Arnold license
- **Connect** to one or more network license servers
- **Switch** between different licensing systems (single user, NLM, RLM)


Whatever you set up in the Arnold License Manager is used by Arnold when you render.


## Opening the Arnold License Manager

The Arnold License Manager is available from the **Arnold > Licensing** menu in Maya, 3ds Max, Houdini, and CINEMA 4D, and from the Arnold shelf in Katana

- In CINEMA 4D, click **Extensions > C4DtoA > Help > Licensing > License Manager**

In CINEMA 4D Team Render Client, click **File > Extensions > C4DtoA > Help > Licensing > License Manager**

 CINEMA 4D R21 replaced the **Plugins** menu with **Extensions**

- In Houdini, click **Arnold > Licensing > License Manager**
- In Katana, click the Shelf icon  and in the KtoA shelf, click **License Manager**
- In Maya, click **Arnold > Licensing > License Manager**
- In 3ds Max, click **Arnold > Licensing > License Manager**

If you're not running a 3d application (for example, you're setting up a render node), then you can run the ArnoldLicenseManager executable.

- MtoA: Look in the **bin** folder of the MtoA installation. For example, C:\Program Files\Autodesk\Arnold\maya2019-4.0.1\bin\ArnoldLicenseManager.exe
- C4DtoA: Look in the **arnold/bin** folder
  - C:\Program Files\MAXON\Cinema 4D R20\plugins\C4DtoA\arnold\bin\ArnoldLicenseManager.exe
  - /Applications/MAXON/Cinema 4D R20/arnold/bin/ArnoldLicenseManager
- HtoA: Look in the **scripts/bin** folder
- KtoA: Look in the **bin** folder of the KtoA installation
- MAXtoA: Look in the MAXtoA install folder. For example:
  - C:\ProgramData\Autodesk\ApplicationPlugins\MAXtoA\_2020\ArnoldLicenseManager.exe

## How does it work?

If you really want to know how it works, here's how:

- The Arnold License Manager saves a plain-text config file on your system.
- This config file is specific to your user account.
- When you render, Arnold reads this config file and uses that information to get a license.

## The config file

The Arnold License Manager is a user interface for setting up this config file.

```
{
  "license": {
    "clm": {
      "servers": [
        "@localhost"
      ]
    },
    "order": [
      "network"
    ],
    "rlm": {
      "servers": [
        "5053@localhost"
      ]
    }
  },
  "version": "1.0"
}
```

The **config** file is a per-user setting:

- Windows: %LOCALAPPDATA%\Autodesk\Arnold\
- Mac: \$HOME/Library/Preferences/Autodesk/Arnold/
- Linux: \$HOME/.config/Autodesk/Arnold/

When Arnold renders a frame, Arnold reads the **config** file to get the license server connection information.