Activating a license using License Activator

In Windows, users can activate licenses using License Activator, as described in Activating your license using License Activator.

Vendors may choose to integrate License Activator within their installer. License Activator includes the following command line options to let you customize the tool for your own installer:

LicenseActivator.exe -output output_directory_and/or_file -title custom_text_for_title_bar -trial

Command usage

Command	Description	
-output	By default, License Activator writes a license file named license.lic to the current working directory. This option lets you specify a different path and/or file name for the license file.	
-title	Custom text for the License Activator title bar.	
-trial	Enables the additional radio button "Run as 30-day trial" on the first screen of License Activator to allow users to run the software as a trial without activating a license.	

Example

To output a license in C:\Program Files (x86)\MyApplication\License directory with "Activate MyApplication" titlebar, run:

LicenseActivator.exe -output "C:\Program Files (x86)\MyApplication\License" -title "Activate MyApplication"

Download

You can download License Activator by clicking on the file below.

File	Modified
File LicenseActivator_1.11.exe	Jun 19, 2020 by Tomasz Ryba

Release History

Version	Release Date	Notes
1.0	2012-12-01	Initial release.
1.1	2013-01-24	Improvements in case VS2010 CRT redistributable was not installed.
1.2	2013-04-09	Minor bugs and stability improvements.
1.3	2013-10-29	Require administrative rights for running.
1.4	2014-08-28	Fixed permission problem with saving license.
1.5	2018-10-09	Libraries upgraded.
1.6	2018-12-07	Libraries upgraded to require only Visual C++ 2015 Redistributable.
1.7	2019-01-09	Libraries and copyright upgraded.
1.8	2019-08-05	Additional validation of cloud hostids.
1.9	2019-08-22	Removed dependency to external Visual C++ Redistributable installations.
1.10	2019-10-30	LM-X was updated to version 4.9.16.
1.11	2020-06-19	Improved error handling.