Viewing license usage statistics

The information on this page refers to LM-X v5.0, which added the upgrade license type. If you are using an older version of LM-X, please refer to version n 4.1 documentation for information relevant to that version.

The License Usage tab in the LM-X License Server Client includes license usage statistics for features and users on the license server. Select **Users** or **Fe atures** from the View options at the top right of the License Usage page to choose which statistics to see.

When you select **Feature** from the View options, the License Usage page includes the following information for each feature being served by the LM-X License Server:

- Feature name
- · Software version number
- · Software vendor name
- Key type (e.g., Exclusive, Additive, Upgrade, Token, etc.)
- Share code (e.g., Host, User, Virtual, etc.)
- · License start and expire dates
- License type (e.g., Network)
- Total number of licenses for that feature on the license server
- Number of licenses in use
- Number of borrowed licenses

When you select User from the View options, the License Usage page lists the following statistics for each user on the LM-X License Server:

- User name
- User's machine hostname
- The IP address for the user's machine
- The features the user checked out
- The number of licenses the user has used
- · The user's login and checkout time
- The state of the license (Borrowed, Checked Out, etc.)
- Borrow expiration

In addition to showing statistics for each user, you can use the Action column options to release all the licenses that are currently in use by a particular user

The user statistics report may contain identical usernames and hosts under the following circumstances:

- If the user checked out multiple different features, each feature is displayed in a separate row.
- If multiple clients are started (for example, multiple instances of one application), you will see each client separately. (If you remove one client, the remaining clients will still remain valid.)