

# Connecting to a Network License Server

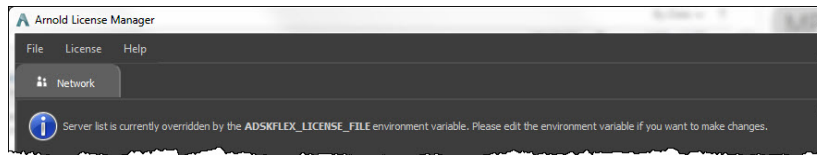


See [this playlist](#) to learn how to use the *Arnold License Manager*.

If you have a network license, you can use the Arnold License Manager to connect to the network license server.

1. [Open](#) the Arnold License Manager
2. If necessary, click **License** and then click **Network** (if you have an annual subscription license from Autodesk) or **RLM** (if you have a monthly network license from Solid Angle)
3. If you see a **Server list is currently overridden** message, that means the **ADSKFLEX\_LICENSE\_FILE** environment variable is set, and Arnold is using **ADSKFLEX\_LICENSE\_FILE** to connect to the license server.

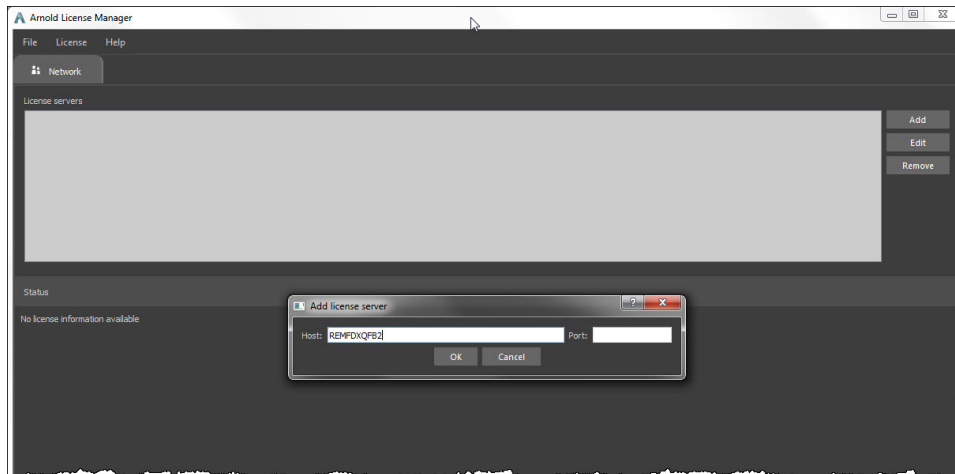
If you want to use the **Arnold License Manager** to connect to a license server, you'll need to clear the **ADSKFLEX\_LICENSE\_FILE** from your system.



4. Click **Add**
5. In the **Add License Server** dialog box, type the name or IP address of the license server in the **Host** text box.

You don't have to add an @ symbol before the name (but if you do, that's ok too).

You can leave **Port** empty, unless you've been told to use a specific port number (for example, if your IT team is using a specific port to get through a firewall).



6. Click **Ok** and you'll see the status of your single-user license. Happy rendering!

