

Installation and Licensing

 This page gives a short overview of how the licensing system works in V3. You may go directly to the step-by-step install & licensing instructions with helpful videos:

For **Node Locked** licenses:

- [For Windows](#)
- [For OSX](#)
- [For Linux](#)

For **Floating** licenses:

- [For Windows](#)
- [For OSX](#)
- [For Linux](#)

For Maxwell Render V3, we have switched to the RLM License Server system (Reprise License Manager). The RLM licensing system works by installing a small application called the **RLM License Server** (on the computer of your choice), and this server will "serve" licenses to any computer in your network that connects to it, including the computer that's running the licensing server. **If you have a Node Locked license, you do NOT need to install the RLM License Server.**

 The RLM License server won't work in virtual environments, i.e VMWARE, Amazon cloud, Parallels or other virtual environments.

 **It is only necessary to install ONE instance of RLM in your entire network and NOT on each of the computers that will run Maxwell. Installing several instances of the RLM License Server on your network will result in conflicts and possibly licensing errors.**

How the license activator works

For all Maxwell Render purchases you will receive a license activation key (via email). This key is not the actual license serial number - this is generated and written onto your hard drive via the license activation process. This license activator (which will pop-up automatically whenever Maxwell Render does not detect a license) can be found in the Maxwell Render.exe menu: **Help>Activate license**.

The activation process is done online by connecting to our server which verifies the license key and password information that you provide. It then writes the license file onto your hard disk (or the hard disk of the computer where your license server is running). See below for the folder paths.

There is also an option to activate your license offline if you have no internet access, or if you want to activate a license on a computer other than the one you are using. For this option you will be required to enter the Host ID of the computer - to find this ID you can check in the *SYSTEM INFO* readout of the Maxwell Render console panel. Open Maxwell.exe and if the Console panel is not visible, go to **Window** in the top menu and make sure "Console" is checked. You may need to scroll up in the panel until you see the Host ID.

Where the license files are stored

For Floating licenses

[Click here to expand...](#)

If you have a Floating license your main license file is named "**maxwell_suite_floating.lic**", and will be placed in:

Windows

C:\ProgramData\Next Limit\Maxwell\licenses

OSX

/Users/Shared/NextLimit/rlm_nl/licenses

Linux

\$HOME/Maxwell (in the Maxwell folder inside the user home folder)

For Node Locked licenses

[Click here to expand...](#)

Your license file is named "**maxwell_license.lic**" and will be placed in:

Windows

C:\ProgramData\Next Limit\Maxwell\licenses

OSX

/Users/<username>/Maxwell

Linux

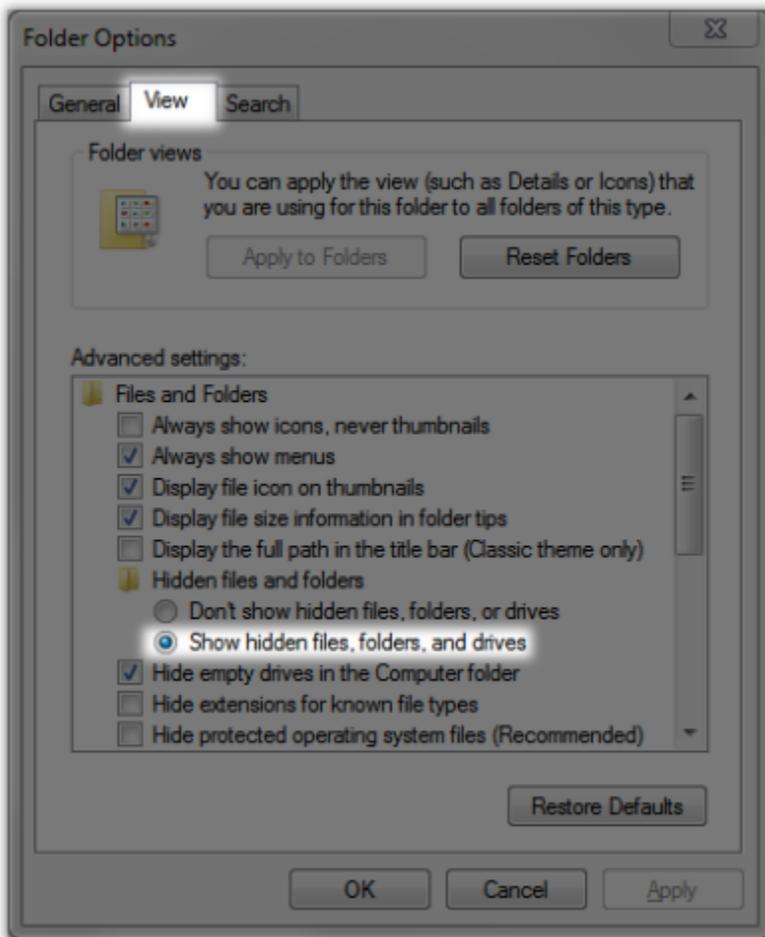
\$HOME/Maxwell (in the Maxwell folder inside the user home folder)

A second type of license file will be present on each of the computers (including the one running the server). This license file is named "**maxwell_license.lic**" and will actually only contain a single line of text. This line tells Maxwell on which computer in your network is running the license server, and on which port it should connect to, in order to be issued a license. This line will be similar to this:

```
HOST mylicensecomputer ANY 5053
```

The "host" in this case is the computer name where the RLM license server is running. Maxwell will try to connect to it using the default connection port of 5053 (note that this is different than the 5054 port mentioned below). In Windows and Linux this file will be placed in the same location as mentioned above. In OS X it will be located in /Users/<username>/Maxwell.

i If you are using **Windows** it may happen that you can't find the folder mentioned above. It is because that folder is hidden by default. If you want to make it visible you have to tap Windows key and write "*Folder Options*" to search for that panel. Open it and activate this option in *View* tab, then click *OK*:



Custom location for the license files

It is possible to change the location of this file by setting an environment variable named `nextlimit_LICENSE=port@host`. For example, if you want a rendernode to point to a license manager that has the IP 192.168.0.19 using the port 5053 you have to set an environment variable which looks like this: `nextlimit_LICENSE=5053@192.168.0.13`