

MtoA Licensing tools

If you have MtoA 3.0.0 or later, you can use the MtoA licensing tools.



Monthly subscription licenses purchased from [solidangle.com](https://www.solidangle.com) use RLM.

Annual subscription licenses and new permanent licenses use the [Autodesk licensing system](#).

1. Get the name or IP address of the license server computer.

The license server computer is the computer where the RLM license server is running.



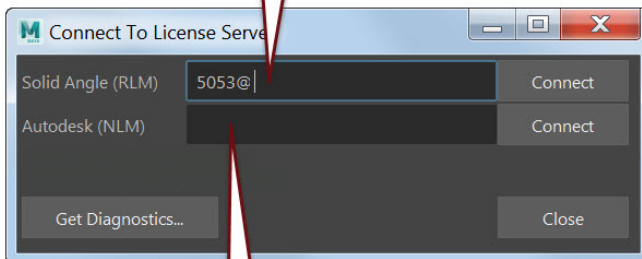
On Mac OS remote machines will have **.local** added to the end so the server name may be **LICSERVER.local** in the example above

2. Start Maya
3. In Maya, click **Arnold > Licensing > Connect to License Server**
4. In the **Solid Angle (RLM)** text box, type "5053@" and then type the name of your license server computer.

If Maya is installed on the same computer as the license server, use **localhost** as the computer name.

Type **5053@** and the name of the license server computer.

Use **localhost** as the name if the license server is on the same computer as Maya.



Leave this box empty.

It is for annual subscriptions, not monthly subscriptions.

5. Click **Connect**.