

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.