

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.